

**ALL DIPLOMATS  
READ  
THE POUCH**

Handwritten notes and scribbles at the bottom of the page, including a large 'U' shape and various illegible markings.

# The POUCH

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# FIRST ANNIVERSARY ISSUE

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guest articles are welcome. we pay five free issues for every article.

At last, the long-awaited Anniversary Issue. It seems to have been a success, and we hope you will be as pleased with it as we are.

There are a number of things of interest in this issue. We have on pages 39-52, four excellent British variants which have had little if any exposure in North America. We thank Hartley Patterson and John Piggott for permission to publish them. We may be opening up sections of one or more of them. We also have (53-60) a variant from Paul Neumann, which appears very good. For those of you who do not want to take this issue apart to get to the maps, we have extra copies of the variants available. Copies of each variant are 25¢ and an SSAE.

On pages 75-77 you will find our mailing list, and a list of the zines we trade with. And, on pages 63-66 we have The POUCH Awards. We reprint two winning articles, and several others from earlier issues which we feel deserve further recognition.

This issue will have a circulation of over 200, and to the many of you who do not normally subscribe, we invite you to do so.

In addition to our regulars, most of whom helped collate this issue, special thanks goes to Bruce Wachtler who lugged fifty pounds of paper around the New York City subway system, and to the Drs. Ulanov for the use of their typewriter.

It should be noted that John Piggott's article originally appeared in his ETHIL THE FROG #38.

This issue cost a great deal and we would appreciate your reading page 61.

We have in the last year published well over 500 pages and 120,000 words. We've enjoyed the process tremendously and it seems that most of you have too. Thank you for making it all possible and for making The POUCH a success!

subscriptions are 10/\$2.00

page four

## ELEVEN YEARS OF POSTAL INSANITY

or, For This We Gotta Have Anniversaries???

by Rod Walker

Well, here you are, FOUCH, one year old. That's an achievement, let me tell you. Yessir, every postal Diplomacy zine which lasts a year or more is a monument to the stupidity of the guy who puts it out. As a veteran of more than seven years of stupidity, I can speak from experience. I took a break in there, partly because my shrink thought it would be nice, and it was. But one thing about us stupidids -- we come back for more. The guys I admire are those with the brains to quit. The most brainy ones of course are the guys who announce a zine but never bring out even one issue.

Has it really been eleven years? I've been through them all, either in person or vicariously. Do you know, once it was possible to catch up on all of postal Diplomacy's history in just a couple of nights of light reading? That's how it was in 1966, when I came into the hobby, first as a player and shortly after (God help my poor damned soul) as a publisher. Man, you could count the total number of zines on your fingers, or very nearly, and you could trade with everybody with no pain, no strain. Why, I can remember when John Boardman would publish a list of all the players in postal Diplomacy, and their addresses, and it barely took a page. All this expansion just goes to show why psychiatrists do such a booming business.

Gee, what a flood of memories anniversaries bring back. Thank God it's only once a year. But the memories are there, no matter how much I try to forget:

Paul Harley's method of playing Diplomacy. He would attack all his neighbors in 1902 and stop sending in orders in 1903.

Bangs Leslie Tapscott. Hell, he didn't even play Diplomacy and has never gotten to supervise the editing of GRAUSTARK. Which probably explains why Boardman's zine is the way it is. In case anybody is curious Tapscott was the Efficious Arbiter of The Cult when Boardman was expelled from that mysterious group for violating the rights of another member, Dian Pelz. Dian did play Diplomacy, and helped her husband cream Allan Calhmer in one of the very early games. When last heard from (by me), The Cult was engaged in a bloody debate over the question, "Resolved, John Boardman has no more rights than a grasshopper."

John Koning. His house was right on the edge of an enormous graveyard. It was a perfect place for Diplomacy games. Bob Keathley did him one better and lived in the middle of a graveyard. With his hi-fi system, it was a good thing, too, although it was enough to wake the...well, anyway, Bob moved later on.

John Smythe. He was considered a perfect devil of a player. The only person I ever saw utterly destroy John in a verbal encounter was my ex-wife, Bonnie. We awarded her both ears and the tail.

Charles Reinsel. There have been a lot of zines that never amounted to a pile of junk. Almost none of them lasted very long. But

Norb's thing kept on going and going and.... Once upon a time he ran pretty good games, though, if "speed" can be equated with "good." I always felt that there was more to life than 13-day deadlines. Charlie's apoplectic screams that GMs who didn't use envelopes were unAmerican will reverberate through the postal Diplomacy archives forever, I guess. There were plenty of things which were wrong in the hobby in those days, but Charlie never noticed them (maybe because he was one of them?). He became understandably bitter when nobody took up his pet crusades. When he was an active player, his usual opening negotiation consisted of: "Let's get France, OK?" He won games, though, so perhaps the cave man knew best, after all. Charlie is perhaps best known for his heroic, although as yet unconsummated, determination to "burn" John Boardman. At least we think he has not been able to "burn" Boardman; actually, we don't know what it means.

John Boardman. Have you noticed how many Johns we had in those days? I believe there was a time when half the active GMs were some sort of "John" or other. The Boardman type founded the hobby. For that may he burn in Purgatory for a few thousand years at least. Anyway, everybody has an opinion on John; it's only fair -- he has an opinion on them. He was the exact mirror-image of Charles Reinsel.-- that is, the exact opposite. Boardman was literate, well-educated, radical-left politically (or at least he pretended to be), honest, consistent, and a fair Game-master. He was also the master of the put-on. For years he was putting us on about being so unbelievably radical. Now he is putting us on about being unbelievably subservient. I wonder if the real John Boardman will ever stand up.

Margaret Gemignani. The world's most persistent incompetent, Margaret has entered and lost more games than even Conrad von Metzke. Nobody could equal Peggy. When she played in variants, she would never use the right playing board. She could never remember where all her pieces were, and the orders she did write were virtually illegible. Only she could get orders for six separate games scrawled onto a single postcard -- around the margins, under the stamp, everywhere! Only Peggy could submit these Spring 1901 orders for Germany (and she really did!): F Kie-Nth, A Ber-Den, A Mun-Bel. One set of orders I got in a game from her were: "If anybody stabs me, attack him." And she was always entering new games. Peggy is credited with a win. She was third in a field of three players, and the two larger players conceded to her. Only Gemignani....

Conrad von Metzke. Nearly seven feet of diplomacy player, resembling nothing so much as a giant, slightly myopic gopher with size 18 feet. COSTAGUANA has been a gold mine of delightful trash for years. I introduced him to the game and he introduced me to the postal hobby. May we both roast in Hell for that. Just remember, however, that saying something against Haydn in Conrad's presence is even more dangerous than saying something against Beethoven in Schroeder's. Any Haydn: Franz Joseph, Michael, Sterling, Barbara, Carl Phillip Emmanuel.... Conrad is also the only Diplomacy player I know of who prefers to play Austria and won't play England. In fact, I once speculated that Austria's position in the ratings cellar is due largely to the fact that Conrad has played it so often and his usual opening orders are A Vic-Boh, F Tri-Ven, A Bud-Gal. (yeah, Conrad was a student of Paul Harley

Hal Naus. I think of Hal and I think of ADAG and its incessant reams of games. Nobody has ever given Hal credit for the umpteen orphans he has kindly taken over. ADAG was never much on anything but

games, but it had a swill-pot full of those. Hal's a neighbor, and when you got him on the telephone -- well, stay a while, brother. God, I can still hear him saying, "You remember 1970XQ where Paul Whatzizname ...." Grief...Hal could remember reams of intimate details about games he wasn't even in! Of course, who else remembered...but just mention some game to Hal and there you went for another hour.

John Beshara. Postal Diplomacy's resident professional Arab, John has the hottest temper this side of the Jordan. I mean, John is a sweet guy and when he's nice he's very, very nice, but when he's mad, he's horrid. John and I had the nastiest feud in the hobby but we have long since made it up. Anyway, if you ever go to John's apartment in New York, and you get past the armed guards and vicious entry dogs and trained giant squid, across the moat, over the portcullis guarded with cauldrons of boiling lead, up the secret staircase, and through the triple-locked, quadruple-bolted, electrified armored door, here is one piece of advice: if you smoke, make sure that what you're putting your ashes into is an ashtray. Gene Prosnitz once put ashes into some little piece of Ming pottery or other, and he is now being used for target practice by the Exhibition Rifle Team of the Egyptian Army. Luckily, that's not too dangerous.

Gene Prosnitz. Once the hobby's winningest player. Gene was all humility. He would begin every letter with, "I've won six postal Diplomacy games thus far, and...."

Edi Birsan. For years, nobody knew whether Madame Edi was a boy or a girl. He was in a game in EREHWON back in 1966, and a couple of the other players thought he was a girl. He figured he could parlay that into an advantage in the game. This backfired at least once when a player in another game started making amorous advances. These days, Edi is more respectable. But not much.

Dan Brannan. God knows how many wives he's been through by now, Dan invented the multi-game zine, in WILD 'N' WOOLY. Dan is perhaps most famous for paying off people he owed money to by putting them into his games, whether they wanted them or not.

Diplomacy zines. WARTHOG. THE TOOREY TRIENNIAL TURTLE. sTab. DIE SCHULDIGKEIT DES ERSTEN UND VORNEHMSTEN GEBOTES. I'M GOD. WILD 'N' WOOLY and its follow-on, WILE 'N' WORRY.

The things that happened. Conrad von Metzke touting the virtues of Wyoming orange juice. Hal Naus displaying a surprising knowledge of what goes on in the Kimball Park tearoom in National City. Charles Reinsel and Buddy Tretick kicking each other out of games. John Beshara trying to hide from Larry Peery at DipCon V. John Boardman going "/sic/ at everybody. Gene Prosnitz letting me stab him twice in the same game. Larry Peery's 40-page "open letters." Walt Buchanan tying himself in knots trying to stay neutral in the Beshara-Walker feud. Edi Birsan being a transvestite by mail. Len Lakofka attacking Russell Powell.

Press release characters. Pope Joan II. Honj the Horny, Emperoar of Pollutidar. Boleslav Codger (a paraplegic motorcycle cop). The Mad Satirical Monk. Queen Suzanne, Madame Edythe, Queen John of England. Ralph the Giant Platypus. King Pandemonium V of Poderkagg. Duke Nosebeard IX of Hernia. Premier le Hootch of France (head of the Temperence Party). And so on, ad nauseum.

It's been a mad eleven years. The one regret that I have is that it is no longer possible for one person -- except a dedicated archivist -- to keep track of all the hobby's delightful nooks and crannies. It's like a big, fuzzy, happy-go-lucky lunatic asylum. Come to think of it maybe it is a lunatic asylum.

# THE GOOD OLD DAYS IN GRAUSTARK

by John Boardman

Twelve years ago I lived in the Long Island community of Jamaica, just a block from a branch of Macy's. At some time in 1961, Macy's had apparently placed a large order with Allan Calhmer for Diplomacy sets. This was in the days when Calhmer was marketing the game himself, out of an apartment stacked high with long maroon boxes. It was not until that year, two years after the first production of the game, that copyright was bought by Games Research, Inc.

At first glance I was interested in Diplomacy, which unlike most "war" games then available reproduces the situation of an actual historical war, and which has no element of chance in it. It also occurred to me that the game would lend itself to postal play.

Although I bought a Diplomacy set in 1962, it was not until the following year that I set in motion my plan to introduce postal Diplomacy. By that time I had married, moved to Manhattan, and bought a Gestetner 120 silkscreen mimeograph. I still have both the wife and the Gestetner, which are now domiciled in Brooklyn.

My original plan for postal Diplomacy is one that has been maintained to this day. I envisaged seven players, making alliances by mail among themselves, and mailing their moves to me by stated deadlines. I would adjudicate the moves according to the Diplomacy rules, print up the results, and mail them out to the players and any other interested persons.

At about that time, through science-fiction fandom, I met Fred Lerner, then a Columbia freshman and member of the East Paterson Diplomacy Club. The EPDC met regularly in that New Jersey town to play a wild, free-swinging variety of over-the-board Diplomacy, which invariably began with a seven-power non-aggression pact. I also had just described Diplomacy in my science-fiction fanzine *KNOWABLE*, and this description also elicited a few inquiries.

In May 1963 *GRAUSTARK* #1 accordingly went out to about 25 people on the EPDC and *KNOWABLE* mailing lists. The most diligent inquiries failed to bring in more than five people interested in a game. Accordingly, *GRAUSTARK* #2 announced the country assignments for a five-man game under the then existing rules, according to which Russia and Turkey were the two unplayed countries.

*GRAUSTARK* was chosen as a name from George Barr McCutcheon's popular 1901 novel about intrigue in a small eastern European country. This choice of a name from a fictional country has been followed by other postal Diplomacy publications extant and extinct; *RURITANIA*, from Anthony Hope's novels of the same period; *WILD 'N' WOOLY* and *TRANTOR* from planets in well-known science-fiction stories; *FREEDONIA* from an old Marx Brothers film; *BROBDINGNAG* from Swift; *ERHWON* from Samuel Butler's "Erewhon"; etc., etc.

Many features of the early *GRAUSTARK* have since become standard in postal Diplomacy. With the "Spring 1901" moves of the first game, three players submitted press releases. The first press releases were fairly straightforward announcements of troop movements. It was only later that they became grandiose, fantastic, satirical, or didactic.



The first game, involving three EPDC members and two others, was won by Derek Nelson, who remained for several years one of the most active Diplomacy fans. The major element in Nelson's victory as Italy was another player who tried to program a computer to make his moves. His collapse so enriched Italy that victory was a matter of only twelve moves.

From then on things came with a rush. RURITANIA was founded by TV scriptwriter Dave McDaniel in September 1963 with the first 7-man postal Diplomacy game. WILD 'N' WOOLY was founded by Charles Brannan in the following month. Other early bulletins were FREEDONIA (now also merged with GRAUSTARK) and BROBDINGNAG. WILD 'N' WOOLY was the first postal Diplomacy fanzine to carry more than one game at a time. Another important innovation came in 1966, when publishers began printing a player's name in parenthesis after the name of his country. This greatly facilitated following the progress of a game.

From its first game GRAUSTARK has indicated impossible moves by underlining them. Other game-masters use a convention introduced by Brannan, printing successful moves in capital letters and others in minuscules. Most Diplomacy zines list at the end of each game year supply centers owned by each player; in STAB this listing was made more exact by underlining newly acquired centers and printing newly lost ones with slash marks through them, e.g. ~~Z/A~~. GRAUSTARK deadlines (including those for the "Winter" builds and removals following "Fall" moves) were until last March two-week intervals. This made it one of the fastest Diplomacy zines; WILD 'N' WOOLY once experimented with a nine-day deadline but found it impracticable.

With the increasing deterioration of the United States Postal Service, the two-week deadline became impracticable, and in 1973 GRAUSTARK and most other two-week Diplomacy bulletins went over to a three-week schedule. When the old Post Office Department was replaced by the semi-private USPS, the last vestiges of public accountability disappeared, and the soaring postal rate increases have been accompanied by a severe decline in the quality and frequency of mail pick-up and delivery. The forthcoming rate increase to 10¢ per ounce, and the shift to thrice-weekly delivery, will further damage the efficiency of postal war-gaming.

GRAUSTARK, like other Diplomacy bulletins, carries articles on the play of the game. These range from comments on general strategy to such specific points as how to construct alliances for Austria-Hungary, how to negotiate by mail, or how to build a defensible stalemate position. Most of these articles are written by readers; though I have been involved with Diplomacy for seven years and enjoy it, I am not a particularly good player.

Early GRAUSTARKs were small in size; a five-page issue mailed on 25 January 1964 was proudly billed as "the largest postal Diplomacy fanzine ever published." Two pages was then the more general rule. It was only when GRAUSTARK had a very crowded letter column that this size was increased. Subsequently GRAUSTARK expanded further to include book reviews, two serials, and the publisher's comments on both the game and real-life international intrigues. Now a 12-page issue is produced on every third Saturday, so that its mailing weight is just under one ounce.

By the spring of 1964 the number of postal Diplomacy fans had increased to the point where a second bulletin was printed to accom-

date a second game. This bulletin, FREEDONIA, ran for 14 months and 28 issues, or until the game contained in it ended. By this time it was obvious that there is no reason why a bulletin cannot carry more than one game at once, and so FREEDONIA was merged back into GRAUSTARK. The same thing happened when the original publisher abandoned RURITANIA; I took over its publication until the game was ended, and then merged it with GRAUSTARK.

Originally I had tried to keep track of postal Diplomacy by assigning a number to each game, publishing periodic lists of players, and giving brief summaries of the completed games. However, by 1966 this job became too much for me. I passed it on to Charles Wells, who in turn sent it on to John Koning. It is now handled very competently by Conrad von Metzke, who has recently assigned the thousandth of these "Boardman Numbers." Von Metzke's EVERYTHING now keeps up to date a master list of postal Diplomacy games and players, and assigns the Numbers. These designations consist of the year in which the game began, followed by a letter or letters chronological in order. For example, the first game begun in 1973 was 1973A. After 1973Z came 1973AA through 1973AZ, and so on. This is the same system used by astronomers to designate new comets as they are discovered.

Other postal Diplomacy bulletins have tried numerous variants, but GRAUSTARK has stuck fairly close to the original game. This includes the Calhamer rules as modified in 1971; other game-masters have further modified them in their publications. Two variants have been introduced briefly in GRAUSTARK: a team game in which, with Turkey eliminated, three players played three countries selected by lot against another team governing the other three countries; and a game which set the actual Entente Powers of 1914 against the actual Central Powers. In this latter version, countries which remained neutral in the actual First World War remained neutral on the board, and beginning with "Fall 1917" an American army lands in Europe each year. Neither variant proved viable.

