

TURKS TAKE VIENNA

73-2 (1973BW) Spring 1909

England (Raymond Heuer)

FBar, FNwg, FBal, FBer, FKie, FNthC
AFdi-Den, FHol, AVie-Gal (elim.),
AFdi-Den, ALiv-Mos, AUkr-Rum, AMos-
Sev, AWarSAVie-Gal

France (Evan Jones)

FNAf-WMed, FWMed-Tyr, FSpa(\$C)-GLyo,
FMarSFSpa(SC)-GLyo, APie-Tus, AMun-
Tyr, ABohSAMun-Tyr

Italy (Eric Robinson)

FTun, FGLyo-Tyr (elim.), ATrISA Tyr-
Vie, FIon-Nap, AVen-Pie

Turkey (Duncan Smith)

ATyr-Vie, ABudSAGal, AGalsATyr-Vie,
ARum-Ukr, FBla-Sev, AAnk-Arm, ASer-
Rum, FAIb-Adr, FGre-Ion

Game-master Gil Neiger is still at
Fair Harbor.

* * *

NEXT DEADLINES:

- 73-2: July 28; 73-3: July 21;
- 73-4: July 28; 73-5: July 21;
- 73-6: August 4; 73-7: July 28;
- 73-A: July 21; 73-B: August 4;
- 73-C: July 21

* * *

remember-- For every new subscriber
you send us, we send you five free
issues.

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The POUCH Awards: page seventeen

ABEL SHITTIN FALLS TO JUDAH

73-A (AHK) Spring 1997 BC

East Manasseh (Duncan Smith)

AAphek-Tob, AGobanSAAphek-Tob,
AZebulanSADor, ADorSFSharon Sea-
Sharon, AFDreiSAJabbok, AJabbokS
AAmmon, AAmmonSAGilead-Abel Shittin,
FSharon Sea-Sharon

Gad (Bruce Wachtler)

AGilead-Abel Shittin, ARammoth Gilead-
Thebez, AJahesh GileadSARammoth Gil-
ead-Thebez

Judah (Marc Robinson)

ARubensAOlivas-Abel Shitten, ABenja-
minSAOlivas-Abel Shitten, AEphramS
FSharon, AThebezSAOlivas-Abel Shittin,
ABethlehem-Olivas, AAskelon-Dan,
FSharon (-Philistine Sea), ASocah

West Manasseh (Nicholas Ulanov)

AIssacharsAShechern, AShechernS
FSharon Sea-Sharon

* * *

73-B moves on page twelve.

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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

Starting on page thirteen we have Jeff Key's Diplomacy variant, Lord of the Rings, based on the trilogy by J.R.R. Tolkien. By many, this is considered the best variant using a map other than the standard board. We are already running a game of this (73-C) which is shaping up very interestingly. Jeff has a very intelligent set of optional rules which add to the players and complexity of the game. When Jeff publishes these optional rules we will re-print them.

We have two changes-of-address this week. Eric Robinson will be at: c/o Mr. Benesch, 4444 Linnaean Avenue, N.W., Washington, D.C., from July 19 to July 29. Duncan Smith is out at East Hampton for an unspecified amount of time. Ample notice will be given in The POUCH before he returns to the city. All moves for the Origins game (73-B), and negotiations with him should be sent to the following address: P.O. Box 94, East Hampton, N.Y. 11937. Duncan will continue to write his articles and carry on his other activities for The POUCH.

Several subscribers have now sent in nearly five new subscribers each; when they do, they will become "contacts" for The POUCH, and receive free subscriptions for as long as at least five of the subscribers they have sent us continue to subscribe. We urge you to take advantage of this offer by getting your friends to subscribe today. Of course, we continue to offer five free issues to every subscriber who sends us a new subscriber.

The POUCH is now received in California, Hawaii, Illinois, Indiana, Missouri, New York, North Dakota, Ohio, Pennsylvania, Texas, Virginia, Washington, Wisconsin, Washington, D.C., and Canada.

On page seven of this issue you will find an announcement of yet another filled regular mail Diplomacy game. In keeping with our policy, we now announce the opening of another game. It (73-E) has Richard Swies and Duncan Smith signed up for it as of now. As always, this game has no fee.

This is our last issue whose number begins with a "1." We think that over the last nineteen issues of The POUCH has developed a style that is both enjoyable and functional. We hope you think so too, and as always want your suggestions on how The POUCH can improve further.

subscriptions are 10/\$1.80

page two

FRENCH OPENINGS

BY DUNCAN K. SMITH

France unlike most countries in the game of Diplomacy has quite a few variants for its openings. It is probably the only country that can go to war with all three of its neighbors safely. All these different attacks though depend on the French opening. As a matter of fact the hardest task of France in 1901 is to stay neutral if it wishes to.

Going to war with Italy can be done in two basic ways. If you decide to go to war with Italy it doesn't really matter what you do with England but you must be at the least neutral (if not allied) with Germany in order to do it. If you have a good solid alliance your opening should be: APar-Gas, AMar-Spa, and FBre-Mid. In fall your moves would be: AGas-Spa, ASpa-Por, and FMid-Wed. This will allow you to convoy Army Spain to North Africa and if you have a fleet in Marseille, its moving to the Gulf of Lyon should guarantee you Tunis in Fall '02. The big dangers in this attack are these: AMun-Bur, and AVen-Pic. This will most likely keep the French player from gaining the two dots he normally receives. If the French think that the Germans and/or the Italians will do it than they had better try the second plan. This plan still entails that the French go to war with the Italians but in a much more conservative manner. In Spring the moves are: APar-Bur, AMar-Spa, and FBre-Mid. In Fall the moves are: ASpa-Por, FMid-Spa(SC), and ABur depends on what the Germans and Italians have done. This will still give you two builds in Fall and a fleet on the Italian front.

