

STRIFF AND RIOTS

73-5 (1973DX) Fall 1909

Austria-Hungary (Gil Neiger, 2)

ABul-Con, AMosSALiv-StP, ABoh-Gal, ASev-Arm, ARom, ATyr-Tri, AGre, ALiv-StP, ATri-Ser, AGal-Ukr, FIon-EMed, FAegSABul-Con, FNap-Ion. owns: Bud, Tri, Vie, Bul, Con, Gre, Mos, Nap, Rom, Rum, StP, Ser, Sev, War, Ven (15)

England (Alex Katzoff, -1)

no moves received. ASwe, FDen, FSka, FNth, FEng, FNwg. owns: Edi, Liv, Lon, Den, Wwy, Swe (5)

France (Eric Robinson)

FPar. owns: Par (1)

Germany (Duncan Smith)

ABer-Kie, APicSFBel, ASpa, ABre, AMun-Bur, FBel, FHolsPFHel, FHols ABer-Kie, FKie-Bal. owns: Ber, Kie, Mun, Bel, Bre, Hol, Mar, Par, Spa (9)

Italy (Bruce Wachtler)

FTun. owns: Tun (1)

Russia (Evan Jones)

ASmy-Con, AStP-Nwy. owns: ~~StP~~, Smy, Nwy (2)

Turkey (Greg Costikyan)

no moves received. FCon (elim.), AAank. owns: Ank, ~~CPA~~ (1)

Evan Jones is the new Russia. Alex Katzoff has resigned. A seperate build season has been requested.

* * *

NEXT DEADLINES:

73-3: January 12; 73-4: January 12;

73-5: January 5; 73-6: January 5;

73-7: January 12; 73-8: January 5;

73-9: January 19; 73-10: January 12;

73-11: January 5; 73-12: January 19;

73-B: January 19; 73-D: January 5;

73-F: February 9

ENGLAND IS MISSING IN FOG

73-9 (1973GK) Spring 1903

Austria-Hungary (Keith Dahnke)

ASer-Rum, ABudSASer-Rum, AGal-Ukr, ATri-Ser, FGreSFion-Aeg(-Alb)

England (David Hov)

FNthCANwy-Edi, ANwy-Edi, FClySANwy-Edi

France (John Stevens)

ABre-Liv, FMidCABre-Liv, FIRicABre-Liv, FEng-Wal, ABur-Mar

Germany (Ronald Kelly)

ALon-Yor, AKie-Den, AMun-Ber, FBer-Bal; ASilsAWar, AWarsAGal-Ukr, FDen-Ska, FNthSFDen-Ska

Italy (Kirby Welch)

ATyr, ATun, FNap-Ion, FIon-EMed

Russia (Drew McGee)

AUkr-War(-Sev or elim.), AStP-Liv, AMosSASTP-Liv, FRumSBul(-Sev or elim.), FSweSNwy

Turkey (Robert Lipton)

ABul-Gre, ASmy-Con, FAegSABul-Gre, ASyr

Next moves may be conditional on Russian retreats/removals.

* * *

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THE POUCH

c/o Nicholas A. Ulanov
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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.

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A number of people have written in asking what a Bourse is. It's a game run along with a regular Diplomacy game that gives as many people as want to play, 1000 units of each of the seven countries' currencies. The players then buy and sell various amounts of the different currencies thereby making the values of the various currencies go up and down in relation to the dollar. The object is to have the most units of the winning country's currency at the end of the game. You must trade so as to always have a high value (in dollars) and a possibility to buy up the winning currency before the last turn. Stephen Tihor will run a Bourse with one of our recent games if there is enough interest. If you're interested, write in. We'll publish the rules, and get it going. No prior experience necessary.

Get your votes in for The POUCH Awards!

If you want to contribute to the Anniversary Issue, you're going to have to get your material in fast! Do it!

Paul Neumann, who has been spending two weeks in New York, is now back at Brown University. A number of others are returning to school, and we'll have their address changes next issue.

73-6 is finally back on the track. And, if Eric Just gets his moves in by next week, as expected, moves will appear.

73-10 has a number of corrections from last issue's published moves. See page fourteen.

Back issues are available for 30¢ each, and in an order of five or more, 25¢ each; Lord of the Rings Diplomacy map and rules sets for 25¢ and a stamped, self-addressed envelope; Ancient Hebrew Kingdom map and rules for 20¢ and a SSAE; Grand Fenwick's Revenge for 20¢ and a SSAE; Europe 1721 map, rules, and history for 30¢ and a SSAE.

The POUCH is now read in California, Connecticut, Georgia, Hawaii, Illinois, Indiana, Kansas, Louisiana, Maine, Massachusetts, Michigan, Missouri, Montana, New Jersey, New York, North Dakota, Ohio, Oklahoma, Oregon, Pennsylvania, Rhode Island, Tennessee, Texas, Washington, Wisconsin, Washington, D.C., British Columbia, Ontario, Belgium, and England.

subscriptions are 10/\$2.00

page two

THE SCIENCE IN DIPLOMACY

by Robert Bryan Lipton

In The POUCH #41, Duncan Smith had an article called The Fool In Diplomacy. In it, he notes that the many articles on tactics in Diplomacy are making the play of the game predictable and hence dull.