In 1972 I looked over James Dunnigan's new game Origins of World War II, published by Avalon-Hill, and decided to expand my war-gaming repertory to include it. Based on Diplomacy fandom's experience with the postal game, Dunnigan included a system for postal play of this game. On 26 February I revived FREEDONIA in a second volume for the postal play of Origins. However, Origins never caught on as vigorously as did Diplomacy, and after 14 months I re-merged FREEDONIA back into GRAUSTARK. GRAUSTARK still carries postal Origins games, but the greater simplicity of Origins and its negotiating system has less appeal for war-gaming fans.

The serials began in GRAUSTARK #93 (12 June 1966) with the first installment of "The Adventures of Secret Agent O-O-Hate." O-O-Hate, a combination of James Bond and Batman, disguises his identity as a mild-mannered comic book collector, but is actually the top field agent of an unnamed government agency dedicated to getting another war going again. Aided by his teen-age assistant Burner (who was compounded out of two conservative GRAUSTARK readers named Turner and Lerner) he rushes about the country frustrating the efforts of the Sinister Forces of World Peace to undermine the American Way of War. Another serial, "Brief History of the Grand Duchy of Beaucouillon" dealt with one of many imaginary countries which have appeared in the pages of postal Diplomacy bulletins. Unlike Rod Walker's Poderkagg or Terry Kuch's Grand Duchy and People's Republic of Hernia, Beaucouillon comes from outside the Diplomacy field. This minuscule country

on the Mediterranean shore first appeared in the pornographic novels of the American writer whose pseudonym is "Akbar del Piombo." Both serials are long gone, and the former in particular represented a phase of radical anti-war agitation on the part of the author. The events of October 1973 brought this phase to an abrupt close by demonstrating what happens to people who think that they know better than the President of the United States. In particular, the cause of peace now seems to be about as viable as the cause of the Royal Stuarts.

The chief feature of 1969 in postal Diplomacy was contests. Any game-master with specialized knowledge in some field would throw at his readers a number of questions: identify the Loket Republic, name the last King of Ireland, give a complete list of the Kings of Siunik, name the fictional work in which the Republic of Gondour appeared, tell what U.S. President was a member of the Ku Klux Klan. (Answers are: 1. An ephemeral state which existed in Byelo-Russia during the Nazi occupation; 2. George V of England, of course; 3. Go ask Rod Walker; 4. "The Curious Republic of Gondour" by Mark Twain; 5. Harry S. Truman.)

In its eleventh year of publication GRAUSTARK has settled into a fairly comfortable routine. Gone are the variant games, the over-size issues, the attempt at a player rating system (which I now feel to be futile), the rosters of current games, the occasional ditto-graphy when a mimeo broke down, and the two-page issues. The typical 1974 issue of GRAUSTARK is 12 pages long, carries some half-dozen games of Diplomacy and Origins, and is otherwise filled with press releases, book reviews, strategy articles, over-the-board games, and miscellany. I would like to get into some of the Simulations Publications games insofar as they lend themselves to postal play, and have just begun a tournament form of their Fall of Rome game, based on an idea by John van de Graaf.

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Theologiae Christianae Principia Mathematica, Auctore Johanne Craig, London, 1699... This is a celebrated speculation, and has been reprinted abroad, and seriously answered. Craig is known in the early history of fluxions, and was a good mathematician. He professed to calculate, on the hypothesis that the suspicions against historical evidence increase with the square of the time, how long it will take the evidence of Christianity to die out. He finds, by formulae, that had it been oral only, it would have gone out A.D. 800; but, by the aid of the written evidence, it will last till A.D. 3150. At this period he places the second coming, which is deferred until the extinction of evidence, on the authority of the question, "When the Son of Man cometh, shall he find faith on the earth?" It is a pity that Craig's theory was not adopted; it would have spared a hundred treatises on the end of the world, founded on no better knowledge than his.

## CHAOS-TAMING

or, How to Make Order Into Boredom by Taking Yourself  
Ever-So-Seriously

by Conrad von Metzke

Postal Diplomacy is about to turn twelve. Think about it this way for a moment: The day is almost here when the hobby will be older than some of its players. And as one who has been around for the entire fandango, I assure you, the Founding Fathers never in their wildest nightmares conceived of that.

I always like to reminisce on anniversaries, so let me get started. By and large, the twelve years have been chaotic ones; looking merely at the surface evidence is proof enough of that. Magazines have come and gone in incredible numbers; players have done the same; ideas have been born, have transmuted, have died, have been transfigured, have become legends...

Looking below the surface to escape the chaos of the outer veneer is a lost cause; underneath, the hobby is as loony as it is on top. While they lived, magazines and players were typified by rare degrees of intellectual, emotional and social decomposition such that any future anthropologist researching our hobby will think us an organisation of Incurable Outpatients. What other group would tolerate the disarray of erratic publishing, dreadful printing, missed moves, published insults, rejoined insults, and a participant attrition rate approaching 40%? My God, even the Post Office won't stand for that! We not only permit it, we love it! We must; we keep on, year after year, guzzling it all up.

But the last few months have seen a New Voice in the Wilderness: the shining light of Order, of Professional Standards, slinking in to tame the winds, worming its way to conquer confusion.

No doubt the New Scheme of Things comes as a result of the growth of the rabble. In the Old Days, when the activists could be numbered in the tens, it really wasn't worth the trouble to try to cement any form of organisation together; for one thing, trying to devise a Chiefs-and-Indians structure doesn't work too well when you don't have enough people to serve as Indians. But now that the active participants have moved into four figures, the time seems to have come. Where up to now the only thing professional about Diplomacy was the game itself, now the "fanzines" are looking at the world of "prozines" with jealous eyes. And so, friends, we're on our way to the Big Time. Buckle your seat belts. Just be sure you don't fall asleep during the trip.

After twelve gleefully degenerate years as a chaos-monger, I've learned a few lessons. Paramount among them is, Order is a sedative. The minute this hobby goes pro, I go to sleep, and I freely and firmly predict that my example will be followed by one glorious mass exodus into the bedrooms.

Why? Because Diplomacy is not, no matter how many strategy and tactics articles bleat the contrary, a serious business. It is a hobby. It is a past-time. It is fun. In no way is it a profession.

And those who are now thinking in terms of making it one, are instead making it a perversion.

Let me speak from personal experience for a moment. After having been involved in at least 300 games, postal and personal, since I first learnt the thing in 1961, I have come to know a fair amount about How to Play (Austria/England/France/etc), How to Conquer (A/E/F...) In Six Moves or Fewer, How to Pull a Reverse Double-Whammy Lepanto on Albania, and similar exciting things. I certainly don't know it all, but I know some of it. Much of it, even. On the other hand, I have yet to read an article telling me how to do these things; any time such a piece shows up in a magazine, I read something else. Such matters are among the many things which ought only to be found out the hard way, 'cos that's the only way it's any fun. (In case you care, I once did write an article on How to Play Austria. Reprinted in its entirety, it reads: "To win with Austria, start out by giving each of the other six players the finger. The first one to flip the bird back is good for a game-long alliance, and you can take the other six in alphabetical order." So much for strategy articles. That little thing did provoke one sincere question: "Alphabetical order by country or player name?" Answer: "Of course.")

So chaos is on its way out, wot? So what do we get now? More repetitiously arid essays on How to Do This and That? Treatises on "good play?" How to write press? (Answers: "You take a sheet of paper and write on it.") Good God Almighty; anybody who has the effrontery to charge you money to read tripe like that is a bloody crook, and the thought of paying for it is an insult to my intelligence. And now this rabbit hash is to be 'improved' and 'upgraded' by offset printing and permit-imprint mailing? Jesus! Next they'll make Warren Harding a great president by air-brushing his photos....

Oh well. Crusades were never won on the soapbox. I suppose the only solution is to put my ~~foox~~ money where my mouth is and buy only what I like. After all, what I'm really advocating is anarchy, and anarchy says you can do whatever you damned well please, including purchase the prozines. Furthermore, I'm not likely to get a lot of allies; any true anarchist movement, literally defined, cannot have a membership greater than one.

But by God, I don't have to like it!

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A professor lecturing on insects at a university, said: "I hold here in my hand a flea. Notice it is on my right hand. I order him to jump to my left hand. The flea obeys, as you can observe. Now I repeat the experiment, and again the flea obeys. Now notice that I remove the legs of the flea, and order it to jump again. But, as you can see, the flea does not jump.

"Therefore, we have scientific proof that a flea whose legs have been removed becomes deaf."

## HOW TO BE A BIG NAME FAN

by Robert Bryan Lipton

We all like to have the admiration of our peers. Unfortunately, some of us choose our peers so poorly that they are Diplomacy players.

However, we must all accept our fate and try to improve ourselves within the limits imposed by fate. Assuming that you're a Diplomacy fan and you want the admiration of your peers, how can you get it?

Well, first of all, not by being a good player. John Beshara is an excellent player, but a lot of people are mad at him. Edi Birsan is a good player, but no one likes him because he stabs so much.

Conrad von Metzke is a crummy player, as can be told by a glance at the ODD listings or the Brob figures. Yet he rates higher than Beshara in the Beyerlein Player Poll, a very subjective method.

John Boardman is also a bad player, judging by the ODD listings, yet no one has anything bad to say about him.

So, if you want to become as great a figure in the hobby as Boardman or von Metzke, you must first play badly.

By playing badly is not enough. There are many other rotten players who are virtually unknown. You have to make yourself known. This is not easy, but it can be done.

First of all, you must write. Press releases, letters to the editor, articles, nasty letters, bad poetry, anything. The less it has to do with Diplomacy, the better. When was the last issue of GRAUSTARK in which John Boardman wrote an article on Diplomacy tactics? You can't remember either, can you? He always concerns himself with the Four-and-a-Half Kingdoms, or his Quaker-prosecuting ancestors or somesuch.

After a while, if you have good fingers, a strong typewriter and plenty of stamps, you should be known by many people. But to gain the respect of fandom, you must make the final plunge: you must become a Diplomacy editor.

Back to the Beyerlein Player Poll, do you notice how many of the top fourteen have zines of their own? Eight, that's how many (at least that I know of). There are fifteen hundred players of postal Diplomacy. That means the chances are less than one in a hundred you'll be on the BPP. There are about eighty publishers. That means that there is one chance in ten you'll be on the listing. Now, do you want to play the odds, or rely on your talent? And if you think you can rely on your talent, why aren't you in a sanitarium?

All right, so you're going to publish your own zine. What do you fill it with?

First of all, you should start ten games. Don't listen to publishers who tell you that it's impossible to make money at Diplomacy publishing. John Beshara published four issues of WAZIR and he's not standing on any welfare lines. Games allow you to take in money quicker.

So what else do you fill it with? You tell the readers what a great Diplomacy player you are, how you're a wizard at tactics and how you never stab anyone. Keep on repeating this often enough, and people will begin to believe you.

After all, you don't think that Nick Ulanov got to be Atlantic Secretary of the IDA because of his intelligence, do you?

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#### THE QUEEN INTRODUCES ALICE TO A FACT OF MODERN LIFE

Alice never could quite make out, in thinking it over afterwards, how it was that they began; all she remembers is that they were running hand in hand, and the Queen went so fast that it was all she could do to keep up with her; and still the Queen kept crying, "Faster! Faster! Faster!" but Alice felt she could not go faster, though she had no breath left to say so.

The most curious part of the thing was, that the trees and other things round them never changed their places at all; however fast they went, they never seemed to pass anything. "I wonder if all the things move along with us?" thought poor puzzled Alice. And the Queen seemed to guess her thoughts, for she cried, "Faster! Don't try to talk!"

Not that Alice had any idea of doing that. She felt as if she would never be able to talk again, she was getting so much out of breath; and still the Queen cried "Faster! Faster!" and dragged her along.

"Are we nearly there?" Alice managed to pant out at last. "Nearly there?" the Queen repeated. "Why we passed it ten minutes ago. Faster!" And they ran on for a time in silence, with the wind whistling in Alice's ears, and almost blowing her hair off her head, she fancied.

"Now! Now!" cried the Queen. "Faster! Faster!" And they went so fast that at last they seemed to skim through the air, hardly touching the ground with their feet, till suddenly, just as Alice was getting quite exhausted, they stopped, and she found herself sitting on the ground, breathless and giddy.

The Queen propped her up against a tree, and said kindly, "You may rest a little now."

Alice looked round her in great surprise. "Why, I do believe we've been under this tree the whole time! Everything's just as it was!"

"Of course it is," said the Queen; "What would you have it?"

"Well, in our country," said Alice, still panting a little, "you'd generally get to somewhere else -- if you ran very fast for a long time, as we've been doing."

"A slow sort of country!" said the Queen. "Now here, you see, it takes all the running you can do, to keep in the same place. If you want to get somewhere else you must run at least twice as fast as that!"

## WHAT THE WORLD NEEDS NOW...

by Mark Weidmark

One of the greatest perplexions I daily encounter in my young life (I'm 17), is the almost unanswerable, "why?" Even if by some concentration, I come to a conclusion, it's regularly contradicted when I find an equally satisfying answer in my mental wanderings, yet opposing the previous conclusion. I'm undaunted though, and continue to wonder at the complexity of life.

Recently, as some of you may know, though some of my unconscious subtle bragging, I played the lead role in a play. I had never before indulged in anything of the kind, and it proved, I believe, to have a rather profound effect on my outlook towards life. I had always tended to be reclusive, with rather limited social life, and this was probably the reason for my publishing empire of up to ten zines, a painful call for recognition in a world that ignored me, or at least seemed to. The collapse of the empire came when the zines served as a contact, and for the eventual establishment of a number of good local friends, consequently diminishing my personal need for the zines.

These friendships, however, did not vanquish my human instinct and need for socializing, I had only reached the edge of the road, not the middle. And then, the play. For the most part, I was casted with classmates, people I knew, and who knew me, however slightly. Contrary to what I would have thought, I was quite at ease on the stage, indeed I believe it took more courage to sign on for audition, than it ever did to act. This however, likely was based in the same way as my zines, not necessarily a cry for recognition, as much as an attempt to prove myself capable in a social world. Success, as usual, was far from complete, as far as this basic drive was concerned. For those who knew me, they could hardly see how to accept me as anything but the isolated individual I was often in class. So, I sat back and observed them.

When one is alone, one has the tendency to feel one's problems are the only problems that exist. Sure, you can read about all sorts of conflicts in the daily papers, or books, TV, or whatever, but these mediums are too impersonal to substantially effect your way of thinking. As the old saying goes, "You have to see it to believe it."

And here, I was given the opportunity, of observing persons from a distinctly different social class, a class that had shunned me, and I them. And what I saw, is probably what changed me. These people were not the happy, glistening socialites one sees on the surface. Through prolonged encounters, it soon became evident, everyone has their hangups, problems, quirks, which all goes to make them people. Of course, I knew this was true all the time, but until I was exposed, it never sunk in.

Because, largely, I was on the outside, looking in, I was not able to recognize many of the reasons behind these characters. Socialites are probably the most difficult to perceive, because of the screen they set up, an illusory cloud designed to hide themselves. On the other hand, people not unlike myself give the illusion of nothing, when a seething, active mind lies behind it, with all the emotions that accompany it.



This all brings me to Diplomacy. A long time ago, I had promised to write for Walt Buchanan, an article entitled "The Psychology of Diplomacy." I was interested in the motives behind zines and games, and people's attitudes to various aspects of the hobby. And, just as I had wondered, and not found a cause for the problems of my fellow mummies, nor could I find the causes for attitudes in the hobby, the reasons behind zines. There were two significant, blocking factors in my quest.

Number One, was the facade that publishers and players put into the hobby. Most often is the case, that a zine is aspiring to be, exactly what the publisher is not. This is comparable to the screens I discussed before, but has a different texture, because usually the publisher is basically introverted, and is in this case, comparable to a "weekend hippie."

Now, to appraise the psychology behind individual zines, and players, in an impossible task for one person. Our "facades" are compounded by problem number two, that of our medium. The effort however, is important, despite some feelings. I did encounter negative vibrations in this move to understand, when I proposed that maybe it was our duty to understand Charles Reinsel, before we proceeded to shoot him to pieces for his horrendous activities. Our duty lied in directly doing something about the problem, not in contemplating the possible roots to the problem. And indeed, my attempts to approach the Reinsel problem in this manner, reserving total objectivity, did not in any way resolve the problem. However, the battle that went on the other theory, brought no rosier results, and I recently heard from Mike Lind, when John Boyer was expelled illegally from a Reinsel game, that he felt like dropping the hobby all together because of the feuding that occurred over this incident. Mike, of course, was one of our upcoming players, with articles to his credit in HOOSIER ARCHIVES. Those who had tried to subdue Reinsel by force (which by the way is virtually impossible), had only compounded problem on problem, giving the hobby the appearance of a virtual battleground of bickering idiots...something I'm sure we all enjoy.

Thus, to those people who should ignore or reject my ideas (because of their own deep rooted fears of openness?), let me state that no problem is ever satisfactorily solved, unless it is first understood. All war going on today, may be attributed to a common lack of understanding and compassion. So, let us not approach the problems of the day, and the hobby, without first looking as deeply as possible into them, and into ourselves. While few of us who try to reason through difficulties in this manner, more than often fail, a stronger effort by people could only produce results. Remember, the problems of the hobby, are the problems of the people in it, and nobody likes problems (I think). And if this all seems like a call for understanding for myself, it probably is. Let this article however, reach beyond that though, and open up our minds to force recognition of the need for understanding universally.

