

NO BUILDS FOR GERMANY

73-8 (1973FJ) Fall 1901

Austria-Hungary (Jonathan Jacobs, 2)

ABud-Rum, ASerSABud-Rum, FTri, owns: Bud, Tri, Vie, Rum, Ser (5)

England (Douglas Dick, 1)

AEdi-Den, FNthCAEdi-Den, FNwg-Nwy. owns: Edi, Liv, Lon, Nwy (4)

France (Eric Robinson, 3)

ABur-Mun, FMid-Por, AMar-Spa. owns: Bre, Mar, Par, Mun, Por, Spa (6)

Germany (John Arensmeyer)

AKie-Den, FHol-Bel, ARuhSFHol-Bel. owns: Ber, Kie, Mun, Bel (3)

Italy (Richard Swies; 1)

AVen, AAPu-Tun, FIONCAAPu-Tun. owns: Nap, Rom, Ven, Tun (4)

Russia (neutral moves, 1)

FRumSAScr-Bul (elim.), AUkrSARum, ASev-Arm (-Mos), FBoth-Swe. owns: Mos, ~~Ser~~, StP, War, Swe (4)

Turkey (Duncan Smith, 2)

AArm-Sev, FBlaSAArm-Sev, ABulSABud-Rum. owns: Ank, Con, Smy, Bul, Sev (5)

Mike Honig (1494 E. 96th St., Brooklyn, N.Y. 11236) is the new Russia. He has requested that builds be a separate season next turn.

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NEXT DEADLINES:

73-3: November 3; 73-4: October 20;
73-5: October 20; 73-6: October 27;
73-7: October 20; 73-8: November 3;
73-9: October 27; 73-10: November 10;
73-B: October 27; 73-D: November 3

ALL PLAYERS MISS MOVES

73-3 (1973BY)

Believe it or not, every player in this game missed his moves this turn. Since one player's miss would hurt him, but all players misses do not hurt them, we feel obliged to make a token penalty. Even though this is not a fee - deposit game, all players are being charged 25¢. 25¢ must be sent with their next moves which will be due November 3. Please let's not have this happen again.

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MORDOR WINS!

73-C (1973Bacx) Yavie 4

Mordor (Nicholas Ulanov, 3)

DADol Amroth (-Anfalas), DAMinas Tirtih-Lamedon, TAFastfold-Edoras, DAFast Emnet-West Emnet, Wetwang-Anorien, Ithilien-Pelargir, Dead Marshes-Eryn Muil, DADol Guldur-Wilderlands (elim.), DABaranduinS Bree-The Shire, GDANorth Downs-Nenuial, Bree-The Shire. builds: Udun, Minas Morgul, Barad Dur

Rohan (Raymond Heuer, -1)

Rauros-Fast Emnet, Eryn MuilSRauros-Fast Emnet, West EmnetSEdoras (-Isengard), Belfalas-Dol Amroth, DAPinneth GelinSBelfalas-Dol Amroth, LamedonS Edoras (-Lebennin), EdorasSWest Emnet (elim.). removes: Eryn Muil

Elves (Miles Smith, 2)

Anduin's ValeSMount Gundabad, Dimrill Dale-Moria, DABrown Lands-Dol Guldur, WilderlandsSDABrown Lands-Dol Guldur, Northern WilderlandsSWilderlands. builds: Lorien Wood, Mirkwood

(continued on page three)

--A Comment by Stephen Tihor

While I agree with Ms. Dickens in her first contention, that press editing should remain up to the editor of the zine, I cannot completely agree with her contention that while sexual language should be permitted, but prejudicial language should be eliminated.

Despite my basic agreement I must raise two points which each editor must decide for himself. First there is the question of limits, is the editing going to be limited to personal attacks or is it to be applied to any press which the editor feels might prove offensive. Should the editor poll the readers to determine their lack of taste (considering the response to the various other The POUCH polls, not very useful) or simply make an editorial pronouncement (IMAGE OF THUNDER AND LIGHTNING, FALLING TABLETS, SMOKEFILLED ORACLES...)?

Second, do you return (in a self-addressed, stamped envelope which the obscene press releaser thoughtfully included with his releases), burn, or "edit" the press? (Ex.: "'fucking ***'"? or even "'***** Evan of Savoy'"?) Or do you follow Ms. Dickens' parting advice and BLACKLIST such undesirable persons (Duncan Smith -- well --, Conrad von Metzke --uh--, or Reinsel --No Comment--)? R.S.V.P.