Fighting Germany is a very complicated thing to do because there are so many different ways to do it. To start with there is a very important choice you have to make. Will you try to take Belgium or will you take Iberia and just shove an army into Burgundy. To answer this question it is good to know where you stand with England. If you can get England into an alliance with you the odds are that the German player will send Fleet Kiel to Denmark and thus allow the French to take Belgium with support. This does have its dangers though because if the French do not take Belgium, they will have only one dot (Supply Center). A much safer and more conservative move is putting an army in Burgundy this way: APar-Bur, AMar(S)APar-Bur, and FBre-Mid. In Fall ABur goes to either Belgium or Munich while AMar-Spa, FMid-Por. Sending Army Burgundy to Munich is only worth while if 1) Germany sent FKie-Den; and 2) England will stand AKie out of Denmark in fall. If France knows for sure that Germany is sending FKie-Den then he should: APar-Bur, AMar(S)APar-Bur, and FBre-Pic. In fall FPic supports ABur to Belgium and AMar goes to Spain. In 1902 France builds APar and AMar and takes Portugal, Ruhr, and maybe Holland.

England is one of the hardest countries to attack because of its natural defence. Another factor in this defence is the trouble France will have in convincing Germany on an attack on England. Anyway, to do it you can go to the English Channel and try to take London or you can go to the Mid-Atlantic and wait it out. He can then build a Fleet in Brest and go to the English Channel and the Irish Sea, convoy an army to Wales thus either taking London, or Liverpool. As you can see this is almost impossible to do if Germany is not on your side. The common deal made is that Germany gets Scandinavia and the Netherlands giving him eight; France gets Iberia and all of England giving him also eight a very fair deal.

Seeing that the French position is so versatile, it is strange that France does not win more games than it does. Although France may not have a guaranteed win, it is certainly one of the funnest countries to play.

* * * * *

73-2 (TURKISH FUNNY FARM GAZETTE) JULY 16, 1909

It was quite unfortunate that yesterday the Turkish State Mental Hospital was forced to use shock treatment on one of its patients. It seems that when Peter Pierre, a long time inmate, heard over the press wire that the Humble Reporter had told the French people that he was dead, he broke down. His screams of happiness could be heard throughout the whole hospital. The doctors did everything possible to calm him down, from injecting him with "Eau de Saber-Tooth Neiger", to removing the destructive influence of Colonel Nikoplat A. Poponov, the Montenegrin officer, from his cage, but it was all to no use, and in the end shock treatment had to be used. Upon hearing of this, Said Abdul Pashawas qupted as saying, "Shocking!"

73-2 (ALL THE SMUT THAT DOESN'T FIT IN THE NEW YORK TIMES) JULY 16, 1909

Well people, it is true that the reign of Queen Evan of Savoy is over. The Queen announced all this in an unannounced and unchearsed press conference at the Moulin-Rouge. "I have decided,"he started, "To resign in order to marry my ruggedly handsome secretary." I don't fell that this will hurt the country that much; after all, everyone knows that I have done the worst job possible...(That's a joke, you fools, so laugh..)," he continued. "I now know what true hap-penus is!" he finished. At that time, the chorus boys came out singing their favorite british song "God Smight the Queen!"

EVAC PRINTOUT.....

BABE HEUER AND GOVERNOR OF PATMOS, BOTH BASEBALL STARS, START PATMOS-HEUER VIRGIN COMPANY. WILL SELL AND BUY USED EAR HYMENS. EVAN JONES, MANAGER OF THE PATMOS VIRGINS SAID THAT THE GOVERNOR WOULD NEVER PLAY BASEBALL AGAIN ON HIS TEAM. THE GOVERNOR WAS THEN IMMEDIATLE BOUGHT BY THE NEW YORK YANKIEES. HE WILL CHANGE HIS NAME TO BABE RUTH UPON ARRIVAL IN NEW YORK.....

HOW TO USE WHAT'S UNDER THE SWEATER

BY PENNELOPE NAUGHTON DICKENS

A few weeks ago Conrad von Metzka wrote an article for The POUCH, a very good one. I might add, although most of his points were right on the mark, he did fail to mention a fairly important one. From reading many 'zines, I have noticed that the "obscene" press release is not just a passing fad of The POUCH's and that there must be some reasons for its use. I am simply saying that at times vulgarity is useful to the writer.

Every player has in his time had a player in his or her game who would not respond no matter how hard his effort was. There are a few ways of combating this sort of apathy. You can always phone him, but that can get very expensive. You can threaten him, but this hardly ever works. There is one way that will work if the player with the apathy is the least bit human: that is, as Conrad said, to "hock the shit out of him." The most likely result is that he will write a letter to you asking the reason for this obvious attack on his personality and you can just tell him that you did it in order to start diplomatic correspondence. Of course once he starts negotiating, don't continue to goad him.

Conrad tells the reader that a consistently "obscene" press release writer usually does very little diplomacy; but this is just not true. Most of the people who have played with Duncan Smith know that he conducts quite a bit of diplomacy-- as a matter of fact, quite a bit more than the average player -- and yet he is the most "obscene" of all The POUCH's press writers. On the whole Duncan's press releases tend to be more ribald than obscene, although he has written some pretty sick ones. The one in which he attacks Austria and the one where he attacks Raymond Heuer are obvious examples of what Conrad is trying to say.

On the whole Conrad is correct. Of course, the same article could have been written about almost any 'zines' press. In the end, it can be said that even vulgarity, in moderation, can be a useful diplomatic tool.

73-C. COME TO THE DWARF PARTY THIS WEEK!!! BONFIRE OF 15,000 ORCS AND GOBLINS!!!