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To illustrate how "correlation" can misguide the scientific method, Anthony Standen in his Science Is a Sacred Cow, writes:

"A man gets drunk on Monday on whiskey and soda; he gets drunk on Tuesday on brandy and soda water; and on Wednesday on gin and soda water. What caused his drunkenness? Obviously the common factor, the soda water."

soda water. What caused his drunkenness? Obviously the common factor

# PUBLISHING A DIPPY ZINE FOR FUN AND PROFIT

(but why is everyone out to get me?)

by Burt Labelle

As another author, nowhere near as famous as myself, once wrote: lettuce start at da beginnin' dere, Sapphire. The previous sentence was the beginning, and yes, I'll agree it wasn't much. Seriously:

There are two major requirements to being, or even thinking of being, a Diplomacy publisher. The first is money...the more the better. The second is a bloated ego...again, the more the better. Both of these requirements are not absolutely necessary, but one must be able to substitute a lack of one for the other. In my own humble case, while being flat broke, I still managed to qualify.

Once you have decided to publish, thereby proving beyond a doubt that you have a very loose screw somewhere, the means of publishing must be decided upon, and purchased or stolen, preferably from a weak little old lady. Ditto and mimeo are both fairly inexpensive at this point in time, and a complete set-up can be had for just under \$900.00 in pre-Nixon cash. Or, you can buy a multi-lith photo-offset Hibachi 99, which prints 37 colors in 12 languages from Fast Eddie in Newark for \$50.

After you have your equipment, DO NOT make up a one-page sample copy and send it out to 600 people, which will cost you next month's car and house payments. Instead, make one sample copy and give it to Walt Buchanan asking for a plug in HOOSIER ARCHIVES ((now DIPLOMACY WORLD)). This is positively recommended over asking for a plug from Charles Reinsel, Buddy Tretick or anyone who is listed as 'defunct'.

You will immediately be besieged by all sorts of wierd people who are looking for game openings, good articles and/or postal toilet tissue. In computing your gamefees, use the highest gamefees and subfees you think you can get away with, and triple the final figure (thereby emulating the US Government in methods of cost estimating) ...this will enable you to get off with subsidizing only 50% of the cost of your zine out of your precious, soon-to-be-extinct, wallet.

There might be a problem with some of the players. They come in all sizes, shapes, and types of illegible handwriting. There is the "rules specialist," jumping on every infraction and misspelling, and still not speaking to you because in Spring of 1899 you incorrectly allowed his convoyed unsupported attack in Munich to be cut by your opponents airborne invasion of Switzerland by the 1st SS Panzer Division, even though this was clearly legal by the 1941 rulebook. And also "Scratcher Steve," who manages to make A St. Petersburg-Moscow look like A Saint Louis-Gulf of ThailandOBB. Then there is "Mensa Miltie," who, after taking over a standby position nine months ago, writes and asks if it wouldn't be too much trouble for you to send him a copy of the houserules, as he doesn't have any, and also the players' addresses, as he cannot keep up his position against five attackers much longer. Last, and very least, every zine must have a "Last-Minute Louie," who can't understand why his orders, mailed from Paris the day before the deadline by 4th class mail, did not arrive in time. The reverse of this is getting a letter from him 12 minutes after you have mailed out issue #99, with Louie stating that he hasn't yet received issue #98, and could you please extend the deadline?

There's much more, and if you ever get the gumption to do it, you'll see what I mean. Lots of luck, you'll need it!

## WHAT'S WRONG WITH BURN-OUTS?

by Nicholas A. Ulanov

We've been hearing a great deal of late, and have since the beginning of the hobby, about how awful the burn-outs of major publishers are. We've been hearing that we all have to find some solution to the problem and that it is untenable.

This is only so much stupidity. Burn-outs not only are not solvable, but should be expected, accepted, and in some ways appreciated.

Burn-outs occur for a very simple reason. The publisher becomes over-extended and then finds he cannot keep up the pace and folds. Or rather, that's the reason commonly associated with burn-outs. In fact it only applies to a minority of cases and those are not the ones I'm concerned about. In fact, most burn-outs occur because the publishers simply decide they've worked long enough at a gruelling hobby and that they want to have time to do something else.

The major publishers -- and the ones we really bemoan ceasing publication -- are the kind of people that cannot get involved in something part way. Whatever they do, they do it whole-heartedly. If they can't have this kind of involvement, they get bored and quickly lose interest. Thus if most of these GM's limited their involvement to an amount they could deal with and still keep up all their other activities they would soon end that small involvement out of boredom.

On top of this, if some publishers did not take on this very heavy load, who would do all the very difficult and time-consuming work necessary in the hobby?

Naturally people who like to get so involved in things are going to eventually find something else (like a family) that they want to devote some of their waking hours to. When they do, they will have to cut down on their Diplomacy activity. What is wrong with this?

Many people will respond that there is not much wrong with this except that the publishers accepted a responsibility and then dropped it and that they leave the hobby in a mess because they orphan many games and leave whatever projects they headed up without anyone knowing what's going on.

As to the first item, sure they accepted the responsibility, but for how long? Forever? They do more than most of the players and minor publishers ever do for the hobby even in a much longer period of involvement.

As for the second, why do they orphan all the games and desert the projects without a word? Aside from the few who must leave suddenly for personal reasons, the publishers disappear because of all the articles and people deploring those who burn out and declaring that they are the scourge of the earth. If you decided that you had to cut down on your activities and you were convinced that everyone would despise you for that cut-back, would you stick around for the humiliation?

So what's the true remedy to the burn-outs? Let them occur. But make it clear to the publishers that we understand the necessity to sooner or later slow down or eliminate their publishing efforts.

Then perhaps publishers will decrease or stop their publishing when they feel the need, but they'll do it publically and if they're so inclined, they'll stay in the hobby in a smaller role and enjoy it to the extent they then want to. Then games and projects will be transferred smoothly and publishers will not be laded with guilt and run away from the hobby.

Conrad von Metzke has the sense to realize all of this and is in the process of an orderly retreat, and this is my way of saying to all of the publishers in the hobby -- all of whom are going to sooner or later want to cut down or get out -- that they ought to do it staying in the hobby with their friends, and that they won't be hated when they burn out. Burn-outs allow for transfusions of new blood into the hobby, and if we didn't lose the old friends in the process, burn-outs would do far more good than harm.

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Here Lyeth the Body of Christ Burraway,  
who departeth the Life Ye 18 days of October,  
Anno Domini 1730. Aged 59 years.

And there Lyes

ALICE who by his Life  
Was my Sister, my mistress,  
My mother and my wife.  
Dyed Feb. Ye 12, 1729.  
Aged 76 years.

The explanation of this peculiar epitaph is found in the fact that in 1670 a farmer at Martham named Christ Burraway seduced his twenty-seven-year-old daughter, Alice. She bore him a son who was sent secretly to a foundling home some distance away. When the son was twenty he was apprenticed to a farmer. Some time later he wandered through the country, came to Martham and applied to Alice Burraway for a job. His sister-mother unaware of his identity, employed him. The father was dead. Alice Burraway became fond of him and became his mistress. Later they were married and lived as man and wife for twenty years. When she was seventy-six years old Alice Burraway, noticing several moles on her husband's shoulder, suspected the truth, questioned him closely about his origin and early life, and realized she had married her son and brother.

# THE PSYCHOLOGY OF THE PRESS RELEASE & EQUAL IDIOCIES

by Robert Bryan Lipton

After having sniped at Penelope Dickens for her suggestion that press releases be edited ((the author lambasted Ms. Dickens in his zine, MIXUMAXU GAZETTE)), I sat down and calmly tried to figure out why I had done it (especially after Duncan Smith said that he agreed with Penelope). Unaccustomed as I am to this sort of activity, I nevertheless came up with some conclusions.

First of all, there are a number of people in postal Diplomacy who have no use at all for press releases. They feel that press takes up space that could be more constructively used for articles arguing over whether Edi Birsan could beat Rod Walker or somesuch.

Secondly, there's a second group who write two or three short notices during the course of a game. In general, these people feel that press supplements or substitutes for a letter to an ally. These people don't mind a large number of good releases, as long as such leaves room for other items.

Thirdly, there is a group that loves press releases, that writes three pages of it per move and loves to get in press wars. These people consider press's purpose merely to entertain. Some of them go so far as to state that the game is merely an excuse for the releases. Such people play in Conrad von Metzke's K.35 and miss their moves... but never their press.

I suppose that I am in the third class. That is why, in my magazine, THE MIXUMAXU GAZETTE, I may refuse to print a release, but never edit it.

You still don't follow my reasoning?

In 1971EC I had a long press series going. At one point, I tossed in the stereotype ending, consisting of "What will Margaret say to Stephen? Will Walt marry Lil?" I typed it up and looked it over, then I scribbled in: "And what about Naomi?" It was just an afterthought; I had caught a few minutes of The Electric Company on TV, and they had had a fake soap opera ending with those words and....

The point is that I later built on those words, plus a press release in another game, a long series of press that a lot of people seemed to enjoy. Yet the line in itself was not funny. I doubt if it meant anything at all to anyone except myself. If the editor had excised it due to lack of space I would not have noticed.

The point is that anything can be the basis for a long, successful release. To fail to edit allows a lot of chaff in with the grain, it is true, but editing, or even censorship of offensive words may take along a great deal of the grain with the chaff.

You may hate press releases, but to like them at all seems to preclude the sense of liking only a little of them. Claiming that censorship is to avoid offending people seems a little ridiculous. Did Birsan object to being called "a fucking wop?" If he was a

press writer, he probably wrote another calling von Metzke something worse. If not, he probably didn't even read it.

I don't believe there are any little old ladies who are really offended. Even Penelope Dickens was probably just trying to curb a tendency that she thought might harm The POUCH. If so, it is merely wasted effort. Press will be written, and only a person who thought he could command the tides would seriously believe that press should be edited.

Ms. Dickens replies:

There appears to be a basic misunderstanding here. I would not edit press according to the whims of taste (mine or others), but according to those of necessary good taste. Accordingly, I would not edit the worst, most trashy press ever turned out (though I might return it as Bob Lipton does), but I would edit, or, if you prefer, censor, press that would be very damaging to a person's reputation or cause him a severe hurt.

Such editing would not be done lightly, but only under the most extreme circumstances. Let Conrad von Metzke call Edi Birsan anything he wants. Neither are going to be in the least bit phased no matter what the other says. (The referred to phrase, by the way, in the context of the original release was obviously humorous and not meant.) But if something in a release is going to injure someone I see no excuse that will justify the editor's not censoring the release.

I would not mutilate someone's press by cutting it right and left. The writer of even the most offensive material deserves to have his writing remain intact. If a large part of the press is unpub-lishable it should be returned to the author with an explanation. If only a very small portion is unacceptable and the meaning and content of the press can be virtually completely preserved it should be edited out.

Of course what is and isn't offensive must be determined by the editor. Something offensive might be passed, something inoffensive censored, but there is no remedy for this; it is a fact of life. The good judgement of the editor must be relied upon.

We are talking about very unusual cases. And I am not talking about the indiscriminate butchering of someone's press. I am talking about an editor exercising the responsibility that is his upon publication of the first issue of his zine.

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Three letters that, placed in any order, form a word:

ear are era rae

aer (Latin for "air") rea (a river)

## SOME THOUGHTS ON PRESS RELEASES

by John Piggott

Newcomers to this funny hobby sometimes get a little confused at what they find here. To be sure, the game moves are clearly necessary, and one might well expect to find zine editors printing comments on the play, or having arguments among themselves.

But what possible purpose is served by all those funny press releases?

Part of the confusion no doubt stems from the fact that there are several types of press release. In their simplest form, they are merely an extension of diplomatic correspondence, and usually boring to read:

VIENNA: The Emperor of Austria sends his compliments to the Sultan of Turkey and trusts their association will be a happy one.

On occasions such releases, directly related to the game moves, can serve an essential purpose. Perhaps where there is a history of distrust between the communicating parties a well-thought-out press release, in conjunction with the orders for the same season, may pave the way towards an eventually fruitful alliance. I've found this useful in at least one game. But normally such releases should be kept out; the place for diplomacy is in letters.

Press is, of course, much more interesting if there's more to it than mere diplomacy. Occasionally you may wish to insult your enemies:

VIENNA: Sod you, Davidson! I should have known you'd stab me, you half-assed apology for a pox-ridden whore!

Some editors, however, would decline to print such a release. One has a greater chance of reaching one's public if the funny side of one's misfortunes is emphasised:

VIENNA: The Austrian Government hopes that the Sultan is taking note of the imperialist moves of the Italian Cake-Mix Company, Inc (Rome). This twister's stabbing is turning all our people into Viennese whirls...

The pun, indeed, has a noble tradition in the story of press releases; and there are those who believe this kind of release to be the best sort. Why they're wrong we'll come on to presently; right now we'll just note that the newcomer shouldn't find any of the foregoing examples too hard to understand in the contexts of their games.

But what is the neophyte supposed to make of a press release which bears no relation to what's going on at the field of battle? Is there really a place for this sort of thing:

TERMINUS CITY: "I am Hari Seldon...."

This isn't datelined from anywhere on the game board; and for all the relevance they have the moves might as well be ignored! Yet this sort of release comprises an important part of all the world's press, be this world Earth or Trantor. Why?

The answer, of course, lies in the creative urge. Diplomacy players on the whole possess better imaginative powers than the majority of the population, and writing press releases from fictitious locations is an easy way of constructing one's own universe. The private cosmos of a game's press is peopled with interesting or absurd characters, and the propaganda interactions in a game featuring good press writers can be a joy to behold.

For another attraction of this sort of 'creative' press is that one's own situations and characters may be developed further by another player in the same game (or even an interested outsider). One of the greatest pleasures to be obtained from postal Diplomacy is to see one's creations spread from player to player, from game to game, and eventually into different zines:

JESUS COLLEGE: "What's the Hall dinner tonight?"

"Crottled greeps."

"Oh. Think I'll sign out."

I didn't actually invent crottled greeps; I suspect nobody knows the culprit's identity. To me, however, goes the distinction of having introduced them to Diplomacy fandom. I first encountered them in SF fandom, where they are a mythical food served to fans, indescribably foul (if you don't like them, you shouldn't order them), and it was as such that I mentioned them in one of my press releases in MAD POLICY's game 1973D; it was my intention to use the fact of their loathsome taste in future releases.

But what actually happened was that Conrad von Metzke took control of them, transforming the once-vile crottled greeps into a sought-after delicacy. Crottled greeps stalls proliferated all over Jamul, in a manner reminiscent of Colonel Sanders' fried chicken:

ADDLESTONE: "...Piggott's opened a new crottled greepery and is advertising a special: four for the price of five."

"Sounds like Piggott. Sounds like Richard, too; when he started MAD POLICY I told him it would be cheaper just to subscribe to ETHIL."

And, as you see, this sort of release also provides an improved way of insulting one's enemies, as well as providing entertainment for the participants and (hopefully) spectators.

This 'non-game' press divides rather badly into two distinct types: these are, first, parodies of various books in the real world, and second, releases in which real and fictitious characters mingle, but without imitation of any existing work. I tend more towards the parody side, myself; my multifarious FOUNDATION parodies are justly notorious, and I've also imitated John Norman's GOR books and Norman Spinrad's THE IRON DREAM. Previous issues of ETHIL have contained parodies of Shakespeare and Hemingway; and there have been other examples in other zines. Of course, sometimes it's difficult to know where these two types merge -- what is parody and what isn't? I'll leave that to the English students, being only an illiterate scientist myself, to answer. It might also be worth considering at a later date what makes a good parody -- since the degree of success of the



various parodies in propaganda varies widely.

Now, why is 'non-game' press the best sort? The reason's simple; it's generally better. Game related press, after all, is somewhat limited in scope, and once you've exhausted the obvious punchlines, there may not be all that much left:

VIENNA: Trade figures released today show record increases in the sale of ice-cream to the occupying Italian army. The Austrian Automobile Company of Budapest also reported record profits. In particular, sales of the new six-gear armoured car -- one forward, five reverse -- to the Italians are encouragingly high.

See what I mean? Italian ice-cream in particular has featured, monotonously, in game after game, and after the first twenty appearances it was pretty difficult to think of any new twists on the theme. That's one reason for my thesis that game-related press is a no-no compared with other sorts. A second reason is that the bit of the press which connects it to the game often doesn't add anything new:

BUDAPEST: "Look at those crottled greeps! They've grown legs! Ugh!"  
 "Must be greepy-crawlies. Incidentally, did you hear Piggott's offering four portions for the price of five?"  
 "Yeah -- I wondered why Italy moved to Vienna."

Big deal. You could make that crack without bringing in Italy at all.

Well, if game-related press is so weak, where does that leave press in relation to the moves in a Diplomacy game. Yes, you're right; I believe the press to be by far the most important part. For a start, in the press releases you are interacting with seven people (six players and the GM) and possibly more, depending on reader interest and the GM's particular ruling with regard to non-players' press. I know that, in theory, the diplomacy should do the same thing... it is supposed to be good policy for a player to write to everyone else at least once a move, but how many games find France and Turkey discussing anything before about 1905? Precious few, I should imagine. So that's one up for press already, since one of the good things about postal diplomacy is supposed to be interaction between the players -- a meeting of minds, so to speak.

Secondly, the press is by far the most interesting part of a game report, if it's any good at all. Isolated voices will no doubt disagree with me here, saying that the moves of a Diplomacy game are both fascinating and of great sociological import -- but when was the last time you were turned on by Army Munich to Ruhr? Game moves are all very well if you're actually playing, or have the whole game to play through at once -- but one season's manoeuvres isn't guaranteed to produce a Pulitzer Prize, while press at its best is entertainment of great value.