I am sure that in the 1600's, some chess buff wrote another something like "This Spanish divine, Ruy Lopez has ruined the game! All emulate his opening, driving me to distraction!"

Somehow, chess survived. And many other openings have come about. Still, the best players make moves that cannot be foreseen, but, afterwards, we all say "Ah, of course!" While watching the run-through of the Fischer-Spassky match on TV during the summer of '72, I had this thought.

I think that we are at this situation of dozens of new articles because of the recent influx of new players. Wanting to give these novices the benefit of their years of experience, old pros write these articles. At first there will be a large number of games following these openings exactly. Eventually, however, some good tacticians are going to notice that other things can be done with openings. I believe it is two years since Birsan's article on the Lepanto opening first appeared. Since that time, the opening moves of the Lepanto have meant: Turkey, Look Out! Italy's after you.

A lot of people thought that if you hadn't moved FAnk-Con-Aeg in the first year, Turkey would collapse. Yet, in the present Hoosier Archives Demonstration game, which Duncan decried as being "predictable" the Russo-Turkish alliance found the defense that permitted them to badly injure the Italo-Austrian alliance: ASyRS ASmy, FBlaSACon, which is the guts of the stalemate series covered by my article in Graustark #301.

Anyway, back to what I was saying about the Lepanto: the situation became so bad that a number of people caught playing Turkey against the Lepanton have dropped out of the game in despair. But, almost simultaneously, Gil Neiger and I appeared with articles on how the first year's moves of Lepanto can be converted into an overwhelming anti-Austrian opening: two in fact. Gil's article, Caporetto, appeared in The POUCH #41; my article, The Illyrian Opening in Hoosier Archives #127. In my magazine, The Mixumaxu Gazette, Michael Friedman has come up with a third variation in playing game 1973EN.

But, even with tactics completely settled, there are still other considerations. Diplomacy is still the major part of the game; whether your ally will settle for second place or stab for first is still open. Will your ally stay in the game? Will someone outside your sphere choose one opening or another? For you have not two people, but seven, and the complexity is increased to the seventh power.

In fact, the problem may not be too many tactics articles, but too few! Consider, when people follow the strategy outlined in a single article, they will be predictable. When they have half a dozen, then it becomes a guessing game. To quote from my article that I mentioned earlier (The Illyrian Opening):

The principal strength of this gambit (the Illyrian Opening) is not so much its effectiveness, but the increased diplomatic mobility it gives the Italian player. Until 1902 the guessing game (of whom Italy will attack) is still on.

Take a look at Modern Chess Openings. You will find tens of thousands of openings and variations. Since Calhauer admits to having based the number of spaces and units in Diplomacy roughly on those of chess, a two-sided game would bid to be equally complex. With seven people, the sky's the limit. Away vanishes the stifling that Duncan feels. True, it will become harder, but that is a natural consequence of progress. I doubt that Paul Morphey could last long against Bobby Fischer. And, while putting a fleet into the Ionian may not look as impressive as grabbing Spain from the Southern alliance, the former may mean only a smaller southern stalemate, while the latter may mean the game. And the game's the thing.

Now, back to the games and the articles!

* * *

press

73-9 Somewhere to the Northwest there is a small, humble, insular nation, who ((which)) has never bothered anyone. Recently, two aggressor countries viciously attacked the peaceful, humble nation. The humble nation was True-Blue and ignored the slights against him, hoping to live peacefully with his neighbors. The aggressor nations only increased their efforts, and were joined by a red fungus growing to the South. The three of them set out to destroy our hero nation, and his far-Eastern friend.

Along the Southern Sea were two other countries, but one was yellow and would not fight, but spent his time making pilgrimages to the Holy Land. The other was totally green at war and wanted to wait before committing himself.

Will there be no succour for our hero nation? Will he be destroyed because he wants to be friends with everyone? Or will God descend and pound the vicious aggressor nations until they are black and blue?

73-10 Paris-Germany. This neighbor is not your pen pal. Next, you'll want a porno postcard from the left bank.

THE BOARDMAN NUMBERS AND THE I.D.A.

a letter from Rod Walker

I don't want to criticize you, Nick, nor downgrade the IDA, God knows, but I do want to say a few words about the Boardman Numbers. I believe that what I say applies in some measure to the Miller Numbers and the Orphan Games Project, but I am less concerned with them.

What you said in North by Northeast (The POUCH, I.39, p. 17) amounted to suggesting that the Boardman Numbers are an IDA project. Nothing could be further from the truth, although there is some funding through, and coordination with, the IDA. You may think me some kind of nut for insisting on the distinction, but there is a reason for the distinction and for my bringing it up.

The Boardman Numbers were the first organizational-style thing which came out to tie the hobby together. They were devised independently by Dr. Boardman long before people were talking about Postal Diplomacy organizations. They came to be (virtually) universally recognized, as they are today.