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AND ONCE AGAIN EVIL TRIUMPHS OVER GOOD...

an analysis of 73-C (1973Bacx)

by Nicholas A. Ulanov

Victory was achieved in this game, finally, by the capture of the ring, but it took place after an ingredient which for Mordor is necessary to victory in this variant. That ingredient is Mordor's successful arrangement of an alliance with one of the "free peoples." Because of the fact that the Dwarves concluded that defeat was inevitable, and their leaving the ring to Mordor in retreat speeded a win.

At the outset of this game, I reached an agreement with the player of Gondor. This agreement functioned to each of our benefits until the obvious moment when the perfect opportunity came -- the stabbing and devastation of Gondor by Mordor. Gondor fell in the course of two movement turns and this made it possible for Mordor to leave his rear open and advance north with a one front war.

While this was going on the Dwarves kept the ring in and around The Shire, enabling Mordor to steadily move toward it and eventually capture it. At the close of the game Rohan was falling and would have been totally wiped out in two turns. This gave Mordor three builds in the last turn and guaranteed that Mordor would be very strong and hard to beat without his capturing the ring, let alone with it.

The basic strategy followed by Mordor was not to capture as many centers as possible, but to keep moving towards strategic positions and the ring taking enough supply centers as he moved forward, to make up for the ones he lost in not playing a defensive game.

THE M.O.W. VARIANT PACKAGE

by Raymond Heuer

The Mid-west (formerly Michigan) Organized Wargamers have, as a group, published a fine collection of Diplomacy variants.

It is all packed into a green folder which has a humorous cover by Gregg DeCesare; a table of contents with acknowledgements; an informative introduction by Lew Pulsipher, former custodian of the Miller Numbers, which goes a long way toward answering the question; "Just what is a Diplomacy variant, anyway?"; and an index of the Miller Numbers, a two letter code identifying all variants that have been given a Number (ex. the "cx" identifying War of the Rings Diplomacy I).

Inside one finds: an errata sheet (nobody's perfect); a questionnaire to help form the basis of future packages; and the main event, the variants.

First, there is another article by Lew Pulsipher, this one outlining rule changes to allow play of a simple variant using the regular Diplomacy board and pieces, e.g., Winter 1900 builds (where one builds his original three units, ex. France: A Par, ABre, F Mar), Armed Neutrals (similar to Grand Fenwick's Revenge, except that the units are in civil disorder), Twin Earths (where two boards are used, each connected to each other by the identical provinces, ex. Ger: AMun I-Ruhr I, AMun II-Mun I), Lines of Supply (where a unit must trace a line of supply to the "dot" it is being supplied by), The Key Rule (where a unit ordered to move gives up all rights to the space it formerly occupied, ex. A-H: A Vie-Gal, A Bud-Vie dislodges A Vie unless both units are of the same country), Cutting the Cutting of a Support (this can get complicated after four or five cuts), The Spring Raid (where, when a player occupies another player's supply center in the spring, the center becomes neutral), Decoy Units (Hoo boy, as if we GM's don't have enough problems with the real ones), and other interesting changes.

Then we really get down to business, to wit:

- a) Aberation IV by Rod Walker (Map & Rules, 9-Man, Armored units ((similar to DA's except that they need 1.5 supply centers)))
- b) Abstraction by Fred Davis (Map & Rules, basically a changed map to even out the game, Piggy-back convoy rules, Switzerland passable, split, and (partly) a supply center)
- c) Air-Sea Diplomacy by David Staples (Rules, uses standard map, adds submarines and planes, pass it by!)
- d) Chalker (9-Man by someone named Chalker, Map & Rules)
- e) Continent by Andrew Phillips (Map & Rules, you need SHAAFT's house rules to make the rules intelligible, Continent referred to is South America, bad presentation, passable variant)
- f) Diadokhi II by Richard Vedder (Map & Rules, set just after the death of Alexander the Great, repeated references to Jerusalem drive me up a wall since there is no such province on the map included)
- g) STRESS by Mike Bartinowski (Map & Rules, a battle over the city of Detroit, name is an anagram for Stop the Robberies, Enjoy Safe Streets, an anti-crime program of the Detroit Police Department)

h) Michigan Diplomacy by Robert Boasecker (Map & Rules, battle for Michigan, rules make reference to an "unnamed province directly east of Port Huron," on my map, there is no such animal)

i) Middle Earth IV by Banks Mebane (Map & Rules, similar to Lord of the Rings Diplomacy except that the map has (I think) less provinces, there are different players, and victory criteria is 15 units on the board (out of 29 centers))

j) Militarism I by Lew Pulsipher (Rules, uses standard map, so complicated that I didn't even bother finishing the rules)

k) 1958 Diplomacy by Allan Calhmer (Map & Rules, the original version, I'm going to keep you in suspense, but - Dippy's come a long way)

l) Third Age by Brian Libby (Map & Rules, similar to LotR and MEIV, different countries again, this time with fleets, and an intrinsic defense value to Minas Tirith)

On the whole, the M.O.W. is to be congratulated for this fine effort and encouraged to publish many more like it, it might also be a good idea for the IDA as well, or at least the Atlantic Regional Secretary, right Nick?