I know a Diplomacy player who spends literally hours each season pondering his orders in a postal Diplomacy game. I wonder why he bothers; if he's so concerned with brilliant tactical ploys he would surely be better off if he stuck to playing on hexagonal grids. Diplomacy, by its very nature, is rather a poor game for tacticians; the essential features in a postal Dippy game are the diplomacy and the press. They are of far more interest than the moves, and thus ought to receive a correspondingly greater attention. It's unfortunate, in my view, that the fundamental truth of this is not more widely realised.

## SOME SECOND THOUGHTS ON THE LEPANTO OPENING

by Douglas Beyerlein

When Edi Birsan first introduced the Lepanto Opening<sup>1</sup> to the Postal Diplomacy public in the fall of 1971 the opening almost immediately changed the balance of power in the Balkans. The Italian opening, combined with an Austrian alliance<sup>2</sup>, doomed the once invincible Russo-Turkish alliance. Suddenly Turkey is not the most successful country on the board and Italy actually has a chance of winning the game. Or does it? That is the subject of this article.

There is no question that Italy has always been a difficult country to win with. Stuck on a lousy peninsula with only one uncontested neutral supply center (Tunis) within 1901 range, Italy is given the great option of either attacking France or Austria. France is a long distance away and is usually strong enough to withstand the small (never greater than three units) striking force that Italy can assemble. In addition a quick stab into France or Iberia is nearly impossible because of the sea and land buffers. The conventional attack on Austria does not suffer these drawbacks, but then by the time Italy has taken Trieste and maybe Vienna it is faced with opposition from the east in the form of Russian and/or Turkish units from Galicia to the Aegean Sea. Well, a little glory is better than none.

So that was Italy's future before the Lepanto Opening was published. Then with the idea of an Italian sea assault on Turkey and the possibility of amphibious landings in Syria Italy had a great future in the makings. Always Lepanto. And that has been the way things have been ever since. Unquestionably Italy is doing better than previous performances and Turkey is doing worse. But why isn't Italy winning proportionally more games? Austria and Russia are. And I would guess that even France is again on the upswing.

I think the problem lies, and this was pointed out by Allan Calhmer in his seminar at DipCon VI, in the fact that Italy is helping its neighbors (Austria and France) and Turkey's northern neighbor (Russia) more than itself by attacking Turkey via the Lepanto. Italy will at least initially do well, but when the final game stage comes it will be Austria or Russia or France winning -- with the possible accomplishment of a stab into Italy or Italian-owned centers for that 18th supply center. The physical outlay of the board alone makes this more likely to happen than the other way around with Italy doing the stabbing.

The answer? Well, I am not sure. Just in the past year we have seen the Key Variant (the di Chiave Opening<sup>3</sup>) of the Lepanto where Italy attacks Turkey through Austria (IA Ven-Tri-Ser) in 1901. This also gives Italy an extremely clean shot at Austria's homeland as Walt Buchanan so neatly demonstrated in 1972BR<sup>4</sup>. Also there is Eric Verheiden's Munich Gambit<sup>5</sup>. An Italian-German attack on France; it was found to be a very powerful and swift blitz through France in an international face-to-face game<sup>6</sup> played in Surrey, British Columbia this past summer.

Those two openings give Italy more variation in its attacks; but they are only a start in the right direction. If the Italian player wants to win (and isn't that why we play the game?) he or

she must make the greatest use of imaginative strategies which while guaranteeing Italy's growth will also either militarily or diplomatically give Italy the edge over Austria, France, and/or Russia. This will make Italy a leader and not one of the followers when in the end game the victor is chosen.

## Notes:

1. The Lepanto Opening was first published in HA #43 (6 Nov. 1971). For those who are not familiar with the opening it starts in Spring 1901 with IF Nap-Ion, IA Rom-Apu, and IA Ven (H). IA Apulia is convoyed to Tunis in Fall 1901. That winter F Naples is built. Then in Spring 1902 IF Ion-EMed and IF Nap-Ion. If they succeed Italy can convoy A Tunis to Syria or Smyrna (it can be a guessing game with the Turks) in the fall. By Spring 1903 Turkey starts to crumble.

2. Further expansion of the Lepanto Opening was made in the article "Austria-Italy: Superpower" written by this author and first published in THE ARENA #5 (29 April 1972). This article slightly changed the Lepanto and further outlined Austria's role in the alliance. The opening's orders now were:

## Spring 1901

AUSTRIA: AVie-Gal, ABud-Ser, FTri-Alb

ITALY: AVen-Tyr, ARom-Apu, FNap-Ion

## Fall 1901

AUSTRIA: AVie-Gal, ASerSFAlb-Gre, FAlb-Gre

ITALY: ATyr-Boh, AApu-Tun, FIONCAApu-Tun

## Winter 1901

AUSTRIA: Builds ABud & ATri

ITALY: Builds FNap

The Austrian fleet in the south helps the Italians against Turkey while the northern Italian army (A Bohemia) supports the Austrians into Galicia and then forms part of the buffer zone between Austria and Germany.

3. Jeff Key published this Italian attack in an article titled "Lightning Warfare -- Italian Style" in his zine, THE VOICE, Vol. V, No. 12 (22 June 1973). Edi Birsan later reprinted the article in THE ARENA #35 (18 Sept. 1973) under the title "And Now the Key Opening for Italy." Basically the Italians start with A Rom-Ven, A Ven-Tri, and F Nap-Ion in Spring '01. In the fall (if Italy decides to ally with Austria) Italy orders A Ven-Apu, A Tri-Ser, and F Ion-EMed. Austria orders A Ser-Gre, A Bud S IA Tri-Ser, and F Alb-Ion. Then in Spring 1902 the convoy is made to Syria or Smyrna. Or (and this is what Buchanan's Italy did to Key's Austria in 1972BR) in Fall 1901 Italy can attack Austria with A Tri-Vie, A Ven-Tri, and F Ion-Gre. Combined with Turkish aid (TA Bul S IF Ion-Gre) Austria comes up with only two centers (Serbia and Budapest) at the end of Fall 1901 while Italy has six. This opening used against either Turkey or Austria gives Italy an excellent beginning.

4. Played in von Metzke's COSTAGUANA, 1972BR was won in a blitz by Fall 1905 by Walt Buchanan's Italy. As this was Buchanan's fifth win in a row it is difficult to tell whether the win was because of Walt's brilliant play on the board or the use of the di Chiave Opening. Undoubtedly it was a combination of both.

5. The Munich Gambit was published in HA #122 (24 Sept. 1973). It is too new as yet to have been postally play-tested. The gambit:

## Spring 1901

ENGLAND: FEdi-Nth, FLon-Eng, ALiv-Wal  
 GERMANY: FKie-Hol, ABer-Kie, AMun-Ruh  
 ITALY: FNap-Tyr, AVen-Tyr, ARom-Ven  
 FRANCE: FBre-Eng, APar-Bur, AMarSAPar-Bur (these and the following French orders are the best that France can do against this attack)

## Fall 1901

ENGLAND: FNth-Nwy, FLon-Eng, AWal  
 GERMANY: FHol-Bel, AKie-Den, ARuhSIATyr-Mun  
 ITALY: FTyr-GLyO, ATyr-Mun, AVen-Pie  
 FRANCE: FBre-Eng, ABur-Bel, AMar-Spa

## Winter 1901

ENGLAND: Builds FLiv  
 GERMANY: Builds ABer  
 ITALY: Builds FNap  
 FRANCE: Builds AMar

## Spring 1902

ENGLAND: FLon-Eng, FLiv-Iri, AWal  
 GERMANY: FHol-Bel, ARuhSIAMun-Bur, ABer-Mun  
 ITALY: APie-Mar, FGLyOSAPie-Mar, AMun-Bur, FNap-Tyr  
 FRANCE: FBre-Eng, ABur-Bel (-Gas), AMar, ASpaSamar

## Fall 1902

ENGLAND: FLon-Eng, Firi-Mid, AWal  
 GERMANY: FHol-Bel, ARuh-Bur, AMunSARuh-Bur  
 ITALY: ABur-Mar, APieSABur-Mar, FGLyOSABur-Mar, FTyr-Tun  
 FRANCE: FBre-Mid, AGasSamar, AMar, (-Spa), ASpa-Por

If Italy doesn't gain Marseilles then it can retreat to Paris.

6. The Munich Gambit was first used in a game played on Sunday, 26 August 1973, at Herb Galenzoski's place in Surrey. I played Italy and Eric Verheiden was Germany and therefore we decided to try his new attack plan. We blitzed the French player, who obviously knew nothing of the gambit, and eliminated France in 1904. The game later ended as a four-way draw between England, Germany, Italy, and Turkey. (This was from an account of "Local Play and a Trip to Canada" published in WASHINGTON REPORTS ((now CALIFORNIA REPORTS)) #9.)

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A six-letter word that admits of five successive elisions, leaving at each reduction a well-known word:

brandy brand bran ran an a

A six-letter word that contains six words besides itself, without transposing a letter:

herein .he her' here ere rein in

## SOME YOUNGSTOWN OPENINGS

by Duncan K. Smith

Youngstown is not a new variant. It has been around for a while. Yet it is one of the best variants ever designed. It is well balanced, well designed, and just as complex as the original Diplomacy. What makes it so interesting is that nothing has been written about it, other than Rod Walker's piece in HOOSIER ARCHIVES, which only dealt with Youngstown with no off-the-board sea spaces. While everyone is running out of openings, alliances and all those great things to write about regular Diplomacy, someone can start the whole cycle again for Youngstown, and Youngstown is twice as big as Diplomacy! Here are the openings.

### AUSTRIA

Against Balkans.

Spring 1901: AVie-Gal, ABud-Ser, ACluSAVie-Gal, FTri-Mon

Fall 1901: AGal, ASer-Gre, AClu-Ser, FMon-Alb

This opening is primarily based on the assumption that Austria-Hungary wants to take Greece and Serbia. Getting Serbia is no problem but getting Greece is. An alliance with Italy is needed for this opening.

Against Russia.

Spring 1901: AVie-Gal, AClu-Rum, ABud-Ser, FTri-Mon

Fall 1901: AGalsARum, ASersARum, ARumSAGal, FMon-Alb

This opening is real cute except that Austria-Hungary has to get both Rumania and Galicia in Spring. This opening is a charm with a Turkish ally.

Against Italy.

Spring 1901: AClu-Ser, ABud-Tri, AVie-Tyr, FTri-Adr

Fall 1901: ASer, ATri-Ven, ATyrSATri-Ven, FAdrSATri-Ven

Because of the extra army this can work quite well. Turkey should be allied and Russia should be neutral.

Against Turkey.

Spring 1901: AClu-Rum, ABud-Ser, AVie-Bud, FTri-Mon

Fall 1901: ARum-Bul, ASersARum-Bul, ABud, FMon-Alb

This can work quite well if Austria-Hungary is allied to Russia. For it to work however, a Russian fleet should be in the Black Sea.

### CHINA

Against Southeast Asia.

Spring 1901: APek-Man, AHan-Sik, FCan-SCh

Fall 1901: AMan, ASik-Vtn, FSChSASik-Vtn

This opening will work but it will anger France. At the same time China should be pretty sure of getting SChi because if he doesn't he won't have support on Vietnam.

## Against Japan.

Spring 1901: APek-Man, AHan-Pek, FCan-ECh (may not succeed)

Fall 1901: AMan-Kor (supported by ECh if it got in), APek-Man, FCan-ECh or FEChSAMan-Kor

This opening can be done with a Russian Eastern alliance in which case something would have to be agreed on about Korea.

## Against Russia.

Spring 1901: APek-Man, AHan-Kan, FCan-SCh

Fall 1901: AMan, AKan-Sin, FSCh-?

Basically in this opening China gets her armies positioned against Russia. As always the problem that China will always face is what Japan will do.

## Against India.

Spring 1901: APek-Man, AHan-Sik, FCan-?

Fall 1901: AMan, ASik-Bma or to Vtn, F?-?

Basically this is a guessing game with India. And Japan of course.

## ENGLAND

## Against France.

Spring 1901: FLon-Eng, FEdi-Nth, FLiv-Iri, FJoh-Sia

Fall 1901: FEng-Bre, FNth-Nwy, Firi-Ire, FSia-Cam

In Europe the moves are pretty much standard, but down East they are not. Always go for Cambodia and not Saigon. France will always cover Saigon because if he loses it, no more building in the East.

## Against Germany.

Spring 1901: FLon-Nth, FEdi-Nwg, FLiv-Iri, FJoh-Mal

Fall 1901: FNth-Hol or Dan, FNwg-Nwy, Firi-Ire, FMal

Again this is the basic attack on Germany. Down East, you just grab Malaya.

## Against Russia.

Spring 1901: FLon-Nth, FEdi-Nwg, FLiv-Iri, FJoh-Mal

Fall 1901: FNth-Nwy, FNwg-Bar, Firi-Ire, FMal

And again the basic opening with a grab for Malaya.

## FRANCE

## Against Italy.

Spring 1901: FBre-Mid, APar-Gas, AMar-Spa, FSai-Cam

Fall 1901: FMid-Mor, AGas-Spa, ASpa-Por, ACam

The beauty of it, is that you never have to attack Germany or get Belgium to get three builds in 1901. In the East you just grab Cambodia.

Against England.

Spring 1901: FBre-Mid, FSai-Sia, AMar-Spa, APar-Gas

Fall 1901: FMid-Mor, FSia-Mal, ASpa-Por, AGas-Spa

Basically the opening is the same as that against Italy, except for the Eastern moves. Always go for Malaya, for the same reason England should always go for Cambodia.

Against Germany.

Spring 1901: APar-Bur, AMarSAPar-Bur, FBre-Mid, FSai-Cam

Fall 1901: ABur-Bel or Mun (doesn't work because of A Posen),  
AMar-Spa, FBre-Mor, FCam

This is the basic opening against Germany, with additional problems. If Germany moves its A Posen to Munich, you won't have the Munich-Belgium gambit. Having an A Burgundy though, is a good start against Germany.

Basic Opening.

Spring 1901: FSai-Sia (agreed stand-off with England), FBre-Mid,  
APar-Gas, AMar-Spa

Fall 1901: FSai-Cam, ASpa-Por, AGas-Spa, FMid-Mor

This is, in my opinion, the best opening available for France. It leaves you in a position of neutrality at the end of 1901. The agreed stand-off in the Gulf of Siam is good for both England and France. That way England takes Malaya and France takes Cambodia without any opposition from anyone.

## GERMANY

Basic Opening I.

Spring 1901: APos-Mun, AMun-Ruh, ABer-Kie, FKie-Hol

Fall 1901: AMun-?, ARuh-Bel, AKie-Den, FHolsARuh-Bel

This is the one in which Germany wants to support himself to Belgium in fall.

Basic Opening II.

Spring 1901: APos-Mun, AMun-Ruh, ABer-Kie, FKie-Den

Fall 1901: AMun-?, ARuh-Bel, AKie-Hol, FDen-Swe or holds

This is the one in which Germany wants to make sure he gets Denmark.

## INDIA

Against Turkey.

Spring 1901: ADel-Afg, ACal-Bma, FMad-Ara

Fall 1901: AAfg-Ira, ABma, FARAaAfg-Ira

This opening is based on taking Iran. Notice that if Turkey counters the move effectively, and there's no chance of getting Iran, a deal with Italy can be worked out about Yemen.

Against China.

Spring 1901: ADel-Cal, ACal-Tib, FMad-Ben

Fall 1901: ACal-Bma, ATib-Sik, FBensACal-Bma

Notice that this opening doesn't totally throw you into China but only in the general direction. Also notice that if China also attacks India, they will both be in trouble.

Against Southeast Asia.

Spring 1901: A Del-Gal, A Cal-Bma, F Mad-EIn

Fall 1901: A Cal-Bma, A Bma-Tha or Sha, F EIn-Cey

This is used if India wants to take all of Southeast Asia and then sweep into China. Notice that India may get three builds with this opening. The fall move of A Bma-Tha or Sha is very important.

#### ITALY

Against France.

Spring 1901: A Rom-Apu, A Ven-Pie, F Nap-Tyr, F Mog-Ade

Fall 1901: A Pie-Mar, A Apu-Tun, F TyrCAApu-Tun, F Mog-Yem or Eth

Italy is a lot stronger in Youngstown than in regular Diplomacy because Turkey has a lot of neighbors to worry about. So in Youngstown it's possible to pull off an attack on France much more easily than in Diplomacy. In the South (F Mog) it doesn't really matter what you do as long as you get a build.

Against Turkey.

Spring 1901: A Rom-Apu, A Ven, F Nap-Ion, F Mog-Ade

Fall 1901: A Apu-Pen, F IonCAApu-Pen, A Ven, F Ade-Yem or Eth

This is the common attack but from two flanks, the north and the south. Take Pentapolis in 1901 and Tunis in 1902.

#### JAPAN

Against China.

Spring 1901: F Tok-NPa, F Kyo-SJa, F Osa-ECh

Fall 1901: F NPa-Kar, F SJa-Kor, F ECh-For

Basically this opening tries to bottle up any fleets the Chinese might have, until they are defeated.

Against Russia.

Spring 1901: F Tok-NPa, F Kyo-SJa, F Osa-SPa

Fall 1901: F NPa-Kar, F SJa-Kor or Vla, F SPa-Phi

This opening is centered on taking Vladivastok and then going wherever the centers are.

Standard Opening.

Spring 1901: F Tok-NPa, F Kyo-SJa, F Osa-SPa

Fall 1901: F NPa-Kar, F SJa-Kor, F SPa-Phi

This opening lets you decide in 1902 where the centers are and how you're going to get them.

#### RUSSIA

Standard Defensive Opening.