I was the fourth custodian of the Numbers (Conrad von Metzke is the fifth). During my custodianship things were moving organizationally. I headed up the NFFF Games Bureau Diplomacy Division (later the Postal Diplomacy Congress--a GM-oriented group), John Beshara was working on the Diplomacy Association, and Larry Peery was building up what became the IDA. There was a lot of bitter rivalry in those days--in fact, the DA and the IDA would never have been if it had not been for some personal feuds (that is not to suggest that these organizations are consequently "bad", but only to say that rivalry was the kernel of the thing).

It obviously would have been easy to tie the Numbers into an organization--to pass their prestige onto the group they belonged to. But that would have involved them in the inter-organization feuding. The other groups might have begun "Boardman Numbers" of their own, and the whole universalist structure might have crumbled. So I refused to make that move. Over and over again I stated that the Numbers were not and never would be (if I could help it) part of any organization; that I would administer them just as if there were no organizations and no feuds.

I will grant that today the IDA is the only operating organization in the hobby, but it still speaks only for itself and its members, not for the hobby in general. And there is a lot of talk today about "standard" House-Rules and a "code of ethics" for Game-masters. If the IDA were to adopt such animals, and had control of the Numbers, would it not be tempted to use the Numbers as weapons to enforce its desires on the hobby? I am not saying that the IDA would actually do any such thing, nor that it would be successful, but why take chances? Organizations are funny things, and I would not want to see the IDA or any group tempted.

For that reason--and I asked Conrad von Metzke to take the Numbers from me precisely because he is as dedicated to this as I was--the Boardman Numbers are an independent administered agency. They are neutral and for the benefit and use of all. Only independence can keep them that way.

73-8 MEMO To State Minister Heine Geheine From Propaganda Minister Rudolf Cziribin re Ghoul-lass Bible

Dear leftover Austrian,

Due to the wanton Serbian-inspired media antipathy against the Hungarian Ghoul-lasses, and specifically King Jan's mistress Papriska, it has been decided to print, as a public service, the Ghoul-lass Bible: Selections. We intend to first print the true Hungarian creation story.

Yours, etc., R. Cziribin, Pedigreed Slav

73-8 BUDAPEST PRINTING OFFICE The Hungarian Ghoul-lass Bible: Selections. Chap. 1, the Creation.

In the beginning was the Danube. And the Danube looked about and it was not good: "Lo!" said the Danube. "I am a river yet I have no banks; I am water but there is no land. Let there be land." And there was land.

Yet still all was not good. For the spirit of the right bank, Buda, was good; but that of the left bank, Pest, was evil as the forests are black. And the Danube spoke to Buda, and said, "You must make an end to the evil of Pest." But Buda asked, "how can I, a mere spirit, do that?" And the holy river replied: "You must make men." And so Buda created the Slavs.

Yet Pest had foreseen this, and had indeed created evil men, men of war, the Ger-men. And the Slavs were sore afraid of the Germans, for they said, "We cannot win."

But there arose among the Slavs, in Transylvania, a mighty man named Jan. And Jan ruled the Slavs, and told them "The city of Pest is on the Danube; the river shall protect us." So the Slavs fought the Germans, and chased them from Pest. And Jan united Buda and Pest, and called it Budapest. And the Danube saw it, and it was good.

And the Danube divided the lands of the Slavs, and the lands of Jan were called Hungary, and as a sign of his rule over the Hungarians, Jan was called Paprika. And as surety of peace he was given rule over the south-eastern Germans, in Austria. And it was good.

And the Danube, thinking all was good, called Buda unto the river depths. But the evil spirit Pest was still abroad, and after Jan himself was called into the river, it alighted in the hearts and minds of the Serbs, and caused them to do evil, and attack Hungary from behind.

Now in Ruthenia there was living still Jan's daughter Papriska, and she saw what had transpired, and lo she wept. Now there were spirits abroad in the hills, vampires and ghouls, and she saw that to defeat the evil Serbs, it would be necessary to become a ghoul, to give her soul for the good of Hungary.

Papriska prayed at the banks of the Danube, and the vision of what she must do came to her. But first she went to the new king of Hungary, and told him,

(continued on page 13)

A GUIDE TO EARLY POUCH (ISSUE 1-19)

Most of the people who read The POUCH were not subscribers in the days when The POUCH was just beginning and only running PBP games. So here's a guide to the early issues of The POUCH.

Issue 1. (A) The only thing in it was an editorial describing The POUCH's policy very badly. Notice that Paul Neumann was an editor at this time. This issue was 4 pgs.

Issue 3. (A) He who controls the Black Sea, controls the East. This was an early POUCH tactical article on the advantages of holding the Black Sea and what to do with it.

(B) You only live once. This was an article telling us why when an army is eliminated it should not just be replaced. It also gave valuable hints on how to use this idea in Diplomacy.

(C) A day at Evan's house. This was a simple report on an origin game that went on at who else but Evan's house. This issue was 8 pgs.

