



NORTH EUROPE BLACK AND BLUE

73-5 (1973DX) Spring 1910

Austria-Hungary (Leo Plotkin)

ABul-Con, AMos, AVie, AArm-Ank, ANap, ARom, ASer-Bul, AStPSFSwe-Nwy, ASev-Arm, AGal, ABud, FEMedSFSmy, FAegSABul-Con, FSmySABul-Con, FTri-Adr

England (Alex Katzoff)

ANwysSFSka-Swe (-Fin), FDensSFSka-Swe, FSka-Swe, FEngSFNth-Bel, FNth-Bel

France (Eric Robinson)

FPor

Germany (Duncan Smith)

AMun-Ruh, APic-Bel, ASpa, ABre, ARuh-Hol, FBel-Nth (elim.), FHol-Hel, FKie-Den, FSwe-Nwy

Italy (Bruce Wachtler)

FTun

Turkey (Greg Costikyan)

no moves received. FCon (elim.), AAnk

Only three votes were received on the concession. It thus fails.

* * *

NEXT DEADLINES:

- 73-3: February 23; 73-4: February 23;
- 73-5: February 23; 73-6: February 16;
- 73-7: February 23; 73-8: February 16;
- 73-9: March 2; 73-10: February 23;
- 73-11: February 16; 73-12: March 2;
- 73-D: February 16; 73-E: February 16;
- 73-F: March 2

GAME ENDS; USA EDGES USSR

73-B (73.12d) Fall 1940

USA (Gil Neiger) 5 - 1 vs. USSR with Bri (X)

France (Cary Fulbright) no attacks
 Britain (Ronald Kelly) no attacks
 Russia (Bruce Wachtler) no attacks
 Germany (Alex Katzoff) no attacks

	USA	FRA	BRI	RUS	GER
ALS					
AUS					C
BAL				C	C
BRI	36				U15
CZE					C
FRA		12	U14	U7	U15
GER				U15	
ITA					U7
POL					C
RHI		C			C
RUM				C	C
RUS					U15
USA			30		

Final score: Ger 25, USA 17, Rus 16, Fra 4, Bri 1.

Nicely played! Thank you.

* * *
 More moves on pages 16 & 17.
 * * *

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THE FOLIOH

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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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We have a great deal of material on hand. This is why we haven't had some of the regular features the last few issues. We have two long letters on the Diplomacy World issue, one agreeing, one disagreeing with our stand. In the interests of fairness, we will not edit the opposing letter. They will appear when we have space. Soon.

We still need ten new subscribers. Come on! March 1st is it. On March 2nd the Anniversary Issue comes out. You wouldn't want that to be our last big bang would you?

We've been holding back the announcement of a new game. That game will definitely be announced next article-issue. We promise!

We have another game we will be announcing. This one should be rather interesting. It will be composed of the people you see above on the mast-head.

To once and for all find out if we will be running a bourse with a regular Diplomacy game, we publish the rules on page four.

Those in the New York City Area who like face-to-face games might want to note that there will be a gathering on March 2nd at 1 pm, at the House of Games (143 West 72nd Street). Admission is \$2.00.

Should we insure our games? The IDA has recently lowered the cost of insuring a game to \$1.00, payable by any person concerned. We don't intend to fold, but if you'd like to insure your game, send the one dollar to us (to avoid duplications), or send in 25¢. If others in your game send in enough to make up the one dollar, we will insure the game, otherwise, we'll refund the money. It's up to you. Game 73-6 is already being insured.

We always want your comments, suggestions, or criticisms. Send them in.

subscriptions are 10/\$2.00

page two

THE SIMULTANEOUS ATTACK
(Notes from 1st lecture on Organic Chemistry)

by Paul Neumann

In the olden days a very important factor in winning a battle was surprise. But unfortunately it often went against those trying to pull off the surprise, for the surprise was even more so for their own comrades who were on a different front and didn't know the attack was "on." The missing piece in the surprise attack was synchronization.

Alexander the Gay -- er Great -- was perhaps the first to solve this problem. Everyone knows that Aristotle was Alexander's tutor (Their bond of friendship was almost broken when Aristotle found out that Alex took along Ari's young nephew for companionship whenever he went to war.), and the leading scientist of the day. It was his habit to catalog everything he saw and write books on them. He wrote on every subject from zoology to anatomy to math to theater to political science to -- well you get the idea I think. Aristotle of course was not an expert on all subjects, just more so than his contemporaries, either in his own mind or in reality. For example you all know the medical symbol -- ya know da stick with two snakes wrapped around it, with wings on the stick? Well that symbol is partially derived from Aristotle's illustration of snakes having sex -- ya know wrapped around da stick, eh! But I digress, Lord forgive my digressions so that I may forgive those who digress against me.