Spring 1901: A Mos-Ukr, A War-Gal, A Oms-Sib, F Vla-SJa, F Sev-Rum,  
F StP(SC)-Both



Fall 1901: AUkrSFSev-Rum, AWar-Gal, ASib-Out, FVla-Kor, FSev-Rum, FBoth-Swe

This opening is a realistic one. It takes it for granted that you'll be fighting defensively, at least in 1901. If any of the underlined moves succeed, then you'll be able to start your offensive a lot earlier.

TURKEY

Against India.

Spring 1901: ABag-Ira, ASmy-Arm, ACon-Bul, Fank-Con

Fall 1901: AIra, AArmSAira, FPul-? or holds, FCon-Aeg

This really isn't an attack on India, but more of a defense against an Indian attack.

Standard Opening.

Spring 1901: ASmy, ACon-Bul, Fank-Con

ABag-Ira

or

with

or

ASmy-Arm, ACon-Bul, Fank-Bla

ABag-Jor

Fall: AJor-Sue

The usual with some variations in the Lower Middle-East.

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Hundreds of years ago theologians argued whether or not Adam and Eve had navels. Michelangelo and Raphael both pictured Adam with a navel. Other artists omitted navels or concealed the area with flowing locks. But Sir Thomas Browne was outspokenly anti-navel so far as Adam was concerned, remarking, "That tortuosity or complicated nodosity we usually call the 'Navell' is a dreadful mistake, notwithstanding the authentick draughts of Angelo and others." He argued that Adam with a navel implies that "the Creator affected superfluties or ordained parts without use."

Defenders of Adam's navel said that although superfluous in his case, the real purpose was to test man's faith -- to determine whether one was reasonable or devout.

When someone proposes to us an argument that we cannot refute, we say to him: "Before the founder of the sect to which you belong was born, the argument which you propose in accordance with it had not appeared as a valid argument, but was dormant in nature, so in the same way it is possible that its refutation also exists in nature, but has not yet appeared to us, so that it is not at all necessary for us to agree with an argument that now seems to be strong."

## THE THIRTY YEARS WAR VARIANT

by Paul Neumann

The title of the variant is admittedly rather a poor choice of a title, for the variant takes in much more than just this trifling religious feud. In 1600, Elizabeth was still Queen of England, Henry IV of Navarre was on the throne of France, Ivan the Terrible's grandson (of his seventh marriage) was Tsar, Philip III and Rudolph II were the Hapsburg monarchs of Spain and the Empire, and Clement VIII was the Pope. The religious wars of the 16th Century were finally dying out but they had not totally disappeared -- the Protestants hated the Catholics, the Catholics hated the Protestants, and everybody hated the Jews. The spread of the Ottoman Empire had been only temporarily checked. Poland actually beat Russia in a war, in fact, almost everyone beat Russia in a war. In the north Gustavus Adolphus of Sweden turned the Baltic Sea into a Swedish lake (some trick, eh boss). The Hapsburgs were making another bid for European domination that had barely eluded them under Charles V. France and many other states made it their policy to defeat the "A.E.I.O.U." policy -- Austria est imperare orbi universo (to Austria belongs universal rule). The Dutch were in the middle of an eighty year war of independence from Spain (never too much of a good thing). The Kingdom of England had subdued Ireland and the heir to the throne was then James Stuart, King of Scotland. In 1603 at the death of Elizabeth the the shout of "The Queen is dead! Long live the King!" signaled the linking up of the kingdoms of England and Scotland. In 1642, King Charles I and his parliament reached a parting of the ways, precipitating the English Civil War. In 1649, Charles and his head reached a parting of the ways, and Cromwell took control of the Commonwealth.

All joking aside, the Thirty Years War was of great import. The war started in 1618 when the Bohemians revolted (and they've been revolting ever since, not to mention that they've been Bohemian ever since) against their Hapsburg King, Emperor Ferdinand II. Bohemia being largely Protestant did not want a counter-Reformation fanatic on their throne so they elected Frederick V, elector Palatine, as their "Winter King." This revolt was quickly putdown and the Holy Roman Empire was thrown into a civil war -- mostly along the lines of Catholic vs. Protestant. In 1621 Spain joined the Emperor as part of his renewed effort to subdue the Dutch.

The second period (1625-1629) saw the King of Denmark, Christian IV, fancy himself the Champion of Protestantism and march off to rescue his German co-religionists. Well it wasn't long before the Bavarians and the Imperialists sent him back to Copenhagen; it was a pitiable campaign. Believe me they should have skipped this period (sorry about that).

In 1630, King Gustavus Adolphus of Sweden, the "Lion of the North" descended on Germany and proceeded from victory to victory in the cause of Protestantism until he met his Lutzen, i.e. he was killed in that battle in 1632. For the next three years the Swedish (3rd) period bogged down until the French decided it was time to jump in and liven things up. The Swedish-French period (the fourth and final period: 1635-1648) was a really heavy period. (Ooh!)

France went to war with Spain, Austria and their allies, joining Sweden and her allies. This really extended the war a great deal in dimension. Peace was finally signed in Westphalia (1648). As a result of Westphalia, the Hapsburg hegemony was broken and Europe had to recognize the ascendancy of France (Louis XIV). The war between Spain and France continued however until 1659 (the Peace of the Pyrenees) when Spain finally conceded defeat. The Spanish Empire had been the dominant power since the time of Ferdinand and Isabelle and Columbus, but that collection of kingdoms and possessions went into a permanent state of decay.

In the North, Sweden was a particularly obnoxiously belligerent kingdom which seemed to be perpetually at war from 1600-1725 with any and/or all its neighbors -- Denmark, Russia, Poland, Brandenburg and the Holy Roman Empire (which was "neither 'Holy', 'Roman' nor an 'Empire'" -- Voltaire).

Armies of those days were on the order of 20,000 men so any ruler no matter how petty could have several, if he could afford them. (Take several, they're small.) And they usually could, for the armies believed in subsisting off of pillaging, raping, scourging, ravaging, and the other fun things in life. They were more of a terror to the populace than to opposing armies. Since the defeat of the Armada there were no great naval battles, but several states had good navies -- England, the United Provinces (the Dutch), Venice, Spain, and a few others.

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During the past two decades scientists, mathematicians, logicians, and other brain-tormentors have been discussing The Paradox of the Ten Boxes. It goes like this:

Ten closed boxes are placed before you. They are labeled one to ten. You are told to open the boxes in their numbered sequence. You are reliably informed that one of these boxes contains an egg. This egg is "unexpected" or "surprising." That is, you cannot by argument deduce which box the egg is in; you would have to actually open the box containing it.

You look at the boxes and then begin to grapple with the problem. You conclude that the egg is not in the tenth box because, had you opened the boxes in sequence, and found the first nine boxes empty, there would be no unexpected element in finding the egg in the tenth box.

But, having mentally eliminated the possibility of the egg being in the tenth box, then there would be no surprise in finding it in the ninth box -- and then in the eighth box, and seventh box, and so on to the first box. Each of these mental steps would remove the aspect of surprise from the next box to be opened.

In actuality, however, you begin by opening the first box, then the second, then the third, and you find the egg in the fourth box.

There is nothing wrong about either your argument before opening the boxes or your actions in opening them. But the conclusions are contradictory.

So you didn't think we'd make it?

The first anniversary of an enterprise like The POUCH is an unusual experience. I think back over a period that is at once minute and yet infinite in span. One year ago, seemingly yesterday, there was no POUCH. My involvement with Diplomacy was virtually non-existent, and there was nothing lacking. And yet, why then, does it seem that I've been involved with the Diplomacy hobby forever? It is because the hobby -- and more importantly, those associated with it -- has added a great deal.

The last year has represented a great symbiotic relationship. I have contributed to The POUCH and The POUCH has contributed to me. So I owe my thanks, not so much to The POUCH or to the editors who started it and made me an editor, as to those who have read my column and sent me letters and commented on my articles. These people have made me enjoy my association with them over the last year, and, I expect, will make the next year even more fun. And instead of talking about you in the third person, I address myself to you. Thank you.

In this issue, The POUCH Awards are presented. They're fairly interesting, and I'm pleased that quite a number of people were interested enough in the matter to send in their votes. This is an auspicious time to ask all of you reading this to write an article of your own and send it in. This issue is loaded with good articles, and we'd like some more. If you're not a regular subscriber to The POUCH, I would like to point out that you get a five-issue subscription for every article of yours that's published. So get out the typewriter and go!

I would like to express my whole-hearted agreement with Conrad von Metzke's article in this issue. The thing that makes this hobby great is that it is a highly-active, closely-knit and yet diverse hobby. The complete professionalization of the hobby is something to be avoided like the plague. That's why the IDA deserves great praise for being a service organization, providing real services to the hobby, without over-organizing or enforcing various points of view on everyone. That is also why the various projects in the hobby are marvelous.

I hope I will continue to receive zines and find as I turn a page that the pages have been collated in the wrong order and that one is upside down, because the zines and other aspects of the hobby are hand-made projects of love. They are not merely objects to be utilized. They are more than just the words and ideas within. They are the colored paper carefully selected, and the hours past midnight put into running them off, and the hand-addressed envelopes, and the commemorative stamps carefully selected at the Post Office. How many of us pick up the New York Times and pay attention to more than the message of the words and pictures. How many marvel at the linotype machines and the feeding machines and the bundling machines and the shippers and truck delivery men behind it? This doesn't mean we shouldn't pay attention and marvel at the tremendous genius of our age. But putting out a zine is not a job. And the day it is, I'd rather skip the zines and just read the New York Times; it will be the far better professional effort.

But the lovely thing about this hobby is that it supports many different kinds of people and efforts. So I heartily endorse efforts like Walt Buchanan's DIPLOMACY WORLD. As long as there's room for everybody and every effort, the more diversity the better.

Well here we are. It's hard to believe it's been a year. In some ways it's hard to believe it's only been a year. That is because in most hobbies, groups, and organizations, in a year you have only barely become a novice. But in this hobby everyone's dedicated to helping others get to know the hobby and have a good time.

There is one individual who I want to thank, in public, and to whom I am very, very grateful. That person is Conrad von Metzke. There's nothing new about such praise. Conrad has gotten similar praise from all sorts of people relating to many different areas. His contribution to the hobby, as most know, is almost without equal. But he helped me and The POUCH tremendously, and for that I owe him special thanks. When we first got going, Conrad wrote us a letter, explaining various aspects of the hobby, and making it clear that there was a large hobby ready to help us move into it. Whenever I had a question to ask, he supplied the answer; whenever I had a favor to ask, he did it for me. In addition to making it possible for my involvement in the hobby to have gotten off the ground, his warm personality and friendship has been one of the major aspects of the hobby that have made my involvement in it worthwhile and a pleasure.

I also owe a large debt to Walt Buchanan. Early on he started to plug The POUCH very generously, and continues to do so. He did far more than was in any way required.

There are many others to whom I owe thanks for their help in this year: Edi Birsan who helped in many ways, from supplying needed information to driving me to the DipCon, Jeff Key, Doug Beyerlein, John Boyer, John Boardman, Bob Lipton, and the others who have contributed to this issue.

I want to thank the regular subscribers to The POUCH, especially those who have been really involved, some from the beginning, others more recently, in making this whole thing work: Bruce Wachtler, Eric Robinson, Stephen Tihor, Ronald Kelly, Gary Peterson, Ernie Melchior, David Lagerson, Jonathan Jacobs, and those whose names I have forgotten to mention.

I have saved the thanking of those to whom I owe the most for last. I owe Duncan Smith an awful, awful lot. Without him, there really would be no POUCH. Penelope Dickens has written some great articles, and kept us interesting. Paul Neumann got us the initial subscribers without whom naught. Gil Neiger, Raymond Heuer, and Miles Smith have done the difficult job of fine game-mastering, phoning their games' moves in every Saturday, and keeping the whole thing going. These people haven't just contributed their resources to this endeavor for a year, they've put up with me. So, Duncan, Gil, Raymond, Penelope, Miles, Paul, thanks for it all. I haven't said thank you as often as I should have, and I owe you a hell of a lot more than I can say in a paragraph.

To all of you, I can't say it often enough, THANK YOU! The year's been superb and I owe it to you.

So this is the mighty bulwark of The POUCH, the Anniversary Issue! Look on these works ye mighty and despair. Don't despair if you don't want to, but at least look at it. Isn't it cute? You wouldn't believe what this issue has cost monetarily and in Nick's sweat. Still I think it's a success. No one has ever put out an Anniversary Issue like this. So, manga, manga, you bambinos!

This has been a good year. The POUCH has managed with relatively little trouble to put out one issue a week for a whole year. I don't think anyone else could have done it. I think the key to our success has been the ease with which The POUCH's staff works with itself. Nick and I make a good pair. We both get along with each other, while neither of us have a hold on the other (which reminds me that Nick hasn't paid the latest instalment of \$50.00 for my keeping quiet about his illegitimate kid!). Penelope and I get along great of course. Just because she writes nasty things about my press is no reason to assume that I don't get along with her. Wait till she sees the guy from Chicago I hired to take care of her! And of course there's Gil Neiger who undoubtedly will become an editor in his own right (and I'll be there when they read him his rights!) in the near future. And then there's Raymond Heuer, Cary Fulbright, and my saintly brother, Miles, the other three Horsemen of the Apocalypse. Maybe one day we'll figure out what games they're game-mastering!

Anyway, this has been a good year, and the next promises to be even better. Who knows, we may not even have Richard Nixon to kick around anymore!

\* \* \*  
The old couple were eating their first meal with their son after his return from college.

"Tell us, John," said the father, "what have you learned in college?"

"Oh, lots of things," said the son, and he recited his various courses of study, and added, "I also studied Logic."

"Logic, what is that?" asked the father.

"It is the art of reasoning," replied the son. "Let me illustrate: How many chickens are on that dish?"

"Two," said the father.

"Well," said John, "I can prove there are three." Then he stuck his fork into one and said, "This is one, isn't it?" The father agreed. "And this is two?" said the youth, sticking his fork into the second chicken. "Yes," said the father.

"Well then," concluded the son, "don't one and two equal three?"

"Well, I declare," exclaimed the old man. "You really have learned things at college. Well, Mother," continued the father, "I will give you one chicken, and I'll eat the other. And John, you can have the third chicken."

THE DOWNFALL OF THE LORD OF THE RINGS  
and  
THE RETURN OF THE KING

(being a Diplomacy variant based on J.R.R. Tolkien's translations of the memoirs of Bilbo and Frodo of the Shire, with acknowledgements to earlier versions by Don Miller and Brian Libby)

1. The standard (1971) Rules of Diplomacy apply except where noted below.

2. Initial Placement

ELVES: A Rivendell; A Lorien; A North Mirkwood; F Grey Havens.  
DWARVES: A Vale; A Iron Hills; A Blue Mts.  
GONDOR: DA Minas Tirith; A Belfalas; A Lamedon; A Lebennin.  
ROHAN: A Helm's Deep; A Edoras; A Eastfold.  
SAURON: TA Barad-Dur; DA Minas Morgul; DA Udun; DA Nurnen; A Dol Guldur;  
A Carnen; TWO DAs and ONE A Off-board.  
SARUMAN: DA Isengard; A Dunland; A Moria.  
UMBAR: F City of the Corsairs; A Harad; A Havens of Umbar.  
An eighth player, GANDALF, controls no units.

3. Multiple Armies. DA=Double army TA=Treble army. Multiple armies may not split their strength into separate supports or attacks. A single attack on a multiple army cuts all its support. Once lost, multiple armies may not be rebuilt.

4. Builds. Build or 'home' supply centers are marked by \* on the map. Note that though an army starts in Vale, the associated supply center is at Erebor.

(a) Sauron has three off-board supply centers. The units initially placed here may move onto any of the following spaces: Nurn, Ash Mts, N Rhun, S Rhun. Once on, they may not move off again. Units may not be built in these off-board centers.

(b) The maximum number of fleets allowed on the board at any one time is:  
Gondor - ONE. Elves - ONE. Umbar - TWO.

A single attack on a convoying fleet prevents the convoy from taking place.

5. Definitions.

(a) In addition to 'units' (armies and fleets) there are three 'pieces': Gandalf, the Nazgul and the Ring.

(b) Players are defined as Good, Evil or Neutral.

Good: Elves, Gondor, Rohan, Gandalf.

Neutral: Dwarves, Umbar.

Evil: Sauron, Saruman.

A good player may not support or be supported by an evil player, nor may they convoy each other's units or pieces.

6. The Pieces. The three pieces may occupy the same space as a unit. They have no effect on the ownership of supply centers.

(a) GANDALF starts the game in any province of his choice. He moves as a unit does (but see Impassable), and may be convoyed with or without an army. His whereabouts are not revealed to the other players unless he is involved in combat, when both his location and action are given.

Gandalf has a combat strength equal to a single unit. He may not use this to attack but only to support a unit. To do this he is bound by the same restrictions as a unit: he must be capable of moving into the space into which he is giving support. If he is in the same space as a unit he may also support it. If in the latter case the unit advances or retreats he must move with it.

Should Gandalf be in Barad-Dur or Isengard with an 'Evil' unit he is captured. He may not move as long as the 'evil' unit remains in place.

(b) NAZGUL. The Nazgul starts in Barad-Dur, and is initially controlled by Sauron. He has the same powers as Gandalf, but over TWO spaces range: ie he may move or support over a two space range without regard to the intervening space.

Gandalf and the Nazgul may not occupy the same space. Should they attempt to do so, a stand-off results. One may not have the support of the other.

(c) THE RING starts in a province North and West of the 'Ring line' chosen at random by the GM. Its presence is only revealed to a player whose piece or unit is in the province it occupies. The Ring has no movement ability of its own, but may be transported by a piece or unit ordered to do so.