Issue 5. (A) The art of writing a press release. This was Penelope Naughton Dickens's first contribution to The POUCH. It also started her clean-up press campaign.

(B) The Hydaspes River. This was our first article on wargames. It was an additional scenario for Phalanx. This issue was 8 pgs.

Issue 7. (A) Who's who in 73-2. This was a satirical who's who on the player of 73-2. It also started Duncan Smith on his road to Press release fame (or lack of it).

(B) The Franco-German Alliance. This was a tactical article on the aforementioned alliance. This issue was of course 8 pgs.

Issue 9. (A) This was an article on the nightmares of being a game-master.

(B) A bag of tricks for France. A tactical article about some really freakish things the French player can do was the subject of this article. As usual this issue was 8 pgs.

Issue 11. (A) Diplomacy without seven people. Special variants other than the Calhamer one was discussed in this article.

(B) The strategic Importance of Syria. This was a joke article done by Penelope Naughton Dickens. It was also in this issue that Notes from Penelope was started. Strangely enough this issue was 10 pgs.

Issue 13. (A) Stab, stab, stab.....An analysis of 73-2. The winner's statement.

(B) How Austria-Hungary can dominate the game (or at least survive). This was a tactical article dealing mostly with what Austria's opening diplomacy and objectives should be.

(C) Ancient Hebrew Kingdom Diplomacy. This is the variant made up by John Biehl. The map and rules appeared in this issue. This issue was an unbelievable 14 pgs. Paul Neumann was no longer an editor. Issue 15. (A) Is The POUCH becoming Diplomacy's Screw? This is Conrad von Metzke's famous article for The POUCH.

(B) Some thoughts on the thoughts of some in the dippy world. This was Nicholas Ulanov's first mention of the IDA. He came from that to become Atlantic Secretary. Just goes to show you how little you have to know to become a secretary of the IDA (Only joking Nick).

(C) The Balkans. Tactics used to take the Balkan centers. Issue 17. (A) The Austro-Turkish Alliance. The tactics used in this relatively new alliance.

(B) Dipcon VI. The adventures of the editors in Chicago.

(C) What in hell is the IDA? Article telling the readers what the IDA is and what it did in Chicago.

(D) The Declaration of War. An article showing how to effectively declare war in Diplomacy.

(E) Fighting for Scandinavia. Tactics used in securing the Scandinavian centers. This issue was obviously 18 pgs.

Issue 19. (A) French Openings. Just what the title implies.

(B) How to use what's under the sweater. Another of Penelope Naughton Dickens's articles on Press releases.

(C) Lord of the Rings. The variant invented by Jeff Key. The rules and map were printed.

* * *

73-7 (The Shootout-A Luke Lepanto Western)

Luke Lepanto, his horse Old Pain, and his mohican midget friend, Manny Chevitz, all arrived in the noon stage to Moscow in front of the Moscow Hilton. Quickly they all signed in. Luke was surprised to see that he had already received a letter. They were the top secret Russian orders. All three, Luke, Manny and Old Pain went up to their room. There Luke read the orders.

"I dunno undenstan. It say here dat we's supposed to meet this Constance in Naples. Who's dis Constance Broad?" Luke asked.

"That not Constance in Naples, that Constantinople." Manny Answered.

"Den what do dey mean when dey say in cara. Dos dat mean we drive dere?" Luke asked.

"That not in cara, that Ankara.. When you learn how to speak?" Manny asked.

THE REVISED PEACE LOVER'S GUIDE
TO SPI GAMES

Since the last review of the SPI wargames, five new games have been produced. Here follows a review of all five. Remember * means poor, ** means fair, *** means good, and **** means excellent.

SINAI *** $\frac{1}{2}$ *

SINAI is a game about the Israeli-Arab conflicts in 1956, 1967, and even in 1973. The first two scenarios, 1956 and 1967, are both pretty much Israeli wins if the Israeli player knows what he's doing. In 1973, the opposite is true. SPI has brought in the effect of the SAM sixes on the war quite effectively, and has switched the burden of attack to the Arab player. The game would be excellent if it wasn't for the fact that there really is not one scenario where it is fun to play both sides. In the 1956 and 1967 scenarios, it's quite boring to play the Arab while the opposite is true about the 1973 scenario.

WORLD WAR TWO ***

This game has been reviewed quite effectively before so I'll not go into any big effort. Basically World War Two is a good game but the rules are a bloody mess to put it mildly. Still the game is quite good. It's not that easy to do a game covering the largest war ever. When the errata on the rules come out, the game will become excellent rather than just good.

DESERT WAR *** $\frac{1}{2}$ *

Desert War is a simultaneous movement Panzerblitz type game taking place in the desert 1941-1943. Panzerblitz is the most popular wargame ever and as of yet no game of the same type has even come close, for good reason. No game has been as good as Panzerblitz, until now. Any player who picks up Desert War will have to admit that it's funner, more realistic, and a lot more exiting as Panzerblitz. Unlike Panzerblitz, it's impossible to hide in towns or woods. The player are forced to fight. Since the last simulataneous games, the system has been re-worked to make it quite simple and quite easy to use. The game is fun in that you never quite know what your opponent is going to do. Is he going to fire or move? Will he lay down a artillery barrage right in your path? Desert War is a great game that everyone will like.