This package is available from Paul Wood, 24613 Harmon, St. Clair Shores, Michigan 48080. The price for non-members of MOW is \$1.75 and well worth it.

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PRESS

73-6 There was a story about a pompous little dictator who ran across some writing on the wall, saying:

Roses are red
Commies are too,
Edi the hun,
I will get you

Too bad he couldn't read!

73-7 The German ambassador today announced Germany's all-out attack on France. He was quoted as saying, "I don't know if the British want to get involved in this little struggle, but it doesn't really matter, because we wouldn't have their support if they wanted to give it!" It thus seems that Germany is throwing down the gauntlet to both England and France. It is generally surmised in the capital, Berlin, that there is really a secret plan of alliance with one of the above mentioned nations, however others speculate that a hoax may be in the offing and the Empire of Germany may really have an alliance with both of them, trying to play one of against the other. More news will follow.

73-7 The German government today announced the sinking of a British trawler in the North Sea. The meaning of the announcement and its implications were not immediately clear.

SNIPER! - Or, The Sadist's Delight with Gore Galore

by Gil Neiger

Yes folks, Simulations Publications, Inc. has finally done it. They've come up with a game in which people can fully apply their latent (or not-so-latent) sadism. In most of their games the players are commanding sets of divisions, battalions, or at best two or three planes. But in SNIPER! each piece is a man in the various states from normal (relatively speaking) to wounded to incapacitated to dead.

SNIPER! is a brutal game. Players learn to take glee in using machine-gunners to spread fire and kill six enemy men, even if they get killed on the next turn. In play-testing, one player ran over two of his own men with one of his tanks (which is now against the rules) and still won the game (they were his only casualties). A good SNIPER! player should be able to smell his opponent's blood before he sees him.

The game is designed to simulate house-to-house fighting in World War II. The board (aptly tinted blood-stain red and pink) represents several city blocks with buildings of various heights. Each man can be either a rifleman, machine pistol man, machine gunner, automatic rifleman, or in the more brutal scenarios, a rocket launcher or a flame-thrower. Each turn represents thirty seconds, and the whole game rarely represents more than ten minutes of actual combat.

Yet despite all its brutality and sadism SNIPER! is one of the best games SPI has come up with. Not because it's realistic, not because it shows the true horror of city fighting, no, because above all, it's fun. SNIPER! is one of the first games to employ the new Simulations Movement System, in which, like Diplomacy, each player secretly writes down an order for each of his men. Each man can perform only one mission per turn. The missions consist of moving, firing, falling prone, preparing grenades, throwing grenades, as well as other things. Usually a man will do what you 'plot' him to do, but depending on what your side's panic level is, he may panic and move wildly. Each side also has a preservation level, which means once the side takes a certain number of casualties, it's more profitable to retreat. This was known in play-testing, as the "save-your-ass rule."

There are four possible set-ups in SNIPER! There is patrol, in which both sides move through the city on a secret, pre-determined path, until one side sights the other. There is block-clearing, in which one side sets up in a block, and the other side, with the aid of a tank, tries to get them out. There is ambush, in which one side is on patrol, and gets ambushed. And finally, there is cordon, in which one side tries to break past a cordon of enemy troops. Inter-meshing with the four set-ups, there are fifteen situations (e.g., Russians vs. Germans in Berlin) which means a total of sixty scenarios.

All in all, SNIPER!, which is completely new in terms of game mechanics, is fascinating. Whether you're interested in a good game, or just watching the other guy roll over and drop dead, I think you'll like it.

The ISHMAEL CONNECTION: ** Writer shows promise, but needs some help as this work lacks only plot, style, and a ghost writer.

Nerid, Oceanus --- Shake 111.34 c --- The Ruling Institute's Department of Extraqueous New Technology has released the first draft of its report on the Montenegrin government's recent series of alledged coups. As to the allegation that Montenegro had developed a "view-radio," the Colledge of Sciences only last week announced the results of their tests on a sample 'V-R' liberated from a Montenegrin freighter which happened to drift into a Mark C Oceanic torpedo which our department of peace was testing in international waters. To sumerize: "... and when we isolated the device from all incidental radiation from our measuring instruments by enclosing it in an iron and steel sphere we were unable to detect anything resembling intelegent communications during the alledged transmissions from the Montenegrin Monarchy... However when we". As for their allegations that they have landed a mun or wamen or something like that on the Moon and therefore have sovereignty, well, the first major Oceanic expedition to lune was launched on Ralmesh 34.67801 g the Lunar Investigating Expedition landed on the satelite and in accordance with the Treaty of 374 declared the Lune a Oceanic Protectorate. Therefore Montenegro has been presented with a bill for landing charges in the sum of 3,129 aurcams and an additional 15, 072 clams for voilations of the Temporary Reciminal Code. A order for the arrest, dead or alive, of the invaders and overtime parkers, the son and daughter-in-law of the King of Montenegro was issued last week when the Montenegrin anarchy stupidly announced the offence over Aquo-Telgraphy.