Alexander sent back specimens of all the flora and fauna, that he encountered on his expeditions, back to the teach' to catalog. One of the plants that Aristotle received had a strange characteristic in that it turned from white to red in sunlight (ye olde photochemical reaction). Even though Aristotle predated organic chemistry by some two thousand years he decided that there must be some substance in the plant that was responsible for this (wise guy). After many attempts he was finally able to extract the chemical with the use of an organic solvent. Then the old candle started to flicker (light bulbs came later); for those of you who still can't understand the prose -- he gottan idea.

So he soaked a rag in the solution and when dry it also reacted to light in the same way as the plant. Aristotle told Alexander about all this rot and suggested that all his soldiers wear these bands and when they turned red in the morning they would know it was time to attack (this worked much better for a simultaneous surprise attack than something like a rather noisy trumpet or the like). Well the invention worked well propelling Alexander to even greater heights in the ranks of conquerors. And his troops now that they were syncoated were known to many as Alexander's rag time band.

A BOURSE?

So far three people have signed up for the prospective bourse. A number of others have sent in cards and letters saying, "What the hell is a bourse?!" So, herewith we present the rules. If interested in playing in the bourse let us know. Anyone can play, and there is no game fee.

These rules originally appeared in " _____ " # 26.

1. Each player starts out with 1000 units of each currency: Pounds, Francs, Lira, Crowns, Piastres, Roubles and Marks. All are equal in value at the start of the game (1 Mark equals 1 Franc equals 1 Lira etc.).
2. Deadline for Bourse orders is the same as deadline for Diplomacy game. Orders are in two parts: Buying and Selling. You must ALWAYS buy as much as you sell every turn. This is most important -- see below.
3. At the start of the game one unit of each currency equals 1 dollar. However, each time 100 units of any currency is sold, its value in relation to the dollar drops 1¢. Thus if in the 1st season the net total of everyone's orders resulted in 500 more marks being sold than bought, the price for the next season will be 1 unit equal to 95¢, or 100 being equal to \$95. Each time 100 units of any currency is bought, the price in relation to the dollar goes up 1¢. Thus if 1000 more Lira were bought than sold on the 1st turn its new value would be 1 Lira equals \$1.10, or 100 Lira equals \$110.
4. You must buy as much as you sell in relation to dollars. For instance, if, on the 2nd turn in the above example you sell 100 Lira, you will have 110 dollars. Thus you may buy 115 Marks (115 X .95 equals 109.25 -- all fractions are lost). You must do these computations yourself and you must do them on your orders so that they can be checked. If there is an error as much as is possible will be bought for you.
5. If, for example, 999 net Marks are bought, the price goes up only 9¢ -- all fractions are again lost.
6. At the end of the game, each player's worth will be computed as follows: The number of supply centers each Diplomacy player owns times how many blocks of a hundred units you have of its currency (fractions will be carried). Thus if England wins and you have 2000 pounds you get (assuming she has 18 centers) 160 "credits" for England. The one who has the most credits wins. Obviously, once a player is eliminated from the Diplomacy game his currency becomes immediately valueless and all trade in that currency ceases.
7. You may never sell more than 500 units of any one currency in a given season. You may buy as much as you can.
8. Each season the GM will list who sold and bought what, old price, net change, and new price in a convenient table. He will also list the holdings of each player in the game as they now stand. You must do your own computations to find out how much you are worth in dollars and how much the other people are worth.
9. Unless a country is eliminated, its currency will never drop below 1 unit equalling 1¢. The value of a currency in the other direction has no limit.
10. Anyone may join the Bourse at any time and receive 1000 of each currency still available.
11. No conditional orders will be allowed.

Edi Birsan has changed his mind. There will be no IDA membership vote on subsidization of DIPLOMACY WORLD. I find this unfortunate. After much discussion, he has agreed to add several questions on the matter to the poll in the upcoming Diplomacy Review (the IDA newsletter). If you are an IDA member, I urge you to respond. If the poll shows most members for the subsidization those of us against the proposal will be influenced by it, and I have been assured that if it shows the membership fairly well divided or against the proposal, a vote of the Council and/or the membership will be taken. However, as of now, the subsidy is in effect. A proposal has been made and is almost certain to be adopted that will limit the amount of subsidization to 50¢ times the largest number of members during the year. The proposal also mandates a review of the subsidy at the end of the year.

I am for this proposal because I don't want there to be too big a drain on the IDA treasury. But this cannot serve as an acceptable "compromise" because I don't believe there should be any subsidy. I don't care much whether it is a subsidy of 50¢ or \$20.00 per member.

I have been much criticized by some for bringing this matter "to the public" and not leaving it "in the Council's hands." I reject this. I feel strongly that it is not my job as Atlantic Regional Secretary to get elected and then not be heard from again until the next election. I think I should report to my constituents, and since this is the only forum I have, I avail myself of it. I have also been told that I should not be allowed to get a membership vote on a matter that is "not even a constitutional ((the IDA's)) matter." I reject this also. This matter I believe will in large part chart the way the hobby will now move, and I think this is a question which every member must have a say in, and perhaps not just the members of the IDA but any member of the hobby who wishes a say. It is one thing for the Council to decide virtually all other matters (which are relatively unimportant), but it is in my opinion wrong for twelve individuals to decide in what direction the hobby will go without the advice and decision of the organization and hobby. This totally ignores the fact that we are talking about a great deal of the IDA's money being spent without the consent of the members.