PANZERARMEE AFRIKA ***

Only one game has been done on the whole North African campaign. That game is Afrika Korps. Everyone will tell you that it's a fun game but totally unrealistic. Panzerarmee Afrika is also a game on North Africa. It also happens to be very realistic. But is it playable you ask? The

answer is yes. Each turn is a month, and just like in the real campaign it is quite possible to go three months without one battle. The supply problem is well handled as is the British command problems. Believe or not, but some units have a movement allowance of 60. Usually the impulse to run all over the board is kept in control by the supply problems. The game is quite good and will be enjoyed by all who like the North African Campaign.

KAMPFPANZER ****

Kampfpanzer was designed at the same time as Desert War. In my opinion it's a slightly better game. For one thing there are some quite interesting situations given. An example is a what if situation involving German tanks meeting the excellent Czech tanks if Czechoslovakia had gone to war with Germany. Unlike Desert War also, the scenarios tend to be much more even. It's also quite interesting to see the development of the tank through the game (The game deals with armored warfare 1937-1940). This game is recommended to all.

All the games reviewed above are available for \$7.00 (postage included) except for Kampfpanzer which is available for \$4.00 unboxed. The address is: Simulations Publications Inc.

44E 23rd St., NYC, NY, 10010

* * *

73-5 (THE CASE OF THE BALD SABER TOOTH NEIGER, A PEGGY BACON MYSTERY)

Crackedtown, South Apricot was a strange city. It had a population of one million. Of those one million, 250,000 were Rayrillas, and 750,000 were Saber Tooth Neigers. This kind of ratio was true for the whole country. Yet strangely, the Rayrillas totally controlled the country. Saber Tooth Neigers had to use different toilets, different stores, different schools, had to sit in the back of buses (if they were allowed in the bus at all), it was even illegal for a Rayrilla to fornicate with a Saber Tooth Neiger. Some people even went as far as saying that Rayrillas were prejudiced and racist!

It was in this kind of environment, that one sunny day, a naked bald Saber Tooth Neiger was found raped in an alley way. There was good proof that the Saber Tooth Neigerette was raped by a Rayrilla! This meant a scandal. It was already illegal for a Rayrilla to fornicate with Saber Tooth Neigers but to rape one?!?!? At that moment in time, an obviously innocent Saber Tooth Neiger named Nigger Niger Neiger was arrested for the rape. The Saber Tooth Neiger knew he was gone. With an all-Rayrilla jury, he was bound to be found guilty. There was one chance though. Call Peggy Bacon, attorney at law, and famed humanitarian, and Peggy Bacon had never lost a case.

QUANTITY, NOT QUALITY IS THE NAME OF THE GAME...

By Penelope Naughton Dickens

As most of The POUCH's readers seem to feel that quantity makes up for quality, at least in the case of Duncan Smith's press, I feel it necessary to educate the masses in the art of writing lengthy press without boring everyone to tears. Duncan Smith, I must admit, is good at that. He's even funny once in a while. Obviously everyone cannot be as good (or as bad, depending on your viewpoint) a press writer as Duncan. Still everyone would like to win a POUCH award for press as Duncan will (He's leading by quite a few votes so far in the balloting) and since quality is not what press is about and quantity is, here's how to write long press.

First a press release writer has to have a plot. Since I've been using Duncan for comparison, I might as well continue. Duncan has admitted to me that he rarely ever knows what the sequel to his Kimball Drek adventures will be. Basically he knows the plot but not the details. So lesson number one is to make your plot as complicated as possible. There are many reasons for this. If you make your plots complicated, people will be too busy trying to figure it out to notice that the press is neither funny or interesting. Not only that but if you can't figure out what to write for an encore, write anything. People will already be so lost in your original plot to notice anything. And if you really want to imitate Duncan, you'll of course want to include a sex scene in your press release. It's important that your sex scene be clean and pure (Good luck!) otherwise your press will be mailed back to you unprinted. If you're a POUCH editor, don't worry. Anything you write will get printed.

Now it's important to learn the second lesson. How to lengthen your press without saying anything. After a while you are going to run out of ideas to keep your long press releases going and it will be time for you to stall. Basically there are three ways to stall. Here are examples of each in Duncan's own inimitable style (Notice the clean and pure sex scene in the second example).

Example One. Headline, brand name, etc, method. This one is very simple. Just load your press release with newspaper headlines, ads, movie marquees and signs, like this:

Kimball Drek was dead drunk and yet he looked at the sign again.

"NUDE GO-GO DANCERS"

Kimball couldn't believe his eyes. Maybe he was suffering from double vision or perhaps he was just smashed. Yet there was no doubt

about it. The sign said:

"NUDE GO-GO DANCERS"

Example Two. Make your press release characters repeat themselves, think, and then start over. The more you do that, the more lines you'll fill up.