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A FUN RAISER

One of the young men in a factory was chosen to raise funds among the employees and buy a wedding present for the boss. The employee collected 25¢ from each of the 2,000 workers, and with the \$500 he bought 2,000 packages of cigarettes, the kind with a gift coupon in each package.

He then traded the coupons in for a silver coffee service. That was the boss's wedding present. Then he gave each employee a pack of cigarettes.

When the president of the firm heard about this he decided he could use a man with such ingenuity in management. But before the boss could get around to interviewing the employee the young fellow had taken off on a vacation -- with a complete fishing outfit obtained with the 5,000 trading stamps he received when he bought the cigarettes.

EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT 1901*

*but couldn't find in the IDA Handbook

PT II

FRANCE:

Neutral Supply Centers: The two obvious ones are Spain and Portugal. Belgium can be included in the two sometimes. It is easy to take Spain and Portugal. It is usually done with a mar and f bre but as all things can, it can be done in other ways. To take Belgium, France has to have England's help or be willing to forget about ones of the Iberian centers in 1901. The standard French attack on Belgium is a par-bur; f bre-pic; a mar-spa. This move is always dangerous because of the chance that France will only gain two centers in 1901.

Offense: France has three choices of attack: England, Germany, and Italy. To attack France has to have Burgundy and maybe even send f bre-pic. If in fall France has a bur, he should if possible send it to Munich. With an English alliance this will devastate Germany in 1901. France can try to take Belgium from Burgundy only if Germany does not have a support to Belgium. An attack on Britain is very hard to pull off. Usually France moves f bre-eng, and hopes that England thinks you're trying for Belgium and allows you into London. Sometimes France can tell England he's going to London and let the English f nth-lon succeed and thus take the North Sea. Usually though, France has to wait till 1902 before it can attack England.

There are two ways to attack Italy: the conservative way and the liberal way.

The conservative way is used if France does not totally trust Germany and the liberal way is used when France is actively allied to Germany (see alliances). The moves for the conservative way are: a mar-spa; a par-bur; f bre-mid, and in fall, a spa-por; a bur-?; f mid-spa(s.c.). This puts France in a position to support or move f spa(s.c.) to wes. The liberal way is: a mar-bur; a par-gas; f bre-mid, and in fall, a spa-por; a gas-spa; f mid-wes. This puts France in a position to convoy an army into Nth. Africa in spring 1902. It should be no trouble to take Tunis from there.

Defense: France has the advantage of being in a corner and therefore not attackable from two sides. Just as for England, the best defense is a good offense. It is always wise to keep an army in Paris or Gascony so that in case of a stab, France can defend any of its centers. Another defensive advantage that only France enjoys is that two of its captured centers are inaccessible to the enemy (Spain and Portugal).

Alliances: There are only two really intelligent alliances: the Franco-English and the Franco-German. 1) The Franco-English Alliance is almost always a anti-German alliance. Usually when Germany faces a Franco-English Alliance, Germany knows that by all probabilities, he will only gain one center. France should move a par-bur; and in fall, a bur-mun, while England stands Germany out of either: Holland or Denmark. At that point France should take the Ruhr and from there Belgium and Munich.

2) The Franco-German Alliance is an alliance that needs a lot of trust on both sides. The only major problems that stands in the way of the alliance is Belgium. If France is willing to part with it or Germany is, the the alliance is all set up. Basically the alliance is directed against England but it allows for many variations. Among them are the French attack on Italy and a German attack on Russia. France can always build a fleet in Brest to help Germany to attack England. This is a very profitable alliance for both sides but as I have said it needs a lot of trust.

Conclusion: Since France is such an easily defended country there is no reason why it should not develop its offense to the fullest. It should also take advantage of its many different opening moves to make the game interesting.

GERMANY:

Neutral Supply Centers: Germany should always try to take the three centers it is given the opportunity to take in 1901. They are: Denmark, Holland, and Belgium. There are two basic openings with that purpose in mind: 1) Spring: a mun-ruh; a ber-kie; f kie-hol. Fall: a ruh-bel; a kie-den; f hol s a ruh-bel. 2) Spring: a mun-ruh; a ber-kie; f kie-den. Fall: a ruh-bel; a kie-hol; f den-H. Although both these openings are basically alike both are quite different when one sees them in light of alliance structures and offensive hopes.