Some of you have complained about the amount of space I took up in reprinting Walt Buchanan's and my original letters. I'm sorry about this. I felt the issue important enough to bring up, and I didn't want to be unfair to anyone by editing or cutting what was said. The likelihood of something similar happening again however is small.

Once again, please vote in the poll; you're answers to all the questions are important.

And finally, if you're not a member of the IDA, join. Send your \$2.00, dues, to Walt Buchanan, Vice-President/Treasurer, R.R. 3, Lebanon, Ind. 46052. You get quite a lot of services and you help support projects like the Boardman Numbers, the Census, and the Orphan Games Project.

Russian Road to Success While Playing the Historical
Scenario with Simultaneous Placement or,

"It's fun to share." by Evan Jones

Russia's road to success is paved by an alliance with Germany. An anti-Nazi crusade never works out for the Russians.

Russia's first objective is to grab all the border countries it can. That means either five Baltic States, 1 Russia, or 6 Poland in 1935. Never go for Poland unless you have all-out German support. Don't go for Rumania either, unless you've got positive information that Germany is going there, because it could lose you Baltic States.

Try to fix it so that you share control of the border countries with Germany, or so that you get them yourself. This will give you a good point edge over Germany.

After you've done all you can sharing C's with Germany, concentrate on U's Cze and Ger. You will not be strong enough to hold U Bri or Fra in most games, but if you can do so wait until 1939 at the earliest. A U Ger is vital, and it should be established as soon as you can get any more C's. It must be done in strength, by 1939 at the latest. Establish U Cze whenever the time seems right. If Britain and France are having trouble holding it, help them, even if Germany gets mad.

Never waste any pf's whatsoever. Remember, you only need 5 pf's for a control, and you don't want to use more than necessary if you can help it. Store any extra ones you have at home to be used when needed. With average luck you will wind up with about 17 points. If you grab C Pol and/or U Fra or Bri as well, you have an excellent chance of winning and a sure second place.

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press

73-F Lafte weeke Hif Mofte Brittannicce Majefteye waf treated to a mofte difturbinge difplaie of Bloodeluft on the parte of the ambafsadorre frome Rufsia. The huge man hadde beene invited to fup with Hif Majefteye, and hadde acceptede. Once at the dinnere table, the ambafsadorre tooke oute a myriad of clockworkf and proceededde to tinkere with them. The crownf valet beganne to cleare the fet in ordere to ferve foup and fuggedted to the Rufsian that he remove hif clockworkf. The man frome the Eafte flewe into a faire rage and fcreamed "Accurfede Ftreltzi you are goinge to die!" Whereuponne the ogre brokke hif chair overe the heade of my manfervant. The guefte proceededde to wippe hif handf upponne the fable coat of the kinge. We were not amufed. In reparationne for damagef the ambafsadorre haf taughte the Kinge home dentiftry, which hethinkf wille refulte in greate favingf to the crowne.

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Watch your mailbox! The Anniversary Issue is coming in less than three weeks!

THE PEACELOVER'S GUIDE
TO SPORTS GAMES

BY DKS

Last issue I said that Nicholas Ulanov objected to sports games more vehemently than to wargames. He responded with a double parenthesesed "This is untrue". While it is true that Nicholas never actually said that he hated sports games more than wargames, he did say that he didn't like sports games, and he was shocked when I told him of my upcoming reviews. I have two witnesses who will back me up on this. Now if it is necessary for me to ask these witnesses to make a statement, I will. Also I have to explain that my statement that if Mr Ulanov had his way, the only games people would be allowed to play would be Diplomacy and chess (give or take a few math problems), was only my opinion and not his. Now that I have hopefully cleared that up I can tell you that this week we're reviewing baseball games. So now on to the reviews! As usual * for poor, ** for fair, *** for good, and **** for excellent.

SPORTS ILLUSTRATED MAJOR LEAGUE BASEBALL. ****

This game is excellent. Depending on what year you buy the game, you will have all the major league teams and their 25 men rosters depending on how they played that year. There are 24 team charts, one for each team. On the front are the batting charts, against lefthanded and righthanded pitchers, and on the back are the pitching charts. This game also utilises those strange Sports Illustrated dice. Here's what they are: The first die, a black one, has three numbers. Three threes, two twos and one one. The second die, a white one, has a 0, 1, 2, 3, 4, 5. The third die has two 0s, one 1, 2, 3, 4. Here's an example of how they work: You roll all three dice. The black one reads 3, and both the white ones, read 2. You add both the white ones. The black dice represents the numeral in the tens column, and the sum of the white ones, the numeral in the ones column. Therefore the number is 34. The game is very exact. If Willy Stargell hit 24 homeruns against lefthanders every 216 times at bat, then the odds of his hitting a homerun against a lefthander in this game will be 24/216th. All aspects of baseball are covered very well here: Stealing, bunts, suicide squeezes, sacrifice flies. Even the pitching is realistic. Tom Seaver can easily average 8 strikeouts per game. This game is fantastic!