A dislodged unit or piece carrying the Ring must leave it in the space from which it was dislodged. If a unit and piece enter a space containing the Ring at the same time the piece claims the Ring. A successful supported attack on a space containing a piece carrying the Ring deprives that piece of the Ring, though it is not dislodged.

(d) Putting on the Ring. A Neutral player or Saruman may put on the Ring by ordering a unit carrying it to do so (in Saruman's case this must be the DA if it is still in play). The whereabouts of the Ring is then revealed to all for as long as it is worn. As soon as a player wearing the Ring loses it to another he is eliminated and his units stand in anarchy.

Immediately the Ring is put on all Sauron's double armies reduce to single and the treble army to double. All his off-board centers are lost also, but these are regained if the Ring is no longer worn by a player. The Nazgul is controlled by the Ring-wearer until he is eliminated, when it reverts to Sauron.

If Saruman puts on the Ring all his existing armies become double armies, though subsequent builds are single armies.

7. Gandalf meets Sauron. If Gandalf and the TA of Sauron enter the same space, Gandalf is eliminated.

8. Gandalf meets the Balrog. Initially only evil units may enter Moria due to the Balrog - any that attempt to do so are eliminated. Gandalf may destroy the Balrog by entering Moria but is himself resurrected after being killed, and returns to the board in a province of his choice after three turns. If he was carrying the Ring, he leaves it in Moria.

9. Sauron is eliminated if the TA is eliminated. All his units are reduced to single armies and stand in anarchy.

10. Impassable. Certain boundaries are marked with zig-zag lines and are impassable to units, but not to Gandalf and the Nazgul who may cross them freely.

11. Ents and Hobbits. Fangorn and the Shire have an intrinsic defense strength of ONE against 'evil' units attempting to occupy them, which they will add to 'good' units occupying them also.

12. Fortresses. The following spaces are designated Fortresses:

Barad-Dur, Minas Morgul, Minas Tirith, Udun, Isengard, Moria, Lorien, Rivendell, Erebor, Dol Guldur.

A fortress will add a support of ONE to any unit occupying it. It may not do this if the unit is attempting to move out. Rivendell and Lorien are fortresses for the Elves ONLY: other players may not use them.

13. Victory.

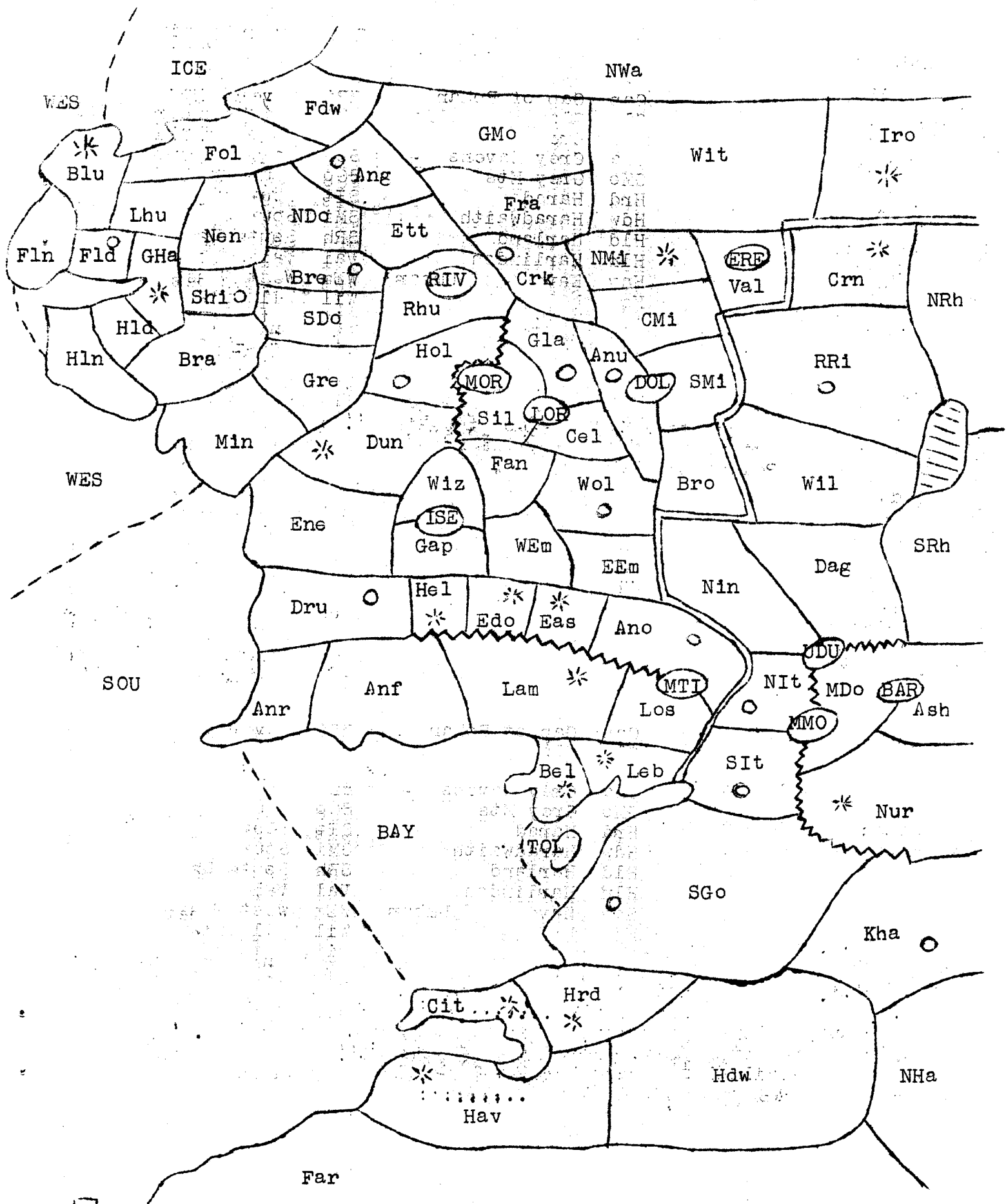
(a) a player controlling all supply centers on the board, except for opposing units besieged in fortresses, is the winner. In this case 'fortress' may be interpreted as any small locked-up position, eg Mordor (the three spaces around Barad-Dur).

(b) A good player may win by destroying the Ring. A unit (or Gandalf) reaching Mt Doom may destroy the Ring by ordering this. If it is dislodged on that turn it may not destroy the Ring but leaves it in Orodruin.


(c) Sauron wins if the Treble army puts on the Ring, if dislodged on the turn he attempts to do so he is prevented as above.


Designed by Hartley Patterson and published by him (Fred's Press 92) in WAR BULLETIN 50, available thereafter from the Variant Bank or The POUCH.






Ano	Anorien	Gap	Gap of Rohan	RRI	River Running
Anr	Andrast	Gla	Gladden Fields	Shi	Shire
Anu	Anduin	Gre	Greenway	Sil	Silverlode
Anf	Anfalas	GHa	Grey Havens	SDo	South Downs
Ang	Angmar	GMO	Grey Mts	SGo	South Gondor
Ash	Ash Mts	Hrd	Harad	SIt	South Ithilien
Bel	Belfalas	Hdw	Haradwaith	SMi	South Mirkwood
Blu	Blue Mts	Hld	Harland	SRh	South Rhun
Bra	Brandywine	Hln	Harlindon	Val	Vale
Bre	Bree	Hav	Havens of Umbar	WEm	West Emnet
Bro	Brown Lands	Hel	Helm's Deep	Wil	Wilderland
Car	Carmen	Hol	Hollin	Wit	Withered Heath
Cel	Celebrant	Iro	Iron Hills	Wiz	Wizard's Vale
Cen	Central Mirkwood	Kha	Khand	Wol	Wold
Crn	Carrock	Lam	Lamedon		
Cit	City of the Corsairs	Leb	Lebennin	BAR	Barad-Dur
Dag	Dagorlad	Lhu	Lhun	DOL	Dol Guldur
Dru	Druwaith Iaur	Los	Lossarnach	ERE	Erebor
Dun	Dunland	Min	Minhiriath	ISE	Isengard
EEm	East Emnet	MDo	Mount Doom	LOR	Lorien
Eas	Eastfold	NHa	Near Harad	MTI	Minas Tirith
Edo	Edoras	Nen	Nendial	MMO	Minas Morgul
Ene	Enedwaith	Nin	Nindalf	MOR	Moria
Ett	Ettenmoors	NIt	North Ithilien	RIV	Rivendell
Fan	Fangorn	NDo	North Downs	UDU	Udun
Fld	Foreland	NMi	North Mirkwood		
Fln	Forelindon	NRh	North Rhun	BAY	Bay of Belfalas
Fdw	Forodwaith	NWa	Northern Waste	GUL	Gulf of Lune
Fcl	Forochel	Nur	Nurn	ICE	Ice Bay of Forochel
Fra	Framsburg	Rhu	Rhudaur	SOU	Southern Sea
Far	Far Harad			TOL	Tolfalas (sea only)
				WES	Western Sea

 Home Supply Centers

 Impassable boundary

 Neutral Supply Centers

 'Ring line'

Note: All Fortresses are Home supply centers, this is not however marked on the map for reasons of space.

The Scenario: There have been a number of Tolkien variants all based on the old Ballantine poster map which is highly inaccurate; the existence of 'Eriador', a country that vanished a thousand years before the War of the Ring, has always puzzled me also.....I can't claim this version will play better but at least it removes a few of the major anomalies.

Apart from the Book itself, 'Bored of the Rings', a parody by the Harvard Lampoon available in paperback, is strongly recommended to writers of Press Releases! Frodo lives.....

## EXCALIBUR

(or 'Let's go live in that damp little island over there Heinrich')

1. The normal (1971) Rules of Diplomacy will be used except as noted below.

2. Units not receiving a valid retreat order will be retreated by the GM according to the following criteria in order of preference: (a) to a space not required for retreat by another unit (b) to a home supply center (c) to any supply center (d) to a space nearest, counting by sea and/or land, to the nearest home supply center or, if one is not held, nearest owned supply center. Where a choice remains alphabetical order will be used. If two units only have one retreat space between them both are removed. Units may not be ordered to disband but must retreat where possible.

### 3. Initial Placement

BRITISH: A Deva; A Caerwent; A Glevum; A Londinium.  
PICTS: A Mearns; A Fife; A Edwinburgh.  
SCOTS: A Dublin; F Ulster; F North Channel.  
SAXONS: TWO As and ONE F Off-board.  
ANGLES: TWO As and ONE F Off-board.  
JUTES: ONE A and TWO Fs Off-board.  
FRISIANS: ONE A and TWO Fs Off-board.

The last four above are designated the German tribes.

4. Supply Centers. All the Germans start the game with THREE Off-board supply centers. The Scots start with ONE Off-board supply center.

Germans: At the end of each year after the first ONE Off-board supply center is lost by each tribe. Thus, after three years all German supply centers will be on the board, and none Off-board.

Scots: At the end of Year TWO the Scots Off-board supply center is lost.

However during the first THREE years the Germans may not be reduced to less than THREE units each, whether supply centers exist for them or not. Similarly the Scots may not be reduced to less than THREE units for the first TWO years.

5. Builds. Scots and Germans may build in ANY supply center they own. German tribes must give preference to Off-board centers if any remain.

Once a supply center has been held by a non-British player for a Winter period it can NEVER thereafter be used by the British player, even if recaptured by a British unit. It may still be used by any non-British player.

If in any Autumn the British player has less than THREE Home supply centers he may nominate on that turn any other center held by him as a new Home supply center. These may be 'prophetic' nominations if 'prophetic' adjustments are being used in Postal Play.

6. German Placement. The German tribes may deploy certain fleets on the board before the game starts. They must be placed in one of the following areas: Dogger, German Sea, Wash, Frisian Sea, Thames, East Channel, Middle Channel, West Channel. Diplomacy before each stage of placement is allowed.

(a) Saxons and Angles place one fleet each. Only the German tribes are informed of the result of this.

(b) Jutes and Frisians place one fleet each. All players are now informed of the resulting deployment. Should any two fleets attempt to deploy in the same area NEITHER is placed, and they remain Off-board.

All other German units move on from the East edge of the board or are convoyed on from the East edge. Units Off-board may be supported on but may not themselves give support. Units may not retreat Off-board.

7. Sailing Round Scotland. Fleets may move from Mearns or Dogger to 'Orkney' and next move to Highlands or Hebrides, or vice versa, or back to the same side if they wish. More than one fleet may be in 'Orkney', which is not a normal 'on-board' space; a unit may not support from 'Orkney' or be dislodged by fleets moving into 'Orkney'. A fleet in 'Orkney' may not convoy.

8. Victory. The first player to control 18 supply centers is the winner. If Picts or British, the German/Scot menace has been destroyed. If a German tribe, a new homeland has been found. If Scots....well that just goes to show what a great race we are.

9. Play begins in Spring 450. There are two pre-game placement periods for the German tribes as in Rule 6.

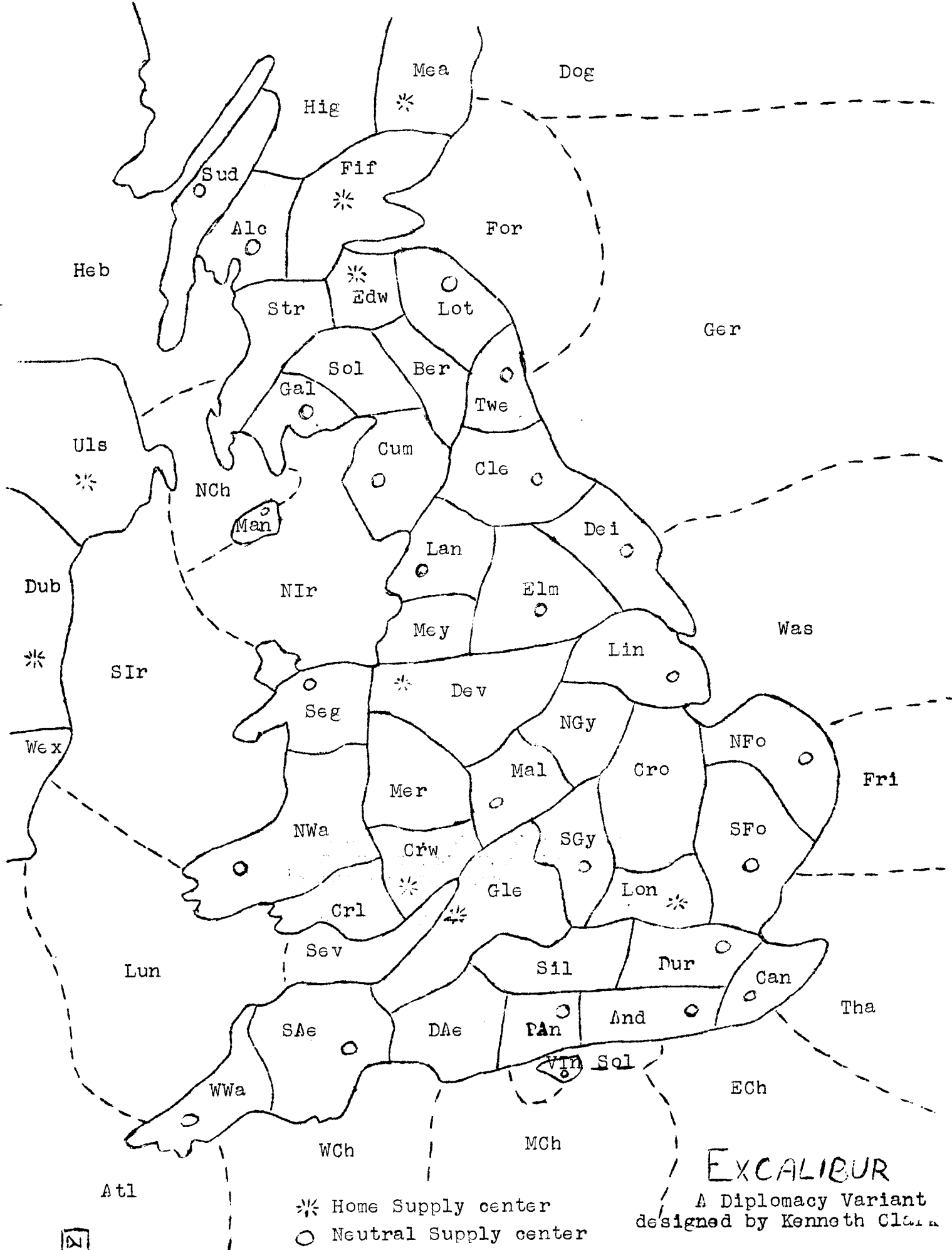
Designed by Kenneth Clark, published by Hartley Patterson (Fred's Press 91) in WAR BULLETIN 50, and available thereafter from the Variant Bank or The POUCH.