Offense: All of Germany's offensive hopes lie on its being able to gain three centers. Many people will ask why a country that has the capability to gain three centers has such a bad reputation. The reasons are that although Germany can have six centers at the end of 1901, it will most likely be fighting a defensive war. Germany is the middle of the board and thus has many enemies. After the gaining of the initial three centers, Germany must have an idea of what it will do. The only way that it can avoid being hopelessly involved in defending its country, is if it can continue expanding. To do this it can attack England, France, and Russia. For some reasons, and good ones I might add, Germany usually tries to take Sweden in 1902. This is done via the Baltic Sea. Attacking France hinges on Burgundy and even if Germany takes **that** France is relatively safe. Germany therefore must have either English or Italian help. To attack England, Germany must first take Scandinavia and then enlist the aid of France in taking the rest. France usually gets London and Liverpool, while Germany gets Edinburg and Norway.

Defense: Usually if Germany is on the defense early in the game it means that he is being attacked by Franco-English Alliance. It isn't easy to defend against either England or France. England will try to take Denmark: Germany has to know if England is going to the Skagerack, the Helgoland, or to directly to Denmark with Russian support. With France, Germany has to know if France is going to the Ruhr or is France trying to fool me into leaving Munich empty. Is France going to Belgium or not? Usually Germany is put in a position where all his pieces are being used for defense purposes and thus give him no room for expansion. Germany is one of the few countries

countries that cannot fight it's opponents to a stalemate. What Germany needs to win is a good diplomatic deal or lots of luck. If attacked by a Franco-English Alliance, Germany should try to get Italy to attack France and Russia to attack England.

is is probably the only way to survive as Germany.

Alliances: Most of the alliances that Germany can get have already been discussed in the articles about France and England. The only one that hasn't is the Russo-German Alliance. This alliance is very important to have if Germany thinks or knows that France and England are allied against him. Usually Russia can take out England while Germany takes out France. Another good defensive alliance is the Italo-German Alliance. It is always good for Germany for Germany to have a mutual defensive pact with Italy over France and Austria. These are good defensive alliances but if the German player wants to win he must ally with either the French or the English.

Conclusions: Germany is one of the few countries that is overrated among novices. Just because Germany was strong in WW I and WW II doesn't mean that Germany is strong in 1901. Germany is the hardest country to play in Diplomacy, yes even harder than Italy. Germany almost has to gain three centers in 1901 or forget the game.

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73-5 (THE STORY-TELLER)

Listen children and I will tell you of a land where dwells Saber Tooth Neigers, Rayrillas, Dunchounds, Blue Speckled Plotkins, Horsebrights, Purple Horned Wachtlers and many other wild creatures. One day a mighty white hunter named Col. Nikoplat A. Poponov, came to the land. It was said had a Pouch in which many strange and evil weapons were hidden. This man hated Saber Tooth Neigers, Rayrillas, Dunchounds, Blue Speckled Plotkins, Horsebrights, Purple Horned Wachtlers and the other wild creatures but he had not come to the jungle to kill them. He had come to capture the most evil, the most ferocious, the most disgusting creature that God had created: The Evan. The Evan was a terribly ugly creature. Not only that but it was a huge hairy and rather dumb one at that. The colonel pulled out his most awesome weapon, his tape recording of Evan Jones's press releases. Then one day, the mighty white hunter came upon a clearing. And at the same time The Evan came up onto the clearing. The white hunter was frightened and so he turned on his tape recorder. For some reasons these hideous sounds turned on The Evan. What the great White Hunter didn't know was that turned on Evan's eat human beings. And so The Evan ate the great white hunter. What The Evan did not know was that great white hunters are poisonous. And so The Evan died. And the Saber Tooth Neigers, Rayrillas, Blue Speckled Plotkins, Horsebrights, Purple Horned Wachtlers all lived happily ever after.

EVAC PRINTOUT.....

BABE HEUER, BASEBALL STAR, MATES A RAYRILLA AND SABER TOOTH NEIGER TO PRODUCE AN EVANS.

73-8 (THE HALFBACK OF NOTRE DAME; 1902)

Another Kimball Drek adventure

In a small room at the Swiss Hilton in Zurich, a meeting was taking place. Four of the greatest agents in the world were there. There was James Bonda 007 from Italy, Countess Dracula von Neumann from Rumania, Igor Uglyk, the famed halfback of Notre Dame, from Brooklyn, and Kimball Drek, superspy, from Turkey.