SPORTS ILLUSTRATED ALL TIME-ALL STARS. ****

This game is basically the same one as above, only the teams are different. The teams are the 16 original baseball teams: The Brooklyn, Los Angeles Dodgers, the Boston, Milwaukee, Atlanta Braves, the New York, San Francisco Giants, the Chicago Cubs, the Pittsburg Pirates, the New York Yankees, the Cleveland Indians; the Boston Red Sox, the Detroit Tigers, the Chicago White Sox, the Minnesota Twins and Washington Senators, the Baltimore Orioles and St Louis Browns, the St Louis Cardinals, the Cincinnati Reds, the Philadelphia Phillies, and finally the Philadelphia, Kansas City, Oakland Athletics. All these teams are made up of the greatest players that ever played on those teams. Can you imagine a New York Yankee lineup with Babe Ruth, Lou Gehrig, Mickey Mantle, Joe Dimaggio, Roger Maris, Joe Gordon, Phil Rizzuto and all? It's great fun to have Ty Cobb steal on Johnny Bench or have Babe Ruth bat against Bob Gibson. This game is a must for baseball historians!

STRAT-O-MATIC BASEBALL. **1*

Like all Strat-o-matic games, this one has little cards with all the major league players and their performance on it. The major problem with this game lies with the pitcher's card, the hitter's card, and the relation between them. The player rolls the die to see whether he uses the result on the hitter's card or the pitcher's. The problem is that a player like Bud Harrelson who has never hit a homerun could hit 20 on the pitcher's card. Also, unlike Sports Illustrated where everything is on one card, the needed charts are all on different cards, so in the long run it is necessary to fumble through all kinds of cards before finding the one that is needed. All together this game cannot be compared with Sport Illustrated's for realism.

AVALON HILL'S BASEBALL GAME. **

Avalon Hill tried to copy their successful football game format and failed miserably. The game works this way. The better a hitter, the more hitting choices he has. The better a pitcher, the more pitches he has. The pitcher picks out a hit, and the pitcher a pitch. Then both are compared on a matrix and the result given. The problem with this is that no matter how many hits or pitches the player has an option to use, the odds of getting a hit are the same. As a matter of fact the player with a batting average of .100 will have a better chance of hitting if only because he has less choices and an easier time analysing the situation. If you want to learn how not to design a game,

this game is for you.

Next time we will start to review my vast collection of business games that engulf my room.

* * *

73-8 (I AM A SPY; YELLOW. AN AUTOBIOGRAPHY OF KIMBALL DREK)

PART III. MEDIOCRITY.

When I first started in the spy business, I was quite attached to my pet monkey, Ishmael. This little monkey caused me a lot of problems; a lot more than he was worth. My early spying prowess can only be described as amateur. This can be seen by my actions in the banana caper (see the Ishmael Connection). It was then that my monkey was kidnapped. For my bungling of the banana caper, my superiors rewarded me with an assignment in Siberia. There I literally froze my ass off. I was, through the miracle of plastic surgery, given a new one. Because of this rough experience, I had a nervous breakdown. I was suffering from what is known in the psychiatric profession as the "screwloose" complex. It seems that I was under the belief that I had a screw in my belly button. All of the doctors were quite kind, but one in particular helped me solve my problem. He gave me a screwdriver and told me to unscrew the screw next time I was under the fantasy of having a screw right there, and then to call him. One night around 11:00, I had the strange feeling that I had a screw in my belly button, so I pulled out my handy screwdriver and phoned my shrink.

"Why are you calling me at this time Mr Drek?" he angrily asked.

"I felt the urge so I unscrewed my belly button." I told him.

"And what happened Mr Drek?" he asked.

"My ass fell off doctor." I answered.

NEXT WEEK: PART IV. SKILL

73-7 (THE SHOOTOUT. A LUKE LEPANTO WESTERN)

Luke and Manny rode their horses into Constantinople. They could feel their mission coming to an end.

"We gonna kill Hambone and Grand Brassiere now?" Manny Chevitz asked Luke.

"Nah, Manny boy! First I'm going to the Bazaar to buy me a broad! I hear that they sell women in Turkey." Luke answered.

So Luke and Manny turned their horses and turned toward the bazaar. But they were disappointed. All they saw were triple headed cows, three legged men, triple breasted women, quintupled armed girls, seventeen headed cats, and all other sorts of combinations.

"Hey man. Is this the bazaar?" Luke asked a merchant.

"Hell no! This is the bizzare!" he answered in broken english.

73-5 (DEATH IN IRAYLAND)

"Well now that we're in Belfast, where do we start?" Hector asked.

"You mean, where are you going to start! Primarily, I'm going to be your liason man, or in this case your liason woman. You, I'm sorry to say, will be doing all the work. I'll help the best I can, but being a Kitty Katzoff in an all-rayrilla country does make me conspicuous. Tonight you're going to atart by breaking into the Acme Gun Corp. which is owned by none other than Eric von Robinoceros."