### Abbreviations

Alc	Alcluth	Gal	Galloway	FAd	Portus Andurn
And	Anderida	Ger	German Sea	Seg	Seguntum
Atl	Atlantic	Gle	Glevum	Sev	Severn
Ber	Bernica	Heb	Hebrides	Sil	Silchester
Can	Cantweara	Hig	Highlands	Sly	Solway
Cr1	Caerleon	Lan	Lancaster	Sol	Solent
Crw	Caerwent	Lin	Lincoln	SFo	South Folk
Cle	Cleveland	Lon	Londinium	SGy	South Gyrwas
Cro	Crowland	Lot	Lothian	SIR	South Irish Sea
Cum	Cumbria	Lun	Lundy	Str	Strathclyde
Dei	Deira	Mal	Malvern	Sud	Sudreys
Dev	Deva	Man	Isle of Man	SAe	Sumers Aetan
Dog	Dogger	Mea	Mearns	Tha	Thames
DAe	Dors Aetan	Me	Mercia	Twe	Tweed
Dub	Dublin	Mey	Mersey	Uls	Ulster
Dur	Durobrivae	MCh	Middle Channel	VIn	Vectis Ins
ECh	East Channel	NCh	North Channel	Was	Wash
Edw	Edwinsburgh	NFo	North Folk	WCh	West Channel
Elm	Elmet	Nir	North Irish Sea	WWa	West Wales
Fif	Fife	NGy	North Gyrwas	Wex	Wexford
Fri	Frisian Sea	NWa	North Wales		

### The Scenario

In the first half of the 5th century Roman troops were progressively withdrawn from Britain, Gaul being overrun with Germanic tribes. Britain seemed ripe for a takeover. It is now almost impossible to disentangle the historical fact from the mass of legend and myth that has grown up around this period, the 'matter of Britain'. Exactly how Arthur, Vortigern, Ambrosius, Hengist and the rest fit in, exactly how much of the ramblings of Geoffrey of Monmouth have some basis in reality - well, you buy your book and you take your pick. Apart from Geoffrey, Malory, Chretien de Troyes and the rest we recommend Mary Stewart's 'The Crystal Cave' and 'The Hollow Hills', Alfred Duggan's 'Conscience of the King', and if you want an argument with Ken (who doesn't like it!) Rosemary Sutcliff's 'Lantern Bearers' and 'Sword at Sunset': all modern historical novels dealing with Arthur. HHP.



# EXCALIBUR

A Diplomacy Variant  
 designed by Kenneth Clark

\* Home Supply center  
 O Neutral Supply center



Diplomats write Notes, because  
they wouldn't have the nerve to  
tell the same thing to eachother's  
face.

—Will Rogers

## WARS OF THE ROSES

1. The normal rules of Diplomacy will be used except as noted below.
2. The initial setup of units is as follows:

RED ROSE: A London, A Canterbury, F Rochester.  
WHITE ROSE: A Doncaster, A Derby, F York.  
PERCIES: A Carlisle, A Durham, F Lancaster.  
NEVILLES: A Warwick, A Hereford, F Gloucester.  
BEAUFORTS: A Bristol, A Dorchester, F Exeter.  
SCOTS: F Dumfries, two As off-board.  
FRENCH: F Harfleur, one A and one F off-board.

3. Victory criteria. The English players (all except Scots and French!) must control a majority of on-board supply centers at the end of a year, ie 21 centers. In addition, Red Rose and White Rose must also hold Henry VI in order to claim victory.

The Scots and French must control SEVEN on-board centers for victory.

4. Henry VI. The King starts the game in London. He may be moved with a unit into an adjacent space (eg A+K Lon-Roc) or transferred between two units that are not themselves moving (A Lon MS F Roc. K Lon-Roc). If a unit holding the King is forced to retreat or disbanded or eliminated the King remains in the vacated space, unless this is a sea space in which case he is immediately moved to one of the nearest land spaces, such a move being taken at the same time as retreats. The King may not convoy on his own, only when accompanying an army. The King may never be eliminated from the game.

5. Off-board centers. Scots and French may build units off-board and may support units on the board from their two off-board centers. Once units are on the board they may not move off again. Scots units may move on from the north edge of the board, French from the south - though note that French fleets may not move directly on into Harfleur or Picardy.

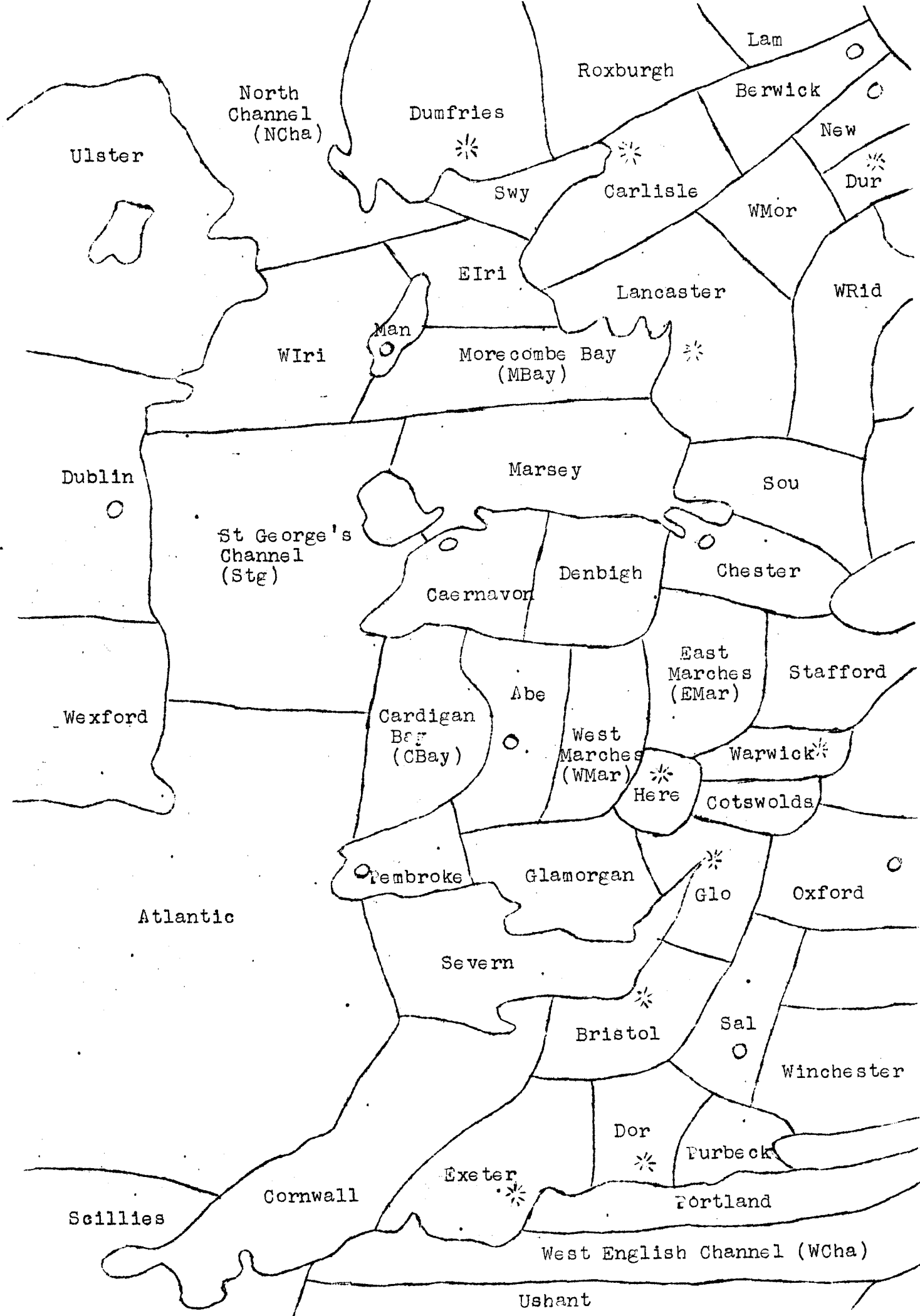
Units may not support or convoy from off-board, nor may they be supported in moving onto the board. Off-board builds are revealed to the other players, though off-board units are not obliged to move on immediately.

6. Foreign centers. To the English Dublin, Dumfries, Harfleur and Calais are foreign; to the Scots all but Dumfries; to the French all but Harfleur and Calais. A foreign supply center that is not occupied in the autumn move by a unit reverts to neutrality.

7. No player may build more than one fleet per game year.

8. The first move is Spring 1455.

Designed by Roger Sandell, 133 Cherry Tree Road, Beaconsfield, Bucks, United Kingdom, Published by Hartley Patterson (Fred's Press 85), Finches, 7 Cambridge Road, Beaconsfield, Bucks, United Kingdom. Available from The POUCH.





Abbreviations are normally the first three letters of the name.  
A full list is printed below:

Abe	Aberystwith	Exe	Exeter	Pur	Purbeck
Atl	Atlantic	Ger	German Sea	Roc	Rocheater
Bed	Bedford	Gla	Glamorgan	Rox	Roxburgh
Bwk	Berwick	Glo	Gloucester	Rut	Rutland
Bks	Berkshire	Har	Harfleur	Sal	Salisbury
Bri	Bristol	Here	Hereford	Sci	Scillies
Cae	Caernavon	Hert	Hertford	Sev	Severn
Cam	Cambridge	Hol	Holy Island	Sca	Scarborough
Cal	Calais	Hum	Humber	Snt	Solent
Can	Canterbury	Man	Isle of Man	Swy	Solway
CBay	Cardigan Bay	IOW	Isle of Wight	Sou	South Lancashire
Car	Carlisle	Lam	Lammermuir	Sta	Stafford
Che	Chester	Lan	Lancaster	Stg	St George's Cha.
Chi	Chilterns	Lei	Leicester	Str	Straits of Dover
Ccr	Chichister	Lew	Lewes	Suf	Suffolk
Col	Colchester	Lin	Lincoln	Sur	Surrey
Cor	Cornwall	Lon	London	Tms	Thames
Cot	Cotswolds	MBay	Morecombe Bay	Tnt	Thanet
Den	Denbigh	Mer	Mersey	Tyn	Tyne
Der	Derby	Mid	Midlands	Uls	Ulster
Dog	Degger Bank	New	Newcastle	Ush	Ushant
Don	Doncaster	NCha	North Channel	War	Warwick
Dor	Dorchester	Ntn	Northampton	Was	Wash
Dov	Dover	Nor1	North Sea 1	Wea	Weald
Dub	Dublin	Nor2	North Sea 2	WCha	West English Cha.
Dum	Dumfries	Nmy	Normandy	Wiri	West Irish Sea
Dur	Durham	Nwh	Norwich	WMar	West Marches
ECha	East English Channel	Not	Nottingham	WMor	Westmoreland
EIri	East Irish Sea	Oxf	Oxford	WRid	West Riding
EMar	East Marches	Pem	Pembroke	Wex	Wexford
ERid	East Riding	Pic	Picardy	Win	Winchester
Ely	Ely	Por	Portland	Yor	York

### The Scenario

During the reign of the feeble-minded Henry VI England has been reduced to lawless chaos. The chief contenders for the throne are the 'Lancastrian' party headed by Margaret of Anjou, wife of Henry VI, and the 'Yorkist' party headed by the Dukes of York. These took as their badges the Red and White Roses. The various noble families also sought to further their own ends, while Scots and French interfered when possible. The game start positions are very formalised, as the estates of the nobility were scattered around the country - York was in reality a Lancastrian stronghold! There was no prolonged fighting either, generally one or two battles decided the issue and the losers fled the country to prepare for another round.

Holy Island

German Sea

Tyne

Dogger

Scarborough

ERid

York

Hum

Lincoln

North Sea 1  
(Nor1)

Doncaster

Derby

Not

Wash

Wars of  
the Roses

Rutland

Norwich  
(Nwh)

Leicester

Ely

Midlands

Bedford

Suffolk

Cam

Ntn

Hert

Colchester

Clt

London

Thames  
(Tms)

North Sea 2  
(Nor2)

Berkshire  
(Bks)

Surrey

Roc

Can

Tnt

Chichester  
(Cch)

Lewes

Weald

Dover

Straits

Snt

IOW

East English Channel  
(ECha)

Calais

Normandy  
(Nmy)

Harfleur

Picardy



## DIPLOMYOPIA

1. The Rules of Diplomacy (1971) apply with the exception of the following.
2. At the end of each season a player is able to see who is occupying only those provinces to which he has a unit adjacent (but see also (4) below). A Fleet occupying a coastal province is able to see inland; an army occupying a coastal province is able to see out to sea. A fleet in Gas, for example, is able to see a fleet on the south coast of Spain. A fleet on the south coast of Bul, for example, is able to see a fleet in Bla.
3. During the movement and combat, the vision of each unit is dependent upon the move that is being made:

### (i) Stand

A unit that is ordered to stand is able to see what is happening in all adjacent provinces. For example:

FRANCE: A Bur stands.

ENGLAND: F Spa(S)-Mar; A Gas stands.

ITALY: F Pie-Mar.

The French player is informed as follows:

A Bur stands: OK - sees EA remain in Gas

- sees conflict in Mar; standoff between EF & IF.

Note that he is informed that the EA 'remains', as opposed to 'stands'. Had the EA attempted (unsuccessfully) to go to Spa, the French player would receive no additional information.

Note also that the A Bur is able to see only into adjacent provinces; it cannot see where the two fleets attacking Mar are coming from. If, however, the English attack had been A Gas-Mar, the entire move would have been visible.

A unit ordered to stand is told of any attack on itself, and from where the attack is coming.

### (ii) Attack

(a) If the attack is unopposed, the player is merely told that his attack has succeeded. If the province which he is attacking is occupied, and the unit departs, leaving the attack unopposed, the player is not told to which province the departing unit has gone. Example:

TURKEY: A Con-Bul.

AUSTRIA: A Bul-Rum; A Ser stands.

Turkey is told: A Con-Bul: succeeds unopposed; and he is able to see A's Ser & Rum, but he does not know which of these came from Bul.

(b) If the attack results in a standoff, the attacked province being empty, the attacking unit, together with any which are supporting the attack, are deemed to enter the attacked province and are thus able to see where the opposition is coming. For example, Italy attacks Bur from Mar, with the support of Mun. He might be told: A Mar-Bur sup. by A Mun: fails - standoff FA Par & EA Pic. Note that he is not told which of his opponents is attacking and which is supporting.

(c) If the attack is against an occupied province and is unsuccessful, the attacking unit, and any supporting ones, are deemed to be repulsed at the border. The player sees who his opponents are, but not where they come from. For example, Italy attacking Bur as in (b) might be told, if Bur is occupied by a FA: A Mar-Bur sup. by A Mun: fails - standoff with 3 FA's (France had ordered A Bur stands supported by A's Par & Pic). Note that, although 2 armies are sufficient to stand-off the Italians, the French player is deemed to have used all three; he is unable to choose which one will support. If, however, the situation had been:

FRANCE: A Bur stands S by A Pic.

ENGLAND: A Pic S FA Bur.

ITALY: as before.

then the EA Pic is deemed not to enter the conflict. Again, if the Italian attack had been unsupported, no support would be needed to protect FA Bur and in neither case would any supporting units be deemed to enter the conflict.

(d) The attack is opposed but is successful: in this case the attacking unit and those supporting it are deemed to enter the province whether or not it was originally being occupied - i.e., the effects are as in case (b).

(e) In none of the cases (a) to (d) is an attacking unit told of an attack upon itself unless it is dislodged.

#### (iii) Support

If the support which any unit is giving is not needed, that unit is to be considered as having received the order to 'stand'. Example:

AUSTRIA A Bul stands: OK - sees TF remain in Con.  
- sees TF occupy Aeg.

TURKEY F Smy-Aeg: succeeds unopposed.

F Con sup. F Smy-Aeg: not needed, sees AA remain in Bul.

This rule also applies in the case of a unit supporting a move by another player which is not ordered by that player.

On the other hand, if a support is needed (see case (ii.c) above) the supporting unit sees exactly the same as the attacking unit. This is important where one player supports another player's move.

If support is cut, the player is told who is cutting and from where.

#### (iv) Convoy

A Fleet convoying an attacking army is deemed to have the same vision as the army during any conflict (again, this is immaterial unless one nation is convoying another).

In the case of a multiple convoy, if the 'chain' is disrupted before a particular fleet is reached by the army, that fleet is ordered to 'stand'. For example:

FRANCE A Pic-Spa C by F Eng & F MAO.

ENGLAND A Lon-Eng sup. by F Bre.

The FF Eng is dislodged, and thus the FF MAO is deemed to have received the order 'stand'.

4. Garrisons. Once a province is left unoccupied, it is deemed to be garrisoned by a small, noncombatant body of men. When the province is taken by an enemy, at least one member of the garrison is deemed to escape and report the capture. Thus, in addition to being told who occupies adjacent provinces at the end of a turn, a player is told of any unoccupied provinces that he has lost, and to whom they have fallen.

Since the garrison is non-combatant and (apart from escapers) considered destroyed, then if the province is taken in a spring move it changes hands even if the captor moves out in the Autumn. Thus, it is quite feasible for a game of Diplomopia to end on a spring move.

Designed by: Colin Homming, 16 Fairview Ave, Levenshulme, Manchester M19 2AN, United Kingdom. Available as a supplement (Tapeworm Publication No. 36) to ETHIL THE FROG 29, from the Variant Bank or The POUCH.

## THE THIRTY YEARS WAR VARIANT


or 1600

1. The Rules of Diplomacy apply except where noted below.
2. The map is an adaptation of a political map of 1600.
3. The game begins in Spring 1601.
4. The game calls for fifteen players. (Less can be used, of course, e.g. having the minor powers unplayed, or one player playing two minor powers, etc.) The players take control of the destinies of one of the fifteen powers. These states are divided into two distinct groups -- Major Powers and Minor Powers. There are nine Major Powers. They are those that start the game with three to five centers -- Austria, Denmark-Norway, England, France, the Ottoman Empire, Poland, Russia, Spain, and Sweden. The Minor Powers -- Bavaria, Brandenburg, the Palatinate, Saxony, the United Provinces (the Dutch), and the Republic of Venice -- all begin the game with two dots and, with the exception of Venice are principalities in the Holy Roman Empire.
5. Several states had control of territories widely separated from their homelands. So if, by Winter 1601, certain provinces aren't taken, their sovereign receives more units. There are also a few provinces with this characteristic difference from above -- they become "mobilized" in Winter 1602 if they have not been previously captured by some power. These provinces are then considered home supply centers as long as they are in the possession of their sovereign. The 1601 group is denoted by single parenthesis and the 1602 group by double parenthesis on the list of the Powers' units and provinces.
6. The Swiss Confederation is partially impassable. It may be only entered from and exited into Milan and the Tyrol. This is to reproduce the Spanish soldiers marchway of Spain by ship to Genoa to Milan to the Valtelline (in the Swiss Confederation) to the Tyrol into the Holy Roman Empire down the Rhine (Franche Compte, Luxembourg) to the Spanish Netherlands then to battle the Dutch.
7. All islands that have supply centers (Sicily, Sardinia, Ireland, and Crete) and Corsica and Ireland are considered land/sea provinces.
8. Constantinople and Zeeland are also land/sea provinces.
9. Some states do not have access to the sea so to make it possible for them to build fleets we will allow these land-locked states to build fleets in certain provinces, if they own them.