FREE FOOD FOR ALL PEOPLE OF MIDDLE EARTH!!! ALSO HOBBIT DANCING GIRLS!!!

This party has been sponsored by the AMA (Anti-Mordor Association) to commemorate the taking of Mt. Gundabad in the battle last Tuile. At the now famous battle 100 brave axe-wielding dwarves lost their lives as their leader, Dain, led them to an unbelievable victory over 150,000 orcs and goblins. 15,000 orcs have been saved to use in the now annual dwarf bonfire. All loyal members of Middle Earth are invited even elves. Don't forget to bring the kiddies.

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73-5 (BERLIN PRESS) JULY 16, 1901

BARON DUNCAN VON NEUMANN WILL WED COUNTESS JOSEPHINE VON DRACULA, COUSIN OF THE KING OF RUMANIA. THE BARON IS AGED 41 AND HIS FIANCEE 25. THE PRIME MINISTER'S MAIN ADVERSARY IN POLITICAL CIRCLES, WILLIAM HORTENBERG III, CLAIMS THAT THE WEDDING IS ENTIRELY POLITICAL ALTHOUGH HIS FEELINGS HAVE NOT BEEN BACKED BY FACTS. AS EVERYONE KNOWS, WILLIAM HORTENBERG THE III WAS THE ONLY MAN RUNNING AGAINST THE BARON'S PARTY LAST SEPTEMBER. IT WAS HE WHO CLAIMED IN THE GENERAL ELECTION THAT THE BARON HAD NO INTEREST AT ALL IN NATIONAL AFFAIRS BUT ONLY IN FOREIGN ONES. WILLIAM HORTENBERG III IS CONVINCED THAT THE WEDDING IS THE FIRST STEP IN THAT THEOLOGY BEING PROVED. THE BARON CLAIMS THAT THE ONLY REASON WILLIAM HORTENBERG III OPPOSES THE WEDDING IS THAT SINCE HIS MUNITION WORKS RUN ONLY SECOND TO KRUPP'S, HE IS ANGRY AT THE BARONS CUT IN MILITARY SPENDING IN ORDER TO RAISE THE STANDARD OF THE GERMAN DIPLOMATIC CORP. BARON DUNCAN VON NEUMANN WILL BE MARRIED NEXT THURSDAY AT THE CATHEDRAL OF SAINT-PIERRE IN COLOGNE HIS BIRTH PLACE.

73-5 (GERMAN POLITICAL BUREAU) ASSIGNMENT OF AMBASSADORS.

HERR MILS VON LUGOW TO FRANCE

COUNT BLURF VON GUNDABERG TO ITALY

HERR MICHAEL VON DERRINGERB TO ENGLAND

BARON NICHOLAS VON RUSSELDORF TO RUSSIA

HERR ALEXANDER DUSSEL-FAREIN TO AUSTRIA-HUNGARY

COUNT FATEH VON CORNFALL TO TURKEY

MINOR AMBASSADORS WILL BE ANNOUNCED NEXT WEEK ACCORDING TO HERR HENRY KASSENGER, HEAD OF THE GERMAN POLITICAL BUREAU.

73-5 (BERLIN PRESS) JULY 16, 1901

TODAY PRIME MINISTER BARON DUNCAN VON NEUMANN ANNOUNCED THE MEMBERS OF HIS PRIME CABINET. THE MINISTER OF DEFENCE WILL BE BARON KRUPP. THE MINISTER OF THE ECONOMY WILL BE COUNT KIMBER VON STAUB ALL IMPORTANT HEAD OF THE FARMER'S UNION. THE MINISTER OF CHURCH AFFAIRS WILL BE BISHOP DAVID RELIGERB, THE YOUNGEST GERMAN BISHOP IN GERMAN HISTORY. THE MINISTER OF HEAVY INDUSTRY WILL BE WILLIAM HORTENBERG III, AN OBVIOUS CONCILIATORY MOV. AND FINALLY THE MINISTER OF TRANSPORTATION WILL BE BARON ROBERT VON WHELENBERG, THE MAN WHO IS GENERALLY CONSIDERED THE MASTER MIND BEHIND THE NEW WARSAW-BERLIN-MADRID RAILWAY.

EVAC PRINTOUT.....

THE SABER-TOOTH NEGIR COAT SOLD TO A SAID ABDUL PASHA BY A BABE HEULER, BASEBALL STAR HAS BEEN FOUND TO BE ALIVE. THERE IS A NOW THRIVING FAMILY OF SABER-TOOTH NEGIRERS LIVING IN HIS HAREM.....

We have started three new trades, and we think that you should know about these zines.

The first zine is IMPASSABLE. This zine is put out by John Boyer, who also edits DIPLOMACY REVIEW, the IDA's official newsletter. IMPASSABLE is mimeographed and very, very neatly put together, is easily read, and very enjoyable. There are many games, and we highly recommend it. You can get IMPASSABLE at 12/\$2 by writing to John at 117 Garland Drive, Carlisle, PA 17013.

We now trade with Doug Beyerlein for his WASHINGTON REPORTS. This small zine, in Doug's words, "specializes in ratings and other trivia that the editor finds interesting." For anyone who is seriously interested in the trade, this zine is a must. WASHINGTON REPORTS is available at 5/\$1 from Doug at 3934 S.W. Southern, Seattle, Wash. 98136.

The third zine is THE RIGOT. It is published by the right's answer (at least in political terms) to John Boardman. The zine runs variants as well as regular games, and if you like political commentary that is strong, and not necessarily in line with your own, you should enjoy this zine. It has just gone from legal-sized mimeographed sheets to 8 1/2" X 11" dittoed sheets. You can get THE RIGOT from David Staples at Rt. 1, Box 120, Fargo, N.D. 58102.