"Where are you staying by the way?" asked Hector.

"At the Belfast Hilton." she answered as if sensing what he had in mind, "Would you care to come for a drink after you're finished tonight?"

"Nothing would please me more. Now, where's this factory I'm supposed to break into?" hector asked.

"Here's the address. See you around eleven o'clock." Elmer said as she left his side.

It was late and all the streets of Belfast were empty. No one walked the streets of Belfast at night, only the IRA. That would make Hector's job easier. He looked at the door of Acme Gun Corp. No way I'll pick that lock, he thought. Hector put a bullet hole right through the lock. He pushed the door open and started looking for the main office. It wasn't hard to find. There were three IRA Rayrillas only too glad to take him there. He had run into them while sneaking around and had never had a chance to pull out his Smith&Wesson.

"Who are you and what are you doing here?" The hairiest Rayrilla of all asked.

"I'm Jesus Christ and I'm here investigating rumors that this company is really owned by the Archangel Michael. Personally, I think that God is wrong and this is really Lucifer's brothel." Hector answered sarcastically.

"Gee sir, do you think he's telling the truth. I'm sure that God would be very angry if we killed him....." the dumbest Rayrilla said.

"Look Raymond", the hairy Rayrilla interrupted, "I said that you could come along but please keep your mouth shut! Now let's kill him and get it over with."

All three Rayrillas pointed their machine guns at Hector. Hector felt ill.

EVAC PRINTOUT.....
I WANT EVRYONE TO MEET MY BROTHER, GEVAC. HE'S THE PERFECT GAMEMASTER. SAY SOMETHING GEVAC. " I AM NEVER WRONG, WONRG, RWONG, WNORG.".....

THE HANDWRITING ON THE WALL

BY PENELOPE NAUGHTON DICKENS

In every game you play, you will receive countless letters propositioning for alliances. And in every game you play in, you will have to choose among those countless letters for an ally. Now don't you wish there was an easy way to do this? Well there is. Analyse their handwriting or typewriting as the case may be. Here's a minicourse on how to do this.

Broken Handwriting. People who write letters like this: "I wish to ally with you. He res n y de al.", are trying to tell you something. The kind of person who has fallen into the habit of writing letters full of broken or unfinished letters (note that I am referring to letters of the alphabet and not letters of correspondence) or unjoined words, are suffering from a deep subconscious guilt. What is this guilt you ask? The broken letters and words are their way of subconsciously telling you of all their stabs, alliances they have broken, not kept etc. This player will undoubtedly stab you at the first chance.

The "Let's jump on" Handwriting. If you get a letter saying: "Let's jump on John Doe! He's a great player.", check it! Look it up! If you don't see his name anywhere, if you find out that no one has ever heard of John Doe, start wondering. Who is this John Doe? Is he some two bit lousy Diplomacy player? If he is, and the odds are that he will be, how good can your potential ally be? An ally who claims that this John Doe is some sort of omnipotent dippy god. Don't take your chances with this type.

The Uptight Complex. If you get a letter that starts this way: "IAMA-PLAYERINTERESTEDINALLYINGWITHYOU(PLEASEDON'TSTABME)HERE'SMYDEAL:(PLEASEDON'TSTABME).....", beware of the uptight complex. The person's words are up tight which also probably describes the writer. This kind of handwriting can only tell you one of two things: 1) This person is an uptight, paranoid, sicky! The crowded lettering is a sign of nervousness, uptightness, paranoia, and maybe a little schizophrenia (and some lack of typewriting ability!). This is the kind of person who'll stab you in order to avoid being stabbed by you. 2) You have just gotten a letter from Conrad von Hetzke (see K35 if you don't get it).

The Sexual Handwriting. This only applies to when you receive a letter from the opposite sex. If the letter starts this way: "Hello, I'm a

girl. Would you like to ally with me?", ally no matter what (unless you're a girl yourself!). Just think this way: If she stabs you, what have you lost! You've still got her address. Never forget that there are some things in this world more important than Diplomacy games.

The Ignoramus Humanus Handwriting. Any letter that goes like this: "My, I want too alie wif yu.", is a sign of an alliance that will never be. Let's face it. Not all Diplomacy players have doctorates in literature, but does that mean that we have to ally with those poor underprivilged players. Anyway can you imagine reading his press? Think of it this way. The sooner you attack him, the sooner he'll be eliminated!

The Ethnic Handwriting. Every once in a while you get a letter like this: "Hella, I ana playing de countria of Austria-Hungaria. Woulda ya bea interesta ina allianca aginst da Italianis?". Now don't get this wrong. I'm not prejudiced or anything but anyone reading that letter will now that an Italian wrote it, and we all know how nationalistic Italians are. Everyone knows that an Italian would never ever attack his homeland even in a dippy game. Of course this can apply in other cases such as an Englishman writing you a letter asking you to attack England, or a German asking you to attack Germany, etc. I say why take chances: Never ally with an Italian!