James Bonda 007 was seated in the first seat. He was the man who had taped the all important conversation between Col. Krudheap Bullnose and Said Abdul Pasha (Issue #11) and assassinated Queen Evan of Savoy (Issue #17). His face showed the distaste at the state of things in his state, Italy. At the moment he puffed on his favorite cigaret "King Royal Sweat", Jockstrap flavored. Yes, James Bonda was a dashing man.

The countess was sitting next to him, trying not to breathe what she thought was the horrible stench of James Bonda's cigaret. The countess was the daughter of the late broken-hearted Count Dracula, and sister of Baron Paul von Neumann, the man responsible for this meeting, the man who was criminally insane, the man who with the help of the evil mad scientist, Doctor Drunken Smith, and the sick killer and ex-castrator of the Canadian Royal Mounted Police, Col. Nikoplat A. Popenov, was going to take over the world. The countess was trying to avoid the glance of all the other males in the room who were looking at her sexy build with leering eyes. Little did they know, for the countess was in actuality a vampyre, a thirsty one at that.

Kimball Drek, the superspy who had solved the hot banana case for a mere 15,000 piasters (equivalent to \$450,000.00), was sitting in the next seat eyeing the countess with lustful eyes and wondering why she never worked during the day. He was smoking a Upmann Havana Cigar and sipping a Shirley Temple.

To his left sat the man or thing that had called this meeting. Igor Uglyk, also known as the halfback of Notre Dame, was a very, very, very ugly man. He was 4ft 5in, was hunchbacked, had a right arm longer than the left, and his left leg was shorter than his right one. Not only that but his face looked like it stopped a foot ball. The reasons for that are simple; It did! In the old days when Igor was a tall and handsome football player in Brooklyn, he went to Notre Dame to play Halfback. He did. Then in 1898 the greatest football game ever was played: Notre Dame vs. Brooklyn Bombers. Now the front defensive line of the Brooklyn Bombers had an average height of 7ft. lin. and weighed an average of 320 lbs. Now with the ball on the llyd. line of the Bombers, 1 second left in the game and the Bombers winning 7-3, the ball was handed to the halfback, Igor. He ran all the way to the one yard line and then a strange thing happened. Igor was cremated by the entire Brooklyn Bomber team. When they finally got up, there was Igor, all pulled apart with a football right in the middle of his face! After the ball game the front line
(continued on page fourteen)

INSIDE SABER TOOTH
an interview with Gilbert Neiger

POUCH: How did the name Saber Tooth Neiger originate?

: Well about six months ago when I wrote a series of press releases for Graustark, John Boardman, the editor, put in a press release of his own in. It was something about a group of scientist who were going to the Island of Corflu to captures some Saber Tooth Neigers.

POUCH: What is the Island of Corflu?

GN: I'm not quite sure, but I think that it's a typist's abbreviation for correction fluid.

POUCH: Do you think that the name is apt?

GN: What do you mean APT! Would you like it if someone called you that? Of course it's not apt!

POUCH: Why then have you continued inventing animals like Rayrillas, Dunchounds and Robinecoros, etc?

GN: How else can I get my revenge!

POUCH: You rarely play in games yourself but you enjoy gamemastering. Can you tell us why?

GN: Why not?

POUCH: Do you enjoy it more?

GN: Yes, gamemastering is alot of fun, gives you a great understanding of the game and gives you a tremendous feeling of power. You can be sure that I never receive any obsene calls from any players in my games!

POUCH: Why do you avoid playing games?

GN: I don't avoid playing games. It's just that when we already have enough players, I'm the logical gamemaster.

POUCH: Why is that?

GN: I'm a professional!

POUCH: What do you think about variants?..... sexual variants?

GN: (Laugh) I try to stay away from them..... actually I think variants are a good thing if they don't deviate too much from the actual play mechanics and play balance of the game.

POUCH: What's your favorite variant?

GN: Well I guess it would have to be a toss-up between Alabama Diplomacy and Grand Fenwick's Revenge. Actually though it's the Youngstown variant. Youngstown is so close to normal Diplomacy and has so many new intricacies added that the game becomes a gigantic battle.

POUCH: Do you think that press releases are necessary?

GN: Whether they're necessary or not is irrelevant. They are here to stay and that's that.

was hired by Greyhound to become buses. It was only natural that Igor Uglyk would become head of the CIA in two years. Everyone took a look at him and gave him a job where he would not see him and evryone knows that no one sees the head of the CIA.