* * *

We have (you guessed it) filled another regular mail game of Diplomacy. Those in the game, their addresses, and their countries, are:

Austria-Hungary: Ronald M. Kelly, #210, 225 Virginia Ave., S.E.,
Washington, D.C. 20003
England: Leo Plotkin, 83-02 Cornish Avenue, Elmhurst, Queens, New
York 11373
France: Donald M. Pitsch, 815 Hinman Avenue, Evanston, Ill. 60202
Germany: Mike Ritter, 332 West J, Brawley, CA 92227
Italy: Jamie Adams, 141 Seven Bridges Rd., Chappaqua, N.Y. 10514
Russia: C.A. "Red" Beam, 9611 Corbin Avenue, Northridge, CA 91324
Turkey: John Smythe, 54 Butler Street, Brooklyn, N.Y. 11231

The game is 73-7, and is awaiting assignment of a Boardman number. The game-master is Gil Neiger who is currently at Fair Harbor, Fire Island, New York 11734, but will be back at his New York City address by the first deadline: July 28. His city address is: 300 West 108th St., New York, N.Y. 10025.

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The beginning of eternity, the end of time and space, the beginning of every end, and the end of every place is, "e".

73-C In answer to the many who have called Us boorish names, let Us point out that We only wish to master you. Our goal is not so ridiculous when you consider Our age and wisdom. We make a serious offer to all those in the game (except the Elves): Ally with Us and We will grant you co-equal credit for Our victory. Ally with Us and We will not attack you, but defend you, Ally with Us and We will help you take as many supply centers as you can. Ally with Us and live in peace.

The Montenegrin government today announced that its M.a.n. (Montenegrin astro-naut) had successfully landed on the Moon. The official communique stated that the Montenegrin kingdom's flag had been planted in the surface of the Mare Tranquillitatis (Sea of Tranquility). The M.a.n. reported to M.A.S.A. (the Montenegrin Aeronautics and Space Administration) that the Moon was definitely not made of Danish blue cheese, but that it "most certainly does have a tangy flavor reminiscent of orange juice." The government announced that it was immediately setting out to recruit citizens who would be willing to help colonize the Moon.

"It is our goal to make the Moon safe for Monarchical reign," said the King in his proclamation hailing the successful touch-down on the surface, and calling on his people to help colonize the heavenly body.

"Our M.a.n. is conducting experiments to determine whether plant life will grow on the surface, whether underground housing can be built, whether any precious substances are readily found on the Moon, and whether or not a colony could successfully be established," said Col. Nikoplat A. Poponov, head of MASA. "Many other experiments will be conducted, and when their subsequent data is returned to MASA headquarters, we expect to be able to start building large enough craft to start transporting many people to live and co-habitate on the Moon," said the Colonel.

"Of course we realize that those who will eventually be born on the Moon will not be able to visit Earth because their bone structures will not be able to support the added weight caused by Earth's stronger gravity," said Col. Poponov. "So, those who are permitted to have children must be specially selected for the ability to foster children who can spend their entire lives on that planet," concluded Poponov.

When asked why the identity of the M.a.n. had not been released, the Colonel replied, "No comment. Sorry boys."

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THE SAGA OF POOR RICHARD NIXON

Doctors today described President Nixon as "a sick man."

NBC-TV

July 14, 1973

I don't know what's so unusual about that, I've been calling him "a sick man" for years.

Anonymous

(a well-known Greek)

These two parties, Marc de Robinsono, charge d'affaires for the French government, and Baron Duncan Von Neumann, Chancellor of Germany, do agree to contract this treaty of alliance in Spring 1902 AD

Article I

- A) Germany shall not use any of its forces for the purpose of attacking any of the forces or provinces of France nor for the purposes of supporting any attack on the forces of provinces of France.
- B) France shall not use any of its forces for the purposes of attacking any of the forces or provinces of Germany nor for the purpose of supporting any attack on the forces or provinces of Germany.

Article II

- A) Should either country be attacked, both countries shall act immediately and jointly in warring upon the attacker to the best of their ability, and shall only conclude peace together.
- B) War may only be declared and warfare engaged against a said enemy by the consent of both Germany and France. Both countries must aid each other to the best of their abilities in all military operations. This includes contracting peace together not separately.

Article III

- A) The following belong to Germany and are recognised as belonging so: Belgium, Holland, and Denmark.
- B) The following belong to France and are recognised as belonging so: Spain and Portugal.
- C) Article III may be amended to include any other provinces that both France and Germany agree should be recognised as belonging to each other.

Article IV

This treaty shall have a duration of five years from Spring 1902 to Fall 1906 inclusive. This treaty shall be renewable for periods of two years thereafter.

In witness whereof, the authorised plenipotentiaries affix their signatures.

/S/ Baron Duncan Von Neumann
GERMANY

FRANCE

The Embassy would appreciate hearing the French answer in the near future so that they may make their plans around it.

Herr Miles von Lugow.....

73-A. (EAST MANASSEHAN STORYBOOK) THE SAGA OF EL YID.....

And so it was that in 1997 BC, the Hebrew people of Gad, declared that they were indeed Gad the Almighty, creator of the Earth. And so war came upon the peace loving people of East Manasseh, who unlike their neighbors, believed in only one Lord and his name was God. And so it was decided that Spring by the wondrous Queen of East Manasseh, that an army would be sent out to destroy the blasphemous people who thought they were Gad. And that army begat its leader, and his name was El Yid. And so it was that one cold summer day, 1500 East Manassehan soldiers and their brilliant leader, El Yid, left their homeland and headed for the evil country that called itself Gad. A feeling of dread and doom hung over the war party as all remembered King Levi Ahol's, Lucifer's slave, pronouncement that Gad would strike them down. But soon it came that El Yid and his men reached the evil border of the country that called itself Gad and they no longer feared it. And so it was that for the next three months, El Yid and his men rode through Gad burning all, whether a house or a being, in order to purify that evil land where it is said flowers will one day grow. And it was shown that indeed Gad was dead. And the world rejoiced and all were glad. And so it was that the Sgga of El Yid reached its end and that his soul rose up to meet the heavens on a winter day in 1997 BC.