That Rayrilla's got some pair of knockers, the Saber Tooth Neiger thought.

Boy, they were big

Were they ever!

"Wow", the Saber Tooth Neiger breathed.

There was no mistaking it.

No way.....

"Rayrilla", the Saber Tooth Neiger said, "You've got some pair of knockers."

Example Three. Another useful hint, is to put all death throes, screams of agony, etc, into italics and to make them real long. Also make them capital letters. They take up more space.

Kimball Dreck shot the Black Pasha with his shotgun.

"AAAAAAAHHHHHHHHHH", the Black Pasha screamed, "I'M DDDDDYYYYY-IIIINNNGGGG! NNNNNOOOOOO, I DDDOOOHHN''''TTTT WWAANNNTT TOOOOOO DDDDDIIIIIEEEE, SSSSAAAAVVVVEEEE MEEEEEE?"

"NOOOOO WAAAAYYYY" Kimball answered.

If after all this, you still can't write good press, don't blame yourself. We can't all be as bad as Duncan.

* * *

73-5 (P.O.B) Emperor Costikyan of Neo-Byzantium demanded the surrender of the entire world. As a first step towards bringing the worls to its knees, the Emperor declared war on the English. "They can't hurt us", he was heard to say.

73-5 (IS THIS CYPRUS OR AM I EATING AN OLIVE TREE?)

General Apple McIntosh, Cambridge 1892, was heard to say that the only good armenian he had ever met was a dead one. He was then quickly reminded that Armenians do not grow on trees but are figments of one's imagination. It was then that the general retorted that a dead or imagined Armenian was Emperor of Neo-Byzantium. Everyone in the room sighed in the room at that point, for it was then that Bishop Strawberry proved that Jesus Christ was indeed an Armenian Jew masquerading as Santa Claus.

EVAC PRINTOUT.....

I WISH TO ANNOUNCE THE BIRTH OF EVAN JR. AS GERTRUDE STEIN ONCE SAID A ROSE IS A ROSE IS A ROSE IS A ROSENBERG.....

"I have heard the mighty river, and the holy Buda, and I have learned the meaning of the Serbian attack. For myself, I must sacrifice myself to become a ghoul, at the bank where I first had my vision, at Sanclemenski. As for you, the Danube says, 'Thou shalt defeat the Serb, and humiliate him, and destroy him, and wipe his name from the rosters of the families of the nations. This is a commandment for all eternity.' Now I must go to the sacrifice; but I am not enough alone. I must indeed find an order, with your help, of Hungarian Ghoul-lasses." "Oh," quoth the King.

COMING UP in the future: the founding of the Hungarian Ghoul-lasses and coming of the Turk.

We have filled our second game of 1721. It is game 73-F, and could well prove to be the last Miller Number assigned, since it is being announced on the last day of 1973. The players and their countries follow.

Austria: Cary Fulbright, 277 West End Avenue, New York, N.Y. 10023

England: Jamie Adams, 141 Seven Bridges Road, Chappaqua, N.Y. 10514

France: Kirby Welch, 24 Kathleen Lane, Mt. Kisco, N.Y. 10549

Ottoman: Robert Goldman, 200 Old Army Road, Scarsdale, N.Y. 10583

Poland: William Clumm, 6407 Kennedy Avenue, Cincinnati, OH 45213

Russia: Doug Ellis, 35 Kerry Lane, Chappaqua, N.Y. 10514

Spain: David Hov, 31 Eleven O'Clock Road, Weston, Conn. 06880

The game-master is Raymond Heuer (102-42 Jamaica Ave., Richmond Hill, N.Y. 11418). The first deadline is February 9, 1973.

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THE SHRINKING RIVER

In the space of one hundred and seventy-six years the Lower Mississippi has shortened itself two hundred and forty-two miles. That is an average of a trifle over one mile and a third per year. Therefore, any calm person, who is not blind or idiotic, can see that in the old Oblitic Silurian Period, just a million years ago next November, the Lower Mississippi River was upward of one million three hundred thousand miles long, and stuck out over the Gulf of Mexico like a fishing rod. And by the same token any person can see that seven hundred and forty-two years from now the Lower Mississippi will be only a mile and three-quarters long, and Cairo ((Illinois)) and New Orleans will have joined their streets together, and be plodding comfortably along under a single mayor and a mutual board of aldermen: There is something fascinating about science. One gets such wholesale returns of conjecture out of such a trifling investment of fact.

RUSSIA MOVES UP; BRITAIN DOWN

73-B (73.124) Fall 1934

USA (Gil Neiger) NA

France (Cary Fulbright) NA

Britain (Ronald Kelly) 1 - 1 vs. USA in USA (NE)

Russia (Bruce Wachtler) 1 - 1 vs. France in Baltic (X)
2 - 1 vs. Britain in Russia (D)

Germany (Alex Katzoff) 2 - 1 vs. Britain in Baltic (X)

Changes: Bri U in USA; loss of Bri U in Russia, in Baltic;
Ger C in Baltic shared with Rus C.
Ger U in France and Britain.