"We are here to combat the evil of Baron von Neumann, Doctor Druncken Smith and the sick Col. Nikoplat A. Poponov. A few years ago, both the Baron and the Doctor worked in the Brooklyn Pubic Library. After six months they stole the pubic hair of one of the most dangerous men in history. Yes none other than Vlad Dracul.* With it they intend to rebuild Vlad Dracul through a process known as cloning. We must stop them. They are now in Bulgaria and they must be stopped there. Here are the assignments. You Countess will take care of the Doctor, Druncken Smith. You Kimball Drek will take care of the Baron. I will take care of the Colonel and you James Bonda 007 will take care of a man who is hiding in Constantinople, Yeech Wretchomometry the man who financed the Baron's project".

(TO BE CONTINUED NEXT WEEK)

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Inside Saber Tooth(cont'd)

POUCH: Would you agree with Penelope Naughton Dickensthat some people who are writing press are getting overly obscene?

GN: Well I wouldn't say overly obscene but.....

POUCH: For example, do you think that Duncan Smith writes obscene press?

GN: Not only that but Duncan Smith, in my opinion, is a sexual degenerate.

POUCH: Would you say that The POUCH has improved?

GN: I would say that it has definetly improved. Anyone who has looked at the first issue and even at some of the more recent ones would say that.

POUCH: How would you rate with other zines?

GN: I would say that it's better than most zines. Looking at zines like Book of Stab and others, one would have to say that.

POUCH: How do you think The POUCH should improve?

GN: The POUCH needs a solid body of editors. Most of the editors have very little power under the dictatorship of the publisher, Nicholas A. Ulanov. Most of the editors never seem to know what's going on with The POUCH.

POUCH: Are you refering to what happened to one of the gamemasters last week?

GN: I am refering to that and a whole body of other things.

POUCH: By the way, what do you think of premarital sex?

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Henry Kissinger on women:

"For me, women are only amusing, a hobby. No one spends too much time on a hobby."

* * *

Below is one of Duncan Smith's alltime best press releases:

DREADNOUGHT DIPLOMACY

by David Burkett

At the turn of the century, the Great Powers were considering a different type of battleship, one which would make the old type completely obsolete. This was the dreadnought. The concept of the dreadnoughts figured heavily in the plans of every nation that was a sea power.

Unfortunately, after the first dreadnought was produced, it would start a naval arms race. Great Britain produced the first of the super-battleships in 1906. This enabled any other nation to (with enough industrial force) eliminate Britain's naval superiority.

I feel that this facet of pre-World War I diplomacy is important enough to incorporate into the game of Diplomacy. To do this, a few simple rule changes could be made. I will outline a few ideas of mine.

COST OF DREADNOUGHTS

1. regular cost (i.e., one supply center for one dr.)
- option 1.a. two supply centers for one dreadnought

BUILDING DREADNOUGHTS

2. regular building rules (refer to Diplomacy rules: XIII 2. adjustments)
- option 2.a. the length of time required would be lengthened to two years

SPECIAL RULES

3. a dreadnought would be equal to two regular fleets, that is, each would be worth two supports, both supports could not be split, they would have to be applied at the same place and time.
4. a dreadnought could not transport
5. the only nation that could produce dreadnoughts until 1907 would be Great Britain, but as soon as one was produced, any other nation could build a dreadnought
- option 5.a. at any time, any nation could build a dreadnought

I hope there already isn't a variant on this subject, because I'll be very embarrassed.

Please write and tell me your views and opinions on my idea. Address your correspondence to me at this address:

David Burkett, R.R. 4, Oakdale Drive, Springfield, Illinois 62707

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Immediately following, on the next page, will be found Small World Diplomacy....

SMALL WORLD DIPLOMACY

by Stephen Tihor

Scenario: Imagine a small, high-density satellite whose geography is the same as that of Europe with one exception! because of the size of this planetoid the Diplomacy Board forms a perfect representation of the entire surface. This means that, for example, the North Atlantic Ocean borders on St. Petersburg (EC), Moscow, North Africa, Syria (EC), in addition to Norwegian Sea, Clyde, Irish Sea, and Mid-Atlantic Ocean.

Rules:

- 1) All the rules of standard Diplomacy apply except as noted below.
- 2) The following additional borders and their corrolaries are added:

NAt	borders	on	NAf, StP(EC), Mos, Syr(EC)
Mid	"	"	Mos, Sev(EC), Arm(EC), Syr(EC), StP(EC)
Nwg	"	"	NAf, Tun, Ion
Bar	"	"	Ion, EMed
StP	"	"	Syr; StP(EC) borders on Syr(EC), NAT, Mid; StP(NC) borders on Syr(WC)
Syr	"	"	StP; Syr(EC) borders on StP(EC); Syr(WC) borders on StP(NC), Smy

- 3) The following provinces now have one extra coast:
Syr, Arm, Sev, StP.
If orders are written for one of these provinces without specifying one of these extra coasts it will be assumed to refer to the standard coast.
- 4) This mini-variant was designed by Stephen Tihor and all rights and priviledges remain with him. Address all questions and suggestions to him.