73-A (HEBREW GALETTE) 23rd hour of crescent moon, 1997 BC

Today Head-Rabbi Conan, the Hyperbore and head of the E.A.C (Equality for animals Council) appeared at a news conference in an obviously unhappy mood. "The foolish generals of Gad have almost destroyed all the goals that the EAC had set for this year," he told the press. "The EAC had breached the first barrier of prejudice when we got the government to agree to let us induct asses into the army and now that the Seventh Mobile Chariot Division, the first army unit to be totally made up of asses, has been publically humiliated. I am sure that the Government will not agree to this project again," the rabbi concluded. At this point the Rabbi left with his recent wife who it just happens is a cow!

73-5 (FRENCH EMBASSY) JULY 16, 1901

German Ambassador to France, Herr Miles Von Lugow, has told members of the press that he has been directly handed down by Baron Duncan Von Neumann, the German Prime Minister, in order that it be given to the highly powerful French Diplomat Marc De Robinsone, some very important papers including a treaty. It is hoped by the German Diplomatic Corps that the French and the German people could come together and ally this year before the British decide to give any ultimatoms. Ambassador Von Lugow though wants to be sure that P.M Kahn of England realises that by no means does this offer to France means that Germany wishes to go to war with England.

continued on next page.....

IN RETROSPECT, LOOKING BACK, AND WITH HINDSIGHT

In retrospect, looking back, and with hindsight, it appears that some could say that conceivably, in some respects, there could have been a mis-conception on the part of some, from a quasi-literal point of view, a somewhat limited-in-scope -- from the retrospective, analytical processes employed by the many who subscribe (at least in a limited capacity) to the, shall we say, integrated vein of thought -- viewpoint, that it might, and indeed could, be said, or at least in some sense implied, that at that point in time, and now subsequently at this point in time, it has all been a mistake.

Publius.

(ed. note: It may be difficult for some of you to decipher, but the above statement is in fact a positive statement about the current state of affairs in this country, and in some aspects, the world.)

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A note from the editors:

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THE FOLLY OF RATIONALIZATION IN ADVANCE OF PERSONAL EXPERIENCE

I am standing on the threshold about to enter a room. It is a complicated business. In the first place I must shove against an atmosphere pressing with a force of fourteen pounds on every square inch of my body. I must make sure of landing on a plank traveling at twenty miles a second round the sun. I must do this while hanging from a round planet, head outward into space, and with a wind of ether blowing at no one knows how many miles a second through every interstice of my body. The plank has no solidity of substance. To step on it is like stepping on a swarm of flies. Shall I not slip through? Verily it is easier for a camel to pass through the eye of a needle than for a scientific man to pass through a door. And whether this door be a barn door or a church door, it would be wiser that he should consent to be an ordinary man and walk in rather than wait until all the difficulties involved in a scientific ingress are resolved.

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Back issues are available for 50¢ each. Ancient Hebrew Kingdom map and rule sets are available for 30¢ each.

USA (Gil Neiger): No attacks
 France (Cary Fulbright): No attacks
 Britain (Ronald Kelly): No attacks
 Russia (Evan Jones): No attacks
 Germany (Alex Katzoff): 3-1 against Britain in Austria ()
 Stock: Boeing - 60 - no result

	USA	FRA	BRI	RUS	GER
Als					
Aus			2		7
Bal			4	C	
Bri					
Cze					C
Fra					
Ger					
Ita					
Pol			2		
Rhi		4			
Rum					
Rus					
USA	2				

Score: USA 25, Ger 3, Fra 0, Bri 0, Rus 0

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COMING UP IN FUTURE ISSUES OF The POUCH: A variant using the regular Diplomacy board, and encompassing the use of corps, The POUCH's house rules, an article on the strategic importance of the Netherlands, and many other articles.

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ARE YOU CERTAIN THAT IT ISN'T ALL A DREAM

That our minds, souls, thinking powers (use what names we may) exist, is the thing of all others of which we are most certain, each for himself. Next to this, nothing can be more certain to us, each for himself, than that other things also exist; other minds, our own bodies, the whole world of matter. But between the character of these two certainties there is a vast difference. Any one who should deny his own existence would, if serious, be held beneath argument; he does not know the meaning of his words, or he is false or mad. But if the same man should affirm the whole creation to be a dream of his own mind, he would be absolutely unanswerable. If I (who know he is wrong, for I am certain of my own existence) argue with him, and reduce him to silence, it is no more than might happen in his dream. It is not impossible that in a real dream of sleep, some one may have created an antagonist who beat him in an argument to prove that he was awake.