In summary I'd like to say that although a person's handwriting will not always tell you all that you want to know, it does help. Next time you get a letter from Edi Birsan, and you take my advice (Never ally with an Italian!), and you find yourself eliminated by him in the second year, you'll know who to thank!

* * *

73-F WARSAW (POLISH PRESS)

It was learned today from the Polish Internal Secret Service that Billy the Clann has taken over as head of the Polish state. P.I.S.S also reports that Billy has come to love to watch the sun rise in the morning and has a strong desire to march until he finds out where it actually comes from. His drive to the East should be a relief to all the civilised lands of the world.

73-F COPENHAGEN (SPECIAL TO PERVERTED PRESS INTERNATIONAL)

It has been reported in a release to PPI that today the Scottish princess, Julie Adams, has annexed the territories of Christiana and Gateburg, while the Polish price got Denmark. At that point, the two of them joined into a bond unlike anything Europe has seen before. Julie is expecting to come of it in fall. How filthy!

((The following letter was received some time ago but was inadvertently misplaced. We apologize for the error.))

DOUGLAS BEYERLEIN I found issue Vol. I, #41 to be an excellent issue of The POUCH; the best that I have seen so far. However, I disagree with two of its articles.

The Austro-Turkish alliance is a very weak alliance in comparison to almost every other alliance pattern on the board. Its weakness lies in two factors. (1) The alliance requires extraordinary trust on the part of Austria. Once the alliance gets moving in 1902 all of the paths for advancement of Turkish units border Austrian centers. This is true in the Mediterranean attack and the Russian attack. At the same time the Austrian backdoor is completely open with all of its units facing off with the Germans, Russians, and Italians. In one bold sweep Turkey can grab off three Austrian centers with literally no forewarning in Turkey's favor. Austria is also faced with the same problem vis-a-vis the Italian alliance but there it is more a matter of two losers banding together in a common cause. This is certainly not the case with the Austro-Turkish alliance. Here it is more the fact that Austria probably sees no way to beat Turkey and allying with it is the next best thing. (2) The alliance starts out of the southeastern corner of the board. Thus while the alliance is quick to set up any potential stalemate line (and only then with control of Italy) it also faces out at numerous stalemate lines. In the Mediterranean it must first overcome Italian and then French resistance before even getting to the key sea province of the Mid-Atlantic Ocean -- which can be blocked by the English. The land attack is no better off. In Russia is St. Petersburg and the key to Scandinavia. The opposition has to be asleep to let St. Petersburg fall to either Austria or Turkey. In Germany is that vast wasteland of non-supply center provinces: running in a band from southwest to northeast they are Tyrolia, Bohemia, Galicia, Silesia, Prussia, and Livonia. And once these provinces are gained Germany can still construct a multitude of stalemate lines. Therefore the alliance has very little possibility of sweeping the board or even gaining anything more than southern Russia and maybe Italy. Turkey can do much better with a Russian alliance as can Austria with an Italian alliance.

All of the above is not to say that the Austro-Turkish alliance cannot work. Take a look at 1972BD currently being transferred into WARLORD from PACIFIC DIPLODEUR. I doubt that you will ever find the alliance ran better than in that game. Therefore the alliance will work, but it is certainly a high risk -- low profit alliance.

With that out of the way I would now like to take on Smith's comments regarding Birsan and the idea of having games for top players only. Playing with novices or poor players (and this sometimes even includes good players) can become extremely frustrating at times. The poor player blows an obvious attack endangering the whole alliance or has cold feet when it is time for a critical blitz. These and numerous other things (like missing moves) can make playing with inexperienced or poor players very trying and hardly worth the effort for all of the lost opportunities. And when everything is going fairly well there is not the challenge and excitement of a top game on the level of HA play.

The reason that I was able to predict with fairly good accuracy what the players would do in the current HA game was simply because I assumed that the players would in each case make the best tactical moves. But then any fairly good player should have been able to sit down at the board and do the same. Good tactics are predictable. However, shifts in strategies (stabs) and diplomacy are not nearly so predictable. I did not predict the German attack on Russia in the HA game; nor could I have guessed that Turkey and Russia would have stabbed their allies when the stalemate line was nearly achieved. These and the recent French stab of Germany (which was highly predictable if Rocamora is to win the game) are the keys to the game. And playing in one game of this caliber of play is worth five wins over novices and poor to average players. That is why the really great players will play in games of HA excellency.

And by the way, the French opening of A Marseilles Supports A Paris to Burgundy is not all that standard -- unless you're a novice.

SCOTT ROSENBERG Some comments on the "Nicholas Ulanov Controversy." I would like to report that I have met "Gil Neiger" and "Nicholas Ulanov," and that they both apparently exist. The question I raise is whether there is such a thing as a "Duncan Smith." Certainly no human possessed of body and soul could possibly write such incredibly boring press releases! While I must admit that I have met a person who claims that he is "Duncan," I propose that this mockery of all that is human is really a creature created by Evan Jones in his own likeness. Unfortunately for all of us, "Duncan" turned out to be worse than that (I know most of you believe such a thing to be impossible, but nevertheless, it's true). ((When will you all realize that none of us exist?))