	USA	FRA	BRI	RUS	GER
ALS					
AUS					C
BAL				C	C
BRI					U8
CZE					C
FRA					U8
GER					
ITA					U6
POL					C
RHI		C			C
ROM				C	C
RUS				12	
USA	30		U30		

Points: Ger 23, USA 19, Rus 8, Bri 5, Fra 4

73-10 CORRECTIONS

FNwyCAYor-Bel should have been FNthCAYor-Bel

the move AYor-Bel failed, but was not underlined.

the German builds were: ABer not Bur
AKie not Mun

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"No matter how I figure I can't make ends meet," said Jones.

"What is the breakdown on your spending?" asked Smith

"It breaks down like this," replied Jones. "Forty per cent for food, 30 per cent for shelter, 20 per cent for clothing, 10 per cent for liquor, and 20 per cent for amusement and miscellaneous."

"But that adds up to 120 per cent," observed Smith.

"That's just it," said Jones.

Before you start screaming at me, let me state flatly, that my press article in this issue is somewhat facetious. O.K.?

Let's get the letters flowing again! I'd like to start a letters column, and so would the other editors. Write them on anything, and we'll publish them, probably with comments, and hopefully the letters, and any debates they should foster, will be interesting.

Ethil the Frog (England's number one zine) has been having an interesting debate on variants. There have been all sorts of arguments about how important it is to play-test variants before their published, and how practicle such a requirement is. Some have ranted about rules which, when first published, don't make complete s nse and are ambiguous.

Well, I would like to venture my own opinion. I think it is apparent that not all variant-designers can get a full board together to play test the game. Even if they can, how many games can be played in one or two get togethers? I believe that far more attention and analysis than can be made by a designer or a group of f-t-f players is made in a play-by-mail game. As such, I think that the best way to refine a game is to announce the game as a test and select the best players (from their standpoint as knowledgeable players) for the game. The players can then pay a great deal of attention to the good and bad points of the variant, and at the end of the game, provide the designer with a great deal of information for the refinement of the rules of the game. This seems to me to be the logical way to play-test a variant: the way it's going to be played, in a zine, by mail. I hope this is the way Paul Neumann's variants which will appear in the anniversary issue will be tested and perfected.

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NORTH BY NORTHEAST

I've about had it with those game shows on TV. It's not an original thought, but I want to add my voice to the many. On some you're pitted against your fellow members of the "public". Almost all of them have saved for years to make that trip to California or New York. Hope against hope, they end up on the show as contestants. They don't have enough money to get back home, having spent it all to get to the show. Then they're made fools of. They say things they never wanted to say, don't say things they wanted to say. And, once they're made fools of, 90% are told, "Oh, I'm so sorry; it was soooo close. Lovely parting gifts." Which means, "Scram! And take that bag of pretzels and container of oven-cleaner with you!" And the sponsors get rich. If it isn't that, you're paired with a "star" who has an I.Q. of 43. Then, not luck or your own ignorance defeat you, but the star's stupidity and concern over plugging his/her latest movie or TV series, and not about whether or not some nobody (you) win something you desperately need, like money, or are rewarded for having made an ass out of yourself.

I know, there are exceptions. Those shows were you depend merely on your own intelligence, and most of the contestants are very bright and go for fun, not for a stupid reason like they're poor or don't have a job. Those I don't mind. And, oh yes, what about those lucky few, who have their victory and win a prize, big enough so that even after the wopping taxes, the experience is the biggest thing that's happened in their lives? Well, why can't they run shows like Queen for a Day again? Let them pick a lucky winner from a fish bowl and give that person the prizes. But for God's sake, don't humiliate them.

73-7

Nicosia (OP) Little Joe: "Everything's packed, Red. Candia here we come!"

Red Ruta: "Excellent, Joe. The move from Cyprus to Crete will greatly facilitate our operations. Crete is much more centrally located as a distribution point to the Sultan's newly-acquired possessions."

LJ: "Yeah, and if ol' Hambone knew what else we're distributing besides smack..."

RR: "He'll never find out, Joe. He's always too busy playing stallion or soldier. By now the conceited fool probably believes it was his idea to get the rulers of the countries he conquers hooked on dope so they become puppets on unbreakable strings. I'm sure he regards me as merely the administrator and not the originator of the plan."

LJ: "He probably does, since it's working so well. The Sharif of Mecca, King Boris of Bulgaria, and King Karl von Bungholen of Greece all hooked; and Tali Pasha, the Bey of Tunis, and the new khan of the Crimea and Southern Russia, Ugli Beg, well on their way. I wonder if he'll even get the Pope."

RR: "Of course the Pope must be hooked. For my plan to succeed, all of Hambone Ali's vassals and the vassals of his principal ally must be hooked. Caught up in their habits, they will be unable to effectively combat the spread of socialistic ideas through the agents and literature we send out along with the dope. And when our terrorist wing strikes down the Sultan and his remaining effective allies, these junkies will be powerless to resist the revolution which will follow. And a Dictatorship of the Proletariat will be established over all Europe."