—Augustus De Morgan

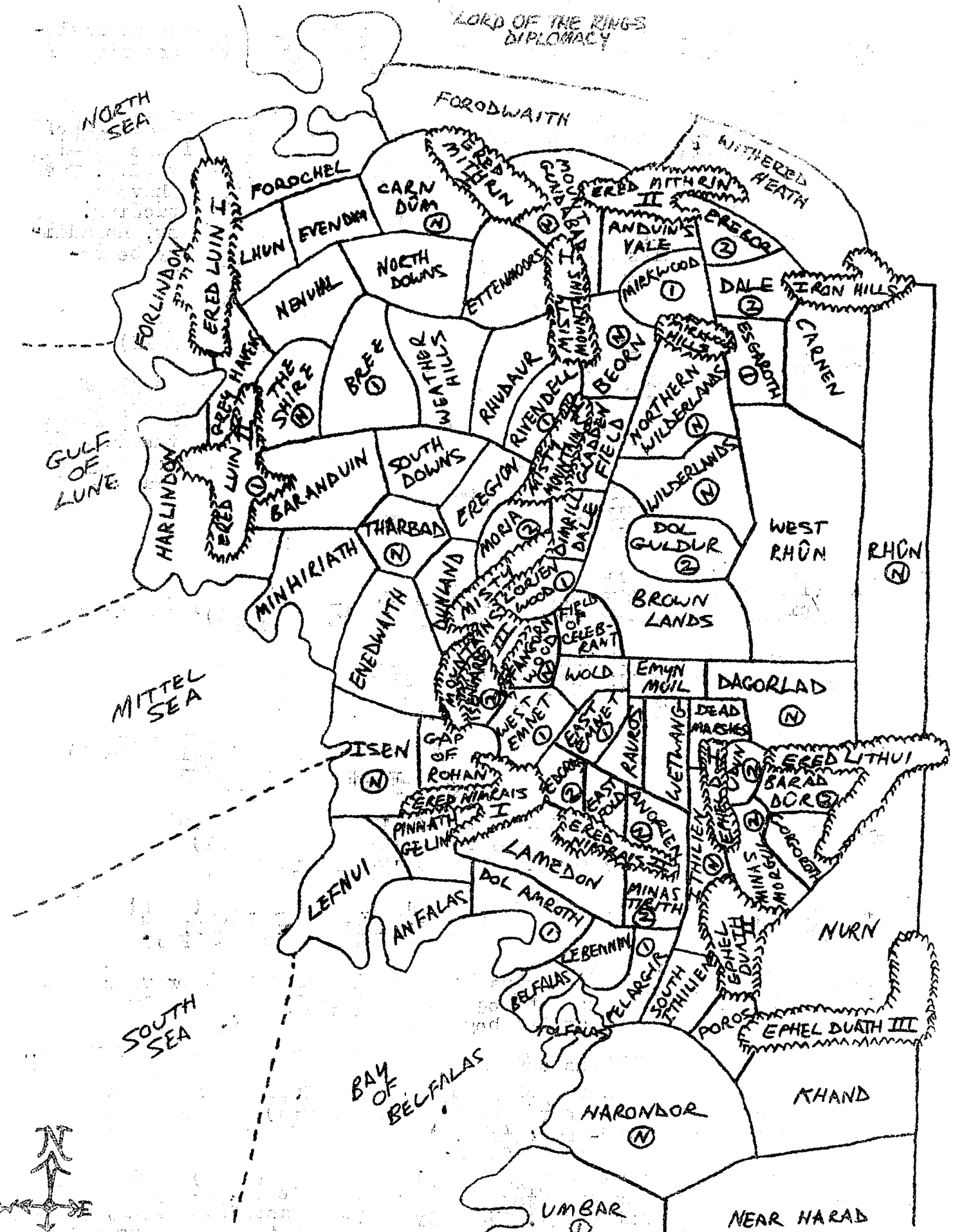
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"Diplomacy" si sdrawkcab delleps "ycamolpiD" taht ezilaer uoy oD

LORD OF THE RINGS
DIPLOMACY



LORD OF THE RINGS DIPLOMACY

1. Except for the differences noted below, the rules of the game of Diplomacy in the 1971 edition of the Rulebook will control the progress of the game.
2. All the pieces on the board at the start of the game are armies. There are three strengths of armies employed at the beginning of the game: single armies (SA), double armies (DA), and one triple army (TA). Each has the same supply requirements of one supply center, but have a strength of 1, 2, and 3 respectively when supporting or attacking. Other than the multiple armies on the board at the beginning, no additional multiple armies may be raised nor may a multiple army be rebuilt if it is annihilated in the progress of the game.
3. The starting pieces of the respective powers are as follows:

MORDOR (Sauron): TRIPLE ARMY in BARAD-DUR (Old Sauron himself)
"black" DOUBLE ARMY in ISENGARD (Saruman)
DOUBLE ARMY in MOUNT GUNDABAD (The Great Goblin)
DOUBLE ARMY in MINAS MORGUL (King Ringwraith, Lord
of the Nazgul)
DOUBLE ARMY in UDUN (The Lieutenant of the Tower of
Barad-Dur)
DOUBLE ARMY in MORIA
DOUBLE ARMY in DOL GULDER
SINGLE ARMY in UMBAR (The Corsairs)

ROHAN (Theoden): DOUBLE ARMY in EDORAS (Theoden)
"white/pink" SINGLE ARMY in EAST BUNNET (Eomer)
SINGLE ARMY in WEST BUNNET (Erkenbrand)

GONDOR (Denethor): DOUBLE ARMY in MINAS TIRITH (Faramir)
"red" SINGLE ARMY in PELARGIR
SINGLE ARMY in DOL AMROTH (Prince Imrahil)

THE MEN OF THE NORTH (King Brand): DOUBLE ARMY in DALE (King Brand)
"blue" SINGLE ARMY in ESGAROTH
SINGLE ARMY in BREE

THE ELVES (Celeborn): DOUBLE ARMY in LORIEN WOOD (Celeborn)
"green" SINGLE ARMY in MIRKWOOD (Thranduil)
SINGLE ARMY in RIVENDELL (Elrond)

THE DWARVES (King Dain Ironfoot): DOUBLE ARMY in EREBOR (Dain)
"yellow" SINGLE ARMY in MRED LUIN I