* * *

THE SAGA OF POOR RICHARD NIXON

Five years ago, at the time of the Dumbarton Oaks Conference, in 1944, when Alger Hiss served as director of our secretariat, the number of people in the world in the Soviet orbit was 180,000,000, approximately the population of the Soviet Union. Arrayed on the antitotalitarian side there were in the world at that time, in 1944, 1,625,000,000 people. Today, there are 800,000,000 people in the world under the domination of Soviet totalitarianism. On our side we have 540,000,000 people. There are 600,000,000 residents of United Nations countries which are classed as neutral, such as India, Pakistan, and Sweden. In other words, in 1944, before Dumbarton Oaks, Teheran, Yalta, and Potsdam, the odds were 9 to 1 in our favor. Today, since these conferences, the odds are 5 to 3 against us.

House of Representatives
Washington, D.C.
January 26, 1950

Game 73-10 has been filled. The players and their countries are:

Austria-Hungary: Gary Peterson, 1068 Leckie Street, Sarnia Ontario,
Canada N7S 1B6

England: David Lagerson, 19017 Vanowen, Reseda, CA 91335

France: Robert Vivian, 1301 Robson St., Vancouver 5, B.C., Canada

Germany: David Claman, 3729 Maplewood, Dallas, Texas 75205

Italy: Kevin Gallagher, Apt. D-15, 200 Webster Ave. West, Roselle
Park, N.J. 07204

Russia: Wayne Gildroy, 623 B Mathews House, University of Chicago,
Chicago, Ill. 60637

Turkey: Zane Parks, 37-C Univ. Houses, Madison, WI 53705

The game-master is: Cary Fulbright, 277 West End Ave., New York,
N.Y. 10023.

First moves are due November 10.

David Lagerson, Mike Honig, David Tutacko, Ken Muszynski, Leo
Plotkin, and Paul Neumann are signed up for 73-11.

Those who do not have copies of the house rules will get them with
the next issue.

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NORTH BY NORTHEAST

I want to make some comments related to the article on SNIPER!
which appears on page seven.

I loath wargames. This is because I feel they dramatize and make
a fun game out of one of the worst -- if not the worst -- traits of
man, his large capacity to hate and kill his fellow man, and the
associated evils of war: profit from death, savagery, pillage, rape,
corruption, and today, the permanent altering of life as we know it.

There is nothing glorious in imitating the Nazi victories and
failures, or those of the Americans in Southeast Asia. There is **very**
little glorious in imitating those of Napoleon, the Romans, or Alex-
ander the Great, although perhaps these can be justified on historical
terms.

If a keen mental contest is what's wanted there are many other
forms: mathematical occupations, chess (which although originally a
wargame, is now sufficiently abstract), etc.

Diplomacy does not fit into this area since it is militarily
unrealistic and is primarily concerned with the wiles of the mind.

But SNIPER! raises my objections to new depths. This game not
only involves you in big battle (where often even in reality casualty
figures are too large to be comprehended) but lets you experience the
individual hate of an opponent, the wish to destroy him at all costs,
and your great superiority in his destruction.

The concept is vile, the game an abhorrent barbarity.

Stephen Tihor's comments are, I think, interesting. I am referring to his comments on my article in the last issue on press. You can find his comments on page four.

In answer to Stephen, I would say the following: Editing press is of course up to the editor's judgement, and as such what kind of press should be edited is relative. If an editor finds certain remarks which are neither insulting to a race or an individual too revolting to be stomached he should, since he is after all the editor, edit the press wholly, partly, or make editorial remarks as you suggested. I did not mean to imply at the end of the article that if press writers could not write agreeable press they should be black-listed. This is totally contrary to my personal and moral beliefs. I meant to indicate that perhaps they should be discouraged from writing in a particular zine, and by "discourage" I do not mean blacklisting in even that one zine.

I am glad Stephen has commented on my article, and would be happy to have other readers respond to it. As you know I consider dialogue on press very important to the hobby and to the enjoyment of the play-by-mail game.

Nicholas Ulanov has told me that he is thinking of doing some columns in NORTH BY NORTHEAST on specific subjects and not just on news of the "realm." I'm thinking of doing the same thing, and if his columns prove successful I may embark on the same course. I want to wish him good luck with his column. It's nice not to be the only regular in this zine.

And that brings me to a final point. How would some of you out there like to do guest columns. You name the subject, whether related to the hobby or not. ~~It would be a pleasure to have you take me up on the offer.~~ So get out the old type-writer and elucidate.

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

address correction requested