LJ: "Too bad for the Sultan he doesn't know that Red doesn't refer to the color of your hair."

RR: "Yes, let's hope he never finds out about my henna rinse. It wouldn't do for anyone else to discover that Red Ruta Rothammer is really a blonde."

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GIFT IDEAS

If you were to give your true love all the gifts described in the song The Twelve Days of Christmas, it would cost £2,816.80, which seems fairly cheap. The sums were done by the World Wildlife Fund and they arrived at the figure like this:

A partridge (£2.50) in a pear tree (£4.50)...	£7
Two turtle doves...	£5
Three French hens (red jungle fowl)...	£15
Four colly birds...	£20
Five gold rings...	£25
Six geese a-laying...	£18
Seven swans a-swimming...	£52.50
Eight maids a-milking (8 hours at 37p an hour)	£23.68
Nine drummers drumming (at union rates)...	£93.60
Ten pipers piping...	£104
Eleven ladies dancing (Ballet Rambert rate)...	£400
Twelve lords a-leaping (House of Lords daily rate)	£102

You will notice that this does not come to £2,816.80 (\$6,478.64). Do not forget then, that the partridge in the pear tree is given on all 12 days of Christmas, the turtle on eleven days, and so on. It comes out right in the end.

How to Do Well as Germany with Simultaneous Placement
in the Historical Scenario

or, Smile and Say "C's"!

by Evan Jones

The obvious and the only strategy as Germany is to get those C's while the getting is good — the earlier the better. Now comes the hard part: Which C's?

Usually, Russia will go for Baltic States in 1935. It is generally a good idea to put 5 pf's there and 7 in Rhineland. You will probably have little trouble evicting the French from Austria. However this leaves Pol and Cze open for Bri, allowing him to really stack it up in there.

Another plan is to shoot the works in Poland while talking Russia into investing there. This will probably bag Poland, giving you 3 pts., but very importantly, taking 3 away from Britain. The problem with that is that you leave Rhineland and Austria open, and that might be trouble.

Then there is the conventional opening: 5 Aus, 7 Rhi. This I regard as a poor move typical of an inexperienced player, because it probably looses Baltic States to the Russians, and allows Britain, France, and U.S.A. to run away with Poland and Czechoslovakia.

If you go into Czechoslovakia, shoot the works. If Britain and France have any brains, it should have at least 4 allied pf's in it. It's generally a poor move, however. Because it leaves Poland open, you won't get Russian help (so you will probably loose Baltic States), and it leaves both Rhineland and Austria open.

Try to keep the Russians from getting too many of the border countries while trying to establish controls as quickly as possible: If you are in a good position to evict Russia instead of sharing control in a certain area that turn, do so immediately. If your attack fails, then share control. Russia should be glad to.

If Britain gets a U Ger, before 1940, place all your pf's at home unless there are strong reasons not to do so. If you are going to get anywhere, you've got to have a lot of C's. If Britain gets a U Ger before you get those C's, and holds it, you can't attack him. ..and you won't get no more C's no how!

NEVER establish any U's (with the possible exception of Britain) anywhere until 1940. And finally, for a variety of reasons which should become obvious by playing the game.

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The U.S. Census for 1870 revealed that a father (perhaps a publisher) named his five children as follows:

Imprimis

Finis

Appendix

Addendum

Erratum

ROBERT LIPTON As one of the members of the Austro-Turkish alliance in Graustark (Austria, with John Carroll playing Turkey in 1973BC) and having written an article on it (see Graustark #300) let me say that the alliance can afford to Vienna and Trieste in the first year. ((What he wants between "to" and "Vienna" is totally unclear to us.)) The thing to do is get into a position such that Turkey itself would find advantageous in four or five years. Having it by then end of 1901 is crushing to any opposition. ((Huh???)

As for Duncan's article, The Fool in Diplomacy, it has led to my writing a reply. I hope you'll print it. ((We did. See page 3.))

On the Nick Ulanov controversy. Having spoken to him on the phone, I must admit that he sounds like a computer. I have also seen Gil Neiger. It helped me take off ten pounds. Whenever I got hungry, I thought of Gil and my appetite vanished. ((What do you do now when you get hungry? Put out an issue of Mixumaxu Gazette? If so, perhaps you should stick to eating. Actually, we don't mean it, but we'll say anything to get an excuse to plug a good zine. Which makes you wonder why we mentioned Mixumaxu.)

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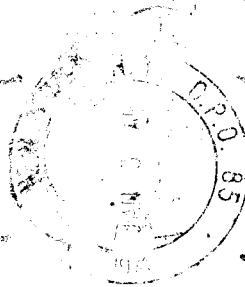
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It is by the goodness of God that in our country we have these three unspeakably precious things: freedom of speech, freedom of conscience, and the prudence never to practice either of them.

—Mark Twain

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



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