4. A special piece, THE RING, begins the game in the supply province of THE SHIRE. This piece does not require the support of a supply center and belongs to no player at the beginning of the game.
5. The province of TOLFAIAS is considered both a sea and a land province.
6. There are four seasons for each year. They are Tuile (spring moves), Laire (summer ring transfers), Yavie (autumn moves), and Hrive (winter builds/removals and ring-transfers).
7. The ring may be moved along with the playing piece (unit) that starts in the same province as the ring each movement season; or it may be left behind as the unit moves. The only other way that the ring may be moved is during Laire or Hrive, when the unit which has the ring in

its possession may order it to be transferred to a unit in an adjacent province. As ring transfers take place after builds, newly built pieces may be utilized to transfer the ring during Hrive. If a unit in the same province as the ring is forced to retreat, the Ring may be carried with it if the player so declares. Otherwise, the ring is assumed to have stayed in the vacated province. If a unit in the same province as the ring is annihilated, the ring is assumed to have been left in the province.

8. If the Ring is left behind in any sea province except Tolfalas, it is assumed to have been sunk at sea and can only be recovered by a double or triple army of Mordor. A unit can deliberately "sink" the ring by so ordering and that order may be in addition to its regular order. However, it must be sunk in the sea in which it began the move.

9. Any player who has the ring in the same province as his double army (except in the case of a sunk ring) may declare during any season that he is "putting on the Ring." From this point on, the Ring cannot be separated from the double army except by the elimination of said army. Should this occur (the player "losing the Ring") he is out of the game --his units are thrown into civil disorder and may neither move nor support. They are eliminated if displaced. They may, however, receive support should another player so desire. The next owner does not automatically "wear" the Ring but must make the decision himself whether he will carry it or wear it. When a double army is wearing the Ring, it acts to convert the double army into a triple army (or, in a battle against Mordor units, a quadruple army) and renders the army invisible. The invisible army is ordered to move the same as regular armies with the exception that the order is not exposed unless it results in a conflict between it and at least one other unit. In this case, the results of the moves are disclosed, but not the unit itself.

10. Any army in a coastal province (including Tolfalas) may build a "bunchaboats" during the movement seasons if the army doesn't attempt to move, give support, or is not attacked. Any number of these "bunchaboats" may coexist in the same province. An army in a province which contains a bunchaboats can move with it but to sea, or to an adjacent coastal square. Boat-bunches may never be moved inland nor can more than one be moved by an army during a season. Boat-bunches contribute exactly nothing to battles. If it is desired to destroy a boat-bunch, the same conditions apply as for building it...it takes an army one season doing nothing else to accomplish the task. Only one boat-bunch per movement season may be destroyed in a single province. Also note that an army asea in a boat-bunch may NOT fight another army which is also asea in a boat-bunch. It can, however, assault a coastal province from a boat-bunch. As many armies as desired may exist simultaneously in a single sea province if they are all on separate boat-bunches.

11. There are three ways to end the game:

- (7-11) A. A player not "wearing the Ring" succeeds in moving the Ring to Barad-Dur and thus destroys it in Mount Doom.
B. The Triple Army (Sauron) is removed from the board.
C. The Ring and the Triple Army get into the same province or sea together...thus giving Sauron unlimited power.

In the first two, Mordor loses and the winner is the player, other than Mordor, who has the strongest forces...counting double armies double, but deducting four units from the total of a player who is wearing the ring (if any). In the third case, Mordor is the winner of course.

12. ONLY GOBLINS, ENTS, AND DWARVES MAY ENTER THE MOUNTAIN AREAS!

13. Mordor may build units in Mt. Gundabad only if the Goblins gain a new supply center or have lost a unit and not lost a Goblin supply center

14. The first Rohirrim army which occupies Fangorn Wood successfully has the option of converting itself to an Ent army during Hrive. This Ent army remains under the control of the Rohan player, but must move to Misty Mountains III immediately (in Tuile) and thereafter begin attacking Isengard. Once Isengard has fallen, the Ent army reverts to its previous strength as an army of Rohan
15. STRENGTH COMPARISON: MORDOR ~~THE~~ WORLD ROHAN GONDOR ELVES DWARVES MEN
- | | | | | | | | |
|------------------|----|----|---|---|---|---|---|
| Number of units: | 8 | 14 | 3 | 3 | 3 | 2 | 3 |
| Total strength: | 16 | 19 | 4 | 4 | 4 | 3 | 4 |
16. NEUTRAL SUPPLY CENTERS (13): ANORIEN, HARONDOR, WILDERLANDS, THE SHIRE, DAGORIAD, ISEN, NORTHERN WILDERLANDS, BEORN, CARN DUM, ITHILIEN, FANGORN WOOD, RHUN, THARBAD.
17. Rule 9 does not apply for the Mordor Player. None of Mordor's armies may put on the Ring except Sauron himself...in which case the game comes to a halt with Mordor the winner.
18. JEFF KEY, 7110 Berkeley N.W., Kansas City, MO. 64152 is the designer of all this madness and all rights and priviledges remain with him.