By the way, "Duncan," since when is Turkey "surprised when he sees what a western Lepanto will do to him?"

RONALD KELLY Just for the record, I object to the deadline extension granted in game 73-4 to Mr. Jacobs because he was "on vacation." Is this same courtesy to be extended to all players? Let's see, I get four weeks vacation a year. That's four times I could request an extension. If each player did the same, that's $4 \times 7 = 28$ times a year the game's deadline could be extended!! We wouldn't get much playing time completed in the game each year, would we? I believe the vacation period should be considered a normal part of a person's life, and that each player should be responsible for adjusting his situation accordingly. I do not believe the other six players should be penalized each time one player decides to go on vacation, and can't keep up with his game orders. The only exception should be in case of GM error!!!

((Precisely because of the six other players, Jonathan Jacobs did not get a 73-8 extension. However, we were persuaded that his mail was sufficiently messed up that with 73-4 in the position it was, the game would suffer more for everyone concerned if it went on as scheduled than if it was postponed. This is not a general policy. We believed this to be a warranted exception.))

I have received the following letter from Conrad von Metzke:

"I'd like to take issue with you on the espousal of the validity of the Calhamer Awards. ((That's funny, I thought I was knocking them.)) It seems to me that the only thing 'proved' by the award system we now have is, which magazines/players/whatever are best known? Another way of saying that is, which publishers have the most money to spend on publications? Because it is true that awards are only won by people with big reputations, and with the single possible exception of the Best Player category (which derives mainly from reprinted ratings lists) reputations are founded in large circulations. For instance: Last year I won Best GM and Meritorious Service. The latter I agree with; the former is absurd. What is true is that I am the most prolific Gamesmaster. And between the reams of game reports I spew forth and the voluminous write-ups I get in most of the other Big Zines, everybody knows I'm a super-groovy GM. Voting on this basis, we find ourselves not the least surprised that I win the award, but if one pores over my adjudications one finds an inordinate total of errors, delays, cock-ups of all sorts...that's quality? I admit, I'm good; but I am not "Best."

"So who is best? Well, off the top of my head I'd say the greatest consistency of scheduled, error- and hassle-free adjudications comes from John Figgott. So how much chance does he have of winning Best GM? Hell, there are only three people in England who've joined IDA, and while that doesn't mean they can't send in votes anyway, it's obvious that with IDA sponsorship the organization is what draws the votes. So -- if popularity in this context is defined as "the ability to spend money," I agree, I'm best. Otherwise, the awards are poobah."

((I would agree -- to a degree. As I said, I think the Calhamer Awards are only measures of popularity. I do not believe that popularity is solely based on the financial investment of GM's. This undoubtedly plays a part, and in so far as it does, I dislike the Calhamer Awards. In so far as they are mere popularity indicators, I support them as that.))

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Quotes from Paul Neumann

Diplomacy:

The art of treating a noisy neighbor as if he was going to appear for you as a witness in a traffic case against a movie star. Morton Thompson

The art of handling a porcupine without disturbing its quills. Anonymous

The art of doing and saying the nastiest things in the nicest ways. Issac Goldberg

The art of removing something that belongs to a guy who thanks you for taking it away. L.L. Levinson

The art of letting someone else have your own way. Anonymous

The art of saying "nice doggie" until you can find a rock. Anonymous

The art of putting one's foot down without treading on anyone's toes. Patricia Stone

Lying in state. Oliver Herford

Activity that isn't too hard on the brain, but hell on the feet. attributed to both former ambassadors Charles G. Dawes and Henry P. Fletcher

ITALY ATTACKS TURKEY IN 1901!!!

73-12

Spring 1901

Austria-Hungary (Mark Rutledge) AVie, ABud-Ser, ~~F~~Tri-Alb.
 England (Ron Melton) FLon-Nth, FEdi-Nwy, ALiv-Edi
 France (Mike Ritter) APar-Bur, AMarSAPar-Bur, FBre-Mid
 Germany (Howard Sidor) AMun-Ruh, FKie-Hol, ABer-Kie
 Italy (Russ Nekorchuk) AVen-Ank ((???)), ARom-Apu, FNap-Ion
 Russia (David Johnson) FSev-Bla, FStP(SC)-Both, AWar-Gal, AMos-Ukr
 Turkey (Scott Robinson) no moves received. ACon-Bul, ASmy-Arm,
FAnk-Bla

In accordance with the house rules, neutral moves were obtained for Turkey. Gary Peterson (1068 Leckie Street, Sarnia, Ontario, Canada N7S 1B6) is asked to stand-by.