ANDUIN'S VALE		FANGORN WOOD (n)	MITTEL SEA (s)
ANFALAS		FIELD OF CELEBRANT	MORIA (DA-M)
ANORIEN (n)		FORLINDON	MOUNT GUNDABAD (DA-M)
BARAD-DUR (TA-M)		FOROCHEL	NEAR HARAD
BARANDUIN		FORODWAITH	NENUIL
BAY OF BELFALAS (s)		GAP OF ROHAN	NORTH DOWNS
BELFALAS		GLADDEN FIELD	NORTH SEA (s)
BEORN (n)		GORGOROTH	NORTHERN WILDERLANDS (n)
BEORN (SA-N)		GREY HAVENS	NURN
BROWN LANDS		GULF OF LUNE (s)	PELARGIR (SA-G)
CARN DUM (n)		HARLINDON	PINNETH GELIN
CARNEN		HARONDOR (n)	POROS
DAGORIAD (n)		IRON HILLS (m)	RAUROS
DALE (DA-N)		ISEN (n)	RHUDAUR
DEAD MARSHES		ISENGARD (DA-M)	RHUN (n)
DIMRILL DALE		ITHILIEN (n)	RIVENDELL (SA-E)
DOL AMROTH (SA-G)		KHAND	SOUTH DOWNS
DOL GULDUR (DA-M)		LAMEDON	SOUTH ITHILIEN
DUNLAND		LEBENNIN	SOUTH SEA (s)
EAST EMNET (SA-R)		LEFNUI	THARBAD (n)
EASTFOLD		LHUN	THE SHIRE (n)
EDORAS (DA-R)		LORIEN WOOD (DA-E)	TOLFALAS (l&s)
ENEDWAITH		MINAS MORGUL (DA-M)	UDUN (DA-M)
EPHEL DUATH I (m)		MINAS TIRITH (DA-G)	UMBAR (SA-M)
EPHEL DUATH II (m)		MINHIRIATH	WEATHER HILLS
EPHEL DUATH III (m)		MIRKWOOD (SA-E)	WEST EMNET (SA-R)
EREBOR (DA-D)		MIRKWOOD HILLS (m)	WEST RHUN
ERED LITHUI (m)		MISTY MTNS. I (m)	WETWANG
ERED LUIN I (m)		MISTY MTNS. II (m)	WILDERLANDS (n)
ERED LUIN II (m)(SA-D)		MISTY MTNS. III (m)	WITHERED HEATHE
ERED LUIN III (m)			WOLD
ERED MITHRIN I (m)			
ERED MITHRIN II (m)		SA - Single Army	
ERED MITHRIN III (m)		DA - Double Army	D - Dwarves
ERED NIMRAIS I (m)		TA - Triple Army	E - Elves
ERED NIMRAIS II (m)		l - land province	G - Gondor
EREGION		m - mountain	M - Mordor
ESGAROTH (SA-N)		s - sea province	N - Men of the North
ETTENMOORS		n - neutral	R - Rohan
EVENDIM			

Being an editor of the rather prosaic POUCH has, in my opinion, given me the right to award The POUCH readers with the reading of the following awards to some gifted people.

The first award is self-explanatory. I do hereby award Duncan Smith the Best Overall Player Award. This award entitles the winner to an all-expense-paid trip to a motel in Bloomington, Indiana.

My second award is The POUCH Award for Best Playing in a Single Game. I do hereby award this to Paul Neumann for his play of Russia in game 72-1 (1973GK) even though he did not finish it. I am sure that all The POUCH players would be hard put to match Paul's efforts upon taking over a three-center Russia. This award entitles the winner to a game in The POUCH without any fee.

The next award is the one award that I am sure no one wants to win, and yet there must be a winner! The winners of The POUCH's Blah Player Award are Phil Kahn and Alex Katzoff for their valiant efforts in 73-2. Their prize is probably the best part: their name is in print, spelled correctly I might add.

The next two awards deal with press releases. The strange thing about the press in The POUCH is that although there has been quite a bit of it, there have been few of quality and even fewer writers. The POUCH Award for Best Single Press Release goes to Paul Neumann for his release in The POUCH, Vol. I, Issue 3, where he gave his reasons for quitting 73-1. This entitles him to several free lessons under the masterful guidance of that famous press release writer, Evan Jones. Now then, The POUCH Award for Best Group of Releases goes to Lewis Carroll. This award entitles the winner to an all-expense-paid trip to Wonderland.

This next award was the hardest to choose of all. I mean, do you know which the best article was? After much debate with myself I have decided that it was Conrad von Metzke's Is The POUCH Becoming Diplomacy's "Screw"? This magnificent award entitles him to bronzed copies of all the obscene press releases that have appeared in The POUCH. How big is your house Conrad?

And now the time for the best award of all. The Obscene POUCH Award. Without any misgivings I do hereby award it to Evan Jones who is both obscene in deed and mind. This award entitles him to a free visit to Duncan's house.

Well there they are, The POUCH's Awards. I hope that no one feels left out, but that's life.

I want to apologize to those in game 73-C for resigning my position. I am now vacationing on Cape Cod and while my mail is being forwarded, I don't feel there is sufficient time for me to conduct diplomacy properly. I think Duncan will make a fine Dwarf, though he might make a better orc.

There has been some indication that a number of subscribers are not getting all their issues. If you have not gotten an issue you should have, please let us know.

Meanwhile, have a nice summer.

In the last article-issue (#17) it was mentioned how unbelievable the pollution of Gary, Indiana is. We do not think that it was made clear enough. We are re-printing a paragraph from an article in Edi Birsan's ARENA, in which he writes about the trip to DipCon VI.

If you grow up in New York City, or any large city for that matter, you become accustomed to air pollution and fights over it and the like. Well, I've been to L.A. and S.F. and Chicago and a few other high pollution areas as well as Pittsburgh I might add. In all my life, I have never seen a more disgusting display of air pollution than in Gary, Indiana. The whole city was one great belching smoke stack with clouds of yellow and black smoke pouring out from every structure in the town. Gary, Indiana is a disgrace to humanity and a revolting spectacle of the ability of massive corporations to over-power the concerns for health and clean air that miraculously work their way through our political system. The very thought of the town makes me sick.

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The day is the same length of time as anything that is the same length as it.

--Lewis Carroll

A Philosopher is a Fool who torments himself while he is alive, to be talked of after he is dead.

--Jean D'Albert

The POUCH

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

address correction requested