BLACK IS BEAUTIFUL

73-9 (1973GK)

Fall 1903

Austria-Hungary (Keith Dahnke, 1) ABud-Ser, AUkrSARum, ARumSASer-Bul, ASer-Bul, FAlb-Gre. owns: Bud, Tri, Vie, Gre, Ser, Rum (6)
 England (David Hov, -2) FNwg-Nat, FEdi-Liv, AClySAEdi-Liv. owns: Edi, ~~Liv~~, ~~Nwy~~ (1)
 France (John Stevens, 1) ALiv, FWalsALiv, Firi-Mid, FMid-WMed, AMar-Pie. owns: Bre, Mar, Par, Liv, Por, Spa (6)
 Germany (Ronald Kelly, 2) AWarSAUkr-Mos, AYor-Nwy, FNthCAYor-Nwy, FSkaSAYor-Nwy, ADen-Swe, FBalsADen-Swe, ABer-Pru, ASilsAWar. owns: Ber, Kie, Mun, Bel, Den, Hol, Lon, Nwy, Swe, War (10)
 Italy (Kirby Welch) ATun, AVen-Tyr, FionSFAlb-Gre, FEMed-Aeg. owns: Nap, Rom, Ven, Tun (4)
 Russia (Drew McGee, -2) ASev-Rum, AMos-Ukr, ALivSAMos ((?)), FSwe-Nwy (-Both, Fin), FBlaSASev-Rum. owns: Mos, StP, Sev, ~~Liv~~, ~~Nwy~~ (3)
 Turkey (Robert Lipton) AGreSACon-Bul (elim.), ACon-Bul, ASyr-Smy, FAeg-Smy. owns: Ank, Con, Smy, Bul (4)

A separate build season has been requested. Next moves will be builds.

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Is this page going to be filled out?

Natch.

OH, WHAT A LOVELY WAR!

73-F (1973CUec) Spring 1721

Austria (Cary Fulbright) ABoh-Kas, ATyr-Rhi, ABud-Wlc, AVie-Ven.

England (Jamie Adams) ALon, Fire-NAt, FSCO(EC)-Cly, FYor(EC)-Nth

France (Kirby Welch) AAuv-Swi, AVer-Rhe, FBri-Ndy, FTou-Sav

Ottoman (Robert Goldman) ACon, ABul, ACau, FSmy-Aeg, FSyr-Eas

Poland (William Clumm) AKra, APos-Bra, AWar, FLit-Bal

Russia (Doug Ellis) AKie-Kub, AMos-Atk, AArc-Lap, FStP-Bot

Spain (David Hov) AMad-Por, ASev-Gra, FAsr-Mid, FGra-Wes

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A doctor testified at an English trial that one of the parties was suffering from "circumorbital haematoma."

That is, a black eye.

In August, 1952, the U.S. Department of Agriculture published a pamphlet titled: Cultural and Pathogenic Variability in Single-Condial and Hyphaltip Isolates of Hemlin-Thosporium Turcicum Pass.

This proved to be about corn-leaf disease.

When he reached the top of the Finsteraarhorn in 1845, one M. Dollfus-Ausset exclaimed: "The soul communes in the infinite with those icy peaks which seem to have their roots in the bowels of eternity."

—Stuart Chase

"I am terribly disturbed," said a young woman to her friend. "I wrote Reginald in my last letter to forget that I told him I didn't mean to reconsider my decision not to change my mind -- and he seems to have misunderstood me."

She never says a kind word, and when she does, she doesn't mean it.

I'll never forget you until the day you die, if you should live so long.

—W.W. Fearnside and W.B. Holther

Why, I see you are here first at last. You were always behind before, but I am glad to see you have become early of late.

One way to end a letter: Give everybody's love to everybody, so that nobody may be aggrieved by anybody being forgotten by somebody.

In response to a reporter's question, Abraham Lincoln said: "I fear explanations explanatory of things explained."

There are at the present time two great nations in the world, which started from different points, but seem to tend towards the same end. I allude to the Russians and the Americans. Both of them have grown up unnoticed; and whilst the attention of mankind was directed elsewhere, they have suddenly placed themselves in the front rank among the nations, and the world learned their existence and their greatness at almost the same time.

All other nations seem to have nearly reached their natural limits, and they have only to maintain their power; but these are still in the act of growth. All the others have stopped, or continue to advance with extreme difficulty; these alone are proceeding with ease and celerity along a path to which no limit can be perceived. The American struggles against the obstacles which nature opposes to him; the adversaries of the Russian are men. The former combats the wilderness and savage life; the latter, civilization with all its arms. The conquests of the American are therefore gained by the ploughshare; those of the Russian by the sword. The Anglo-American relies upon personal interest to accomplish his ends, and gives free scope to the unguided strength and common sense of the people; the Russian centres all the authority of society in a single arm. The principal instrument of the former is freedom; of the latter, servitude. Their starting-point is different, and their courses are not the same; yet each of them seems marked out by the will of Heaven to sway the destinies of half the globe.

Alexis de Tocqueville,
concluding paragraphs
of part I,
Democracy in America,
1835.

The POUCH
c/o Nicholas A. Ulanov
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New York, N.Y. 10003

address correction requested



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