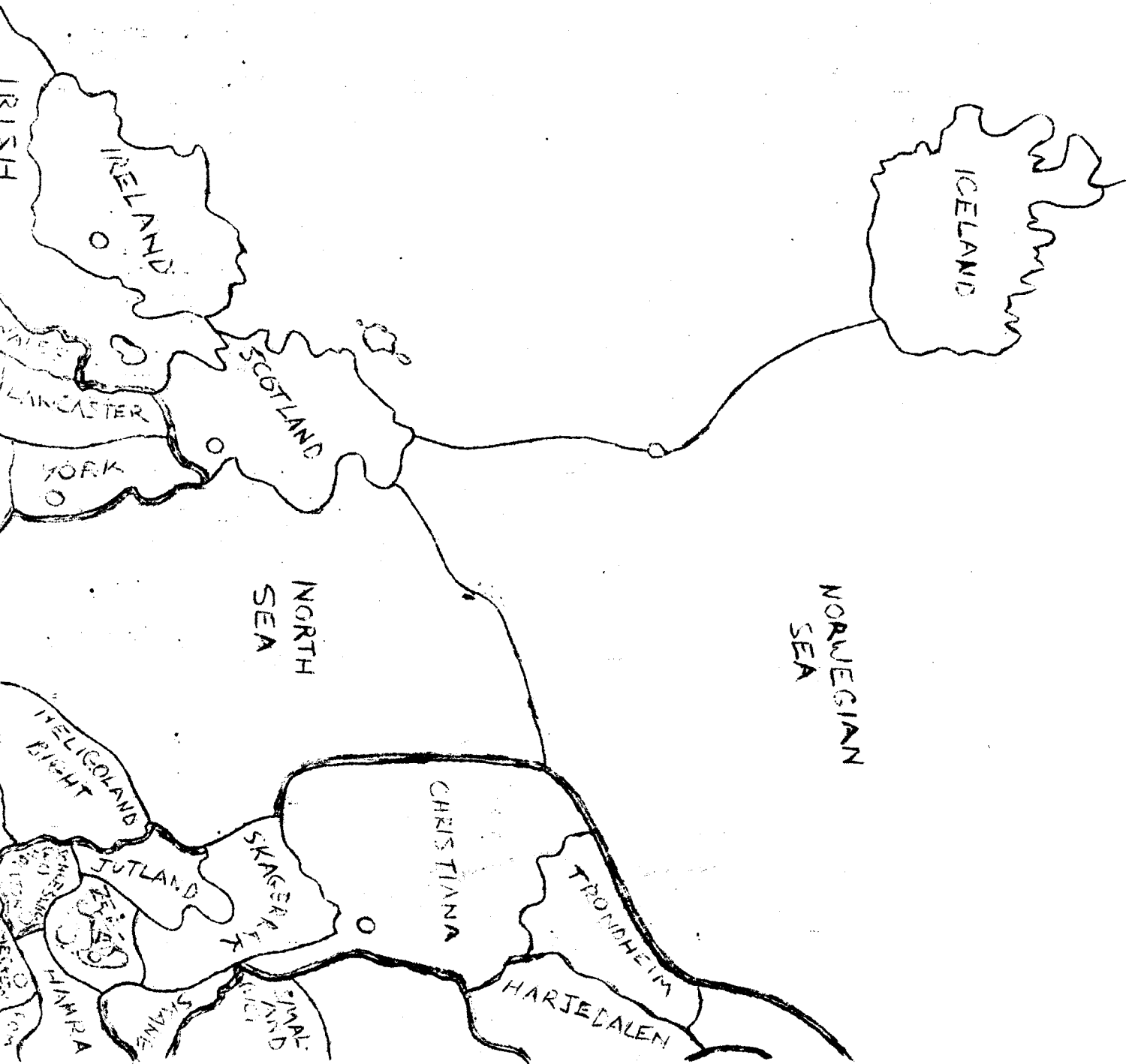
Russia - Crimea, Ingria.  
Brandenburg - Pomerania, Duchy of Prussia.  
Austria - Venice, Dalmatia.  
Saxony, Palatinate, Bavaria - Bremen, Mecklenburg

The 30 years

WAR VARIANT

or 1600 

NORTH  
ATLANTIC  
OCEAN



All of these above, save Russia, have the limiting condition that they are allowed to build only one fleet each year (maximum).

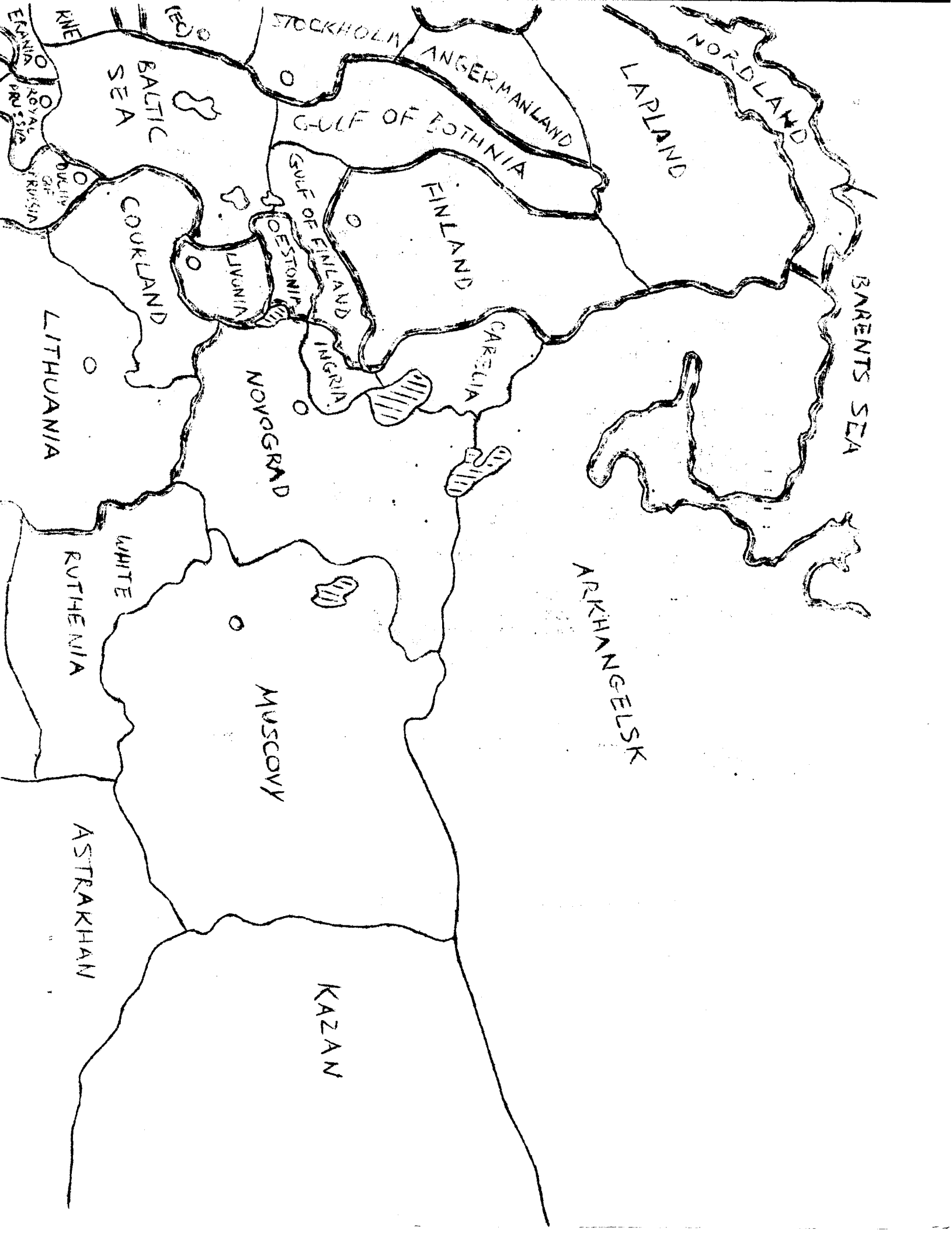
10. This game has been designed to add "a bit" of bias to give it additional historical flavor. Minor Powers to show the importance of several small German states, etc. For now I shall leave the victory conditions as the first person to gain 42 dots (out of 83), i.e. one half of Europe. This takes quite a lot of doing, so other arrangements like 1/3 can be made. A war of this nature is highly unrealistic so in the future I shall write an article with victory conditions for each individual power with the stress on survival and moderate gains (on the order of twenty centers or so). The Minor Powers would be "required" to survive and add a few centers possibly. This would allow for several victors, instead of one, just as in real life. For example, take Brandenburg; the victory points might be assigned as below:

- 5 - control of Berlin, Neumark, Pomerania, Cleves-Julich, and the Duchy of Prussia.
- 4 - control of Berlin, Neumark, and at least two other centers.
- 3 - control of Berlin and Neumark.
- 2 - survival.
- 1 - lasting a length of time (say 5, 10 years).
- 0 - elimination before that time.

Following is a list of provinces with two coasts:

- 1) Greece - east and west coasts
- 2) Papal States - east and west coasts
- 3) Schleswig-Holstein - east and west coasts
- 4) Smaland - east and west coasts

Designed by Paul Neumann, published by and available from The FOUCH.



ERANIA  
ROYAL PRUSSIA  
DUCHE OF PRUSSIA  
KINGDOM OF POLAND  
BALTIC SEA

STOCKHOLM  
ANGERMANLAND  
GULF OF BOTHNIA

LAPLAND  
NORDLAND

BARENTS SEA

COURLAND  
LITHUANIA  
FINLAND

GULF OF FINLAND  
ESTONIA  
LIVONIA  
INGRIA

KARELIA

NOVGRAD

WHITE

RUTHENIA

MUSCOVY

ARKHANGELSK

ASTRAKHAN

KAZAN



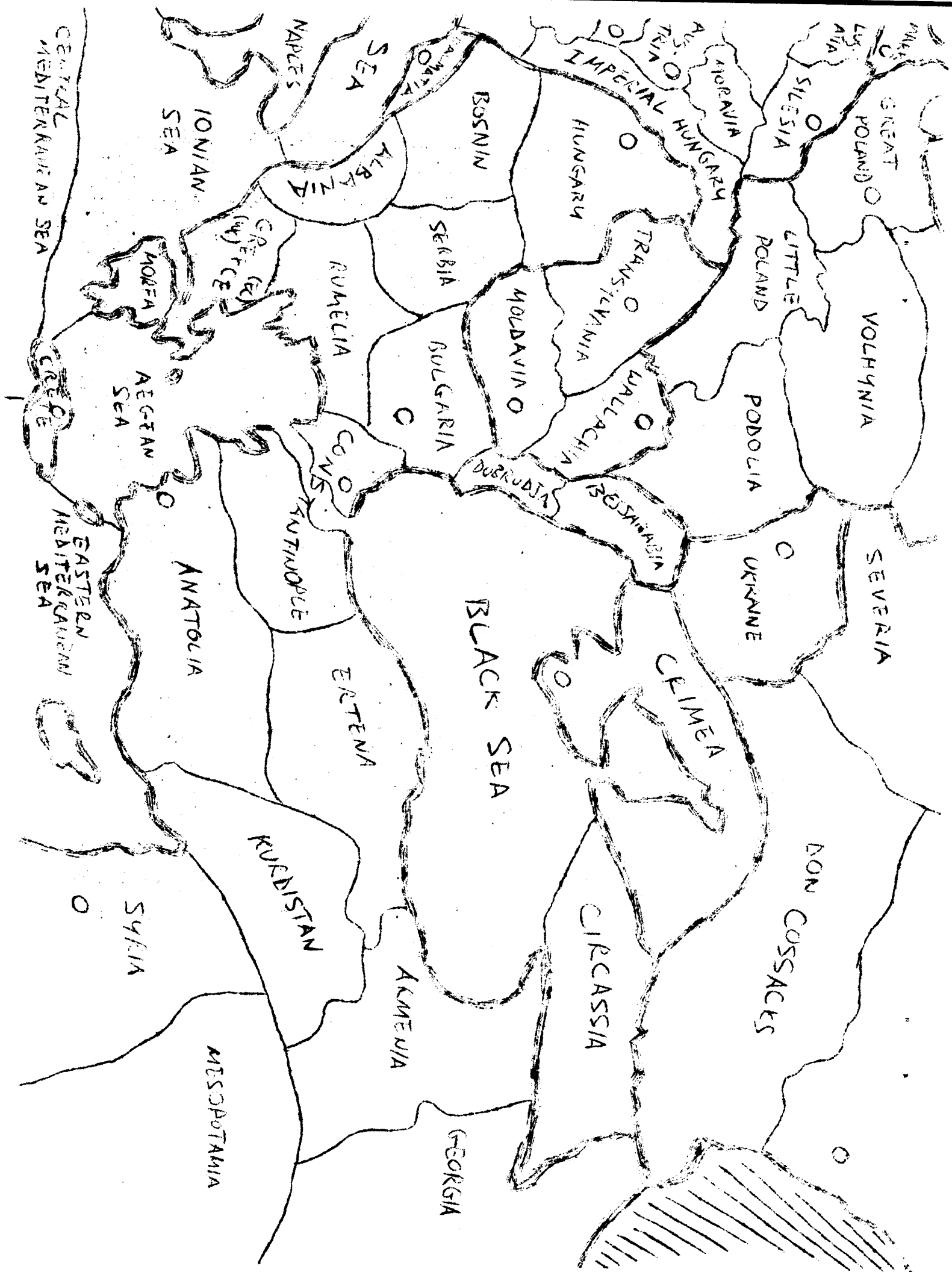
The Major Powers:

- 1) "Austria": A Austria, A Silesia, A Bohemia, A Styria, Tyrol, Carnolia, Croatia, Moravia, Lusatia, Imperialist Hungary.
- 2) Denmark-Norway: A Schleswig-Holstein, F Zeeland, A Christiana, Skane, Jutland, Nordland, Trondheim, Harjadalen.
- 3) England: F London, F Bristol, A York, Lancaster, Wales.
- 4) France: F Picardy, A Ile-de-France, A Languedoc, A Guyenne, Bearn, Burgundy, Brittany.
- 5) Ottoman Empire: F Constantinople, A Syria, A Bulgaria, A Anatolia, A Hungary, Bosnia, Albania, Greece, Morea, Rumelia, Dobrudja, Bessarabia, Armenia, Georgia, Mesopotamia, Serbia, Kundistan, Ertena, (A Crimea), ((F Tunis)).
- 6) Poland: A Royal Prussia, A Great Poland, A Lithuania, Courland, Little Poland, Poldolia, Volhynia, (A Livonia), (A Ukraine).
- 7) Russia: A Novograd, A Muscovy, A Astrakhan, Arkhangelsk, Carelia, Ingria, Kazan, Don Cossacks, Severia, White Ruthenia.
- 8) Spain: F Seville, A Granada, A Aragon, A Toledo, Marcia, Castile, Leon, Navarre, (A Spanish Netherlands), (A Milan), (A Franche-Compte), ((A Naples)), ((F Gardinia)), ((F Sicily)), Luxemburg.
- 9) Sweden: A Stockholm, F Smaland (EC), A Finland, Lapland, Angermanland, (A Estonia).

The Minor Powers:

- 1) Bavaria: A Munich, A Regensburg.
- 2) Brandenburg: A Neumark, A Berlin, (A Duchy of Prussia), (A Cleves-Julich).
- 3) Palatinate: A Upper Palatinate, A Lower Palatinate.
- 4) Saxony: A Dresden, A Leipzig.
- 5) United Provinces (the Dutch): F Holland, A Friesland.
- 6) Republic of Venice: F Venice, A Verona, (A Dalmatia), ((F Crete)).

Note: ( ) the unit gained in Winter 1601 if this province has not been taken.  
(( )) the unit gained in Winter 1602 if this province has not been taken.



CENTRAL  
MEDITERRANEAN SEA

IONIAN  
SEA

AEGEAN  
SEA

EASTERN  
MEDITERRANEAN  
SEA

SEA

ALBANIA

ROMELIA

MACEDONIA

ANATOLIA

KURDISTAN

SYRIA

MESOPOTAMIA

BLACK SEA

CRIMEA

DON  
COSSACKS

CIRCASSIA

GEORGIA

ARMENIA

ERTENA

VOLHYNIA

SEVERIA

PODOLIA

UKRAINE

WALLACHIA

BESARABIA

MOLDAVIA

BULGARIA

SERBIA

BOSNIA

HUNGARY

TRANSILVANIA

TRANSLATANIA

LITTLE  
POLAND

GREAT  
POLAND

SILESIA

IMPERIAL HUNGARY

MOERAVIA

AUSTRIA

LUZITANIA

ITALY

NAPLES

GREECE  
(ATHENS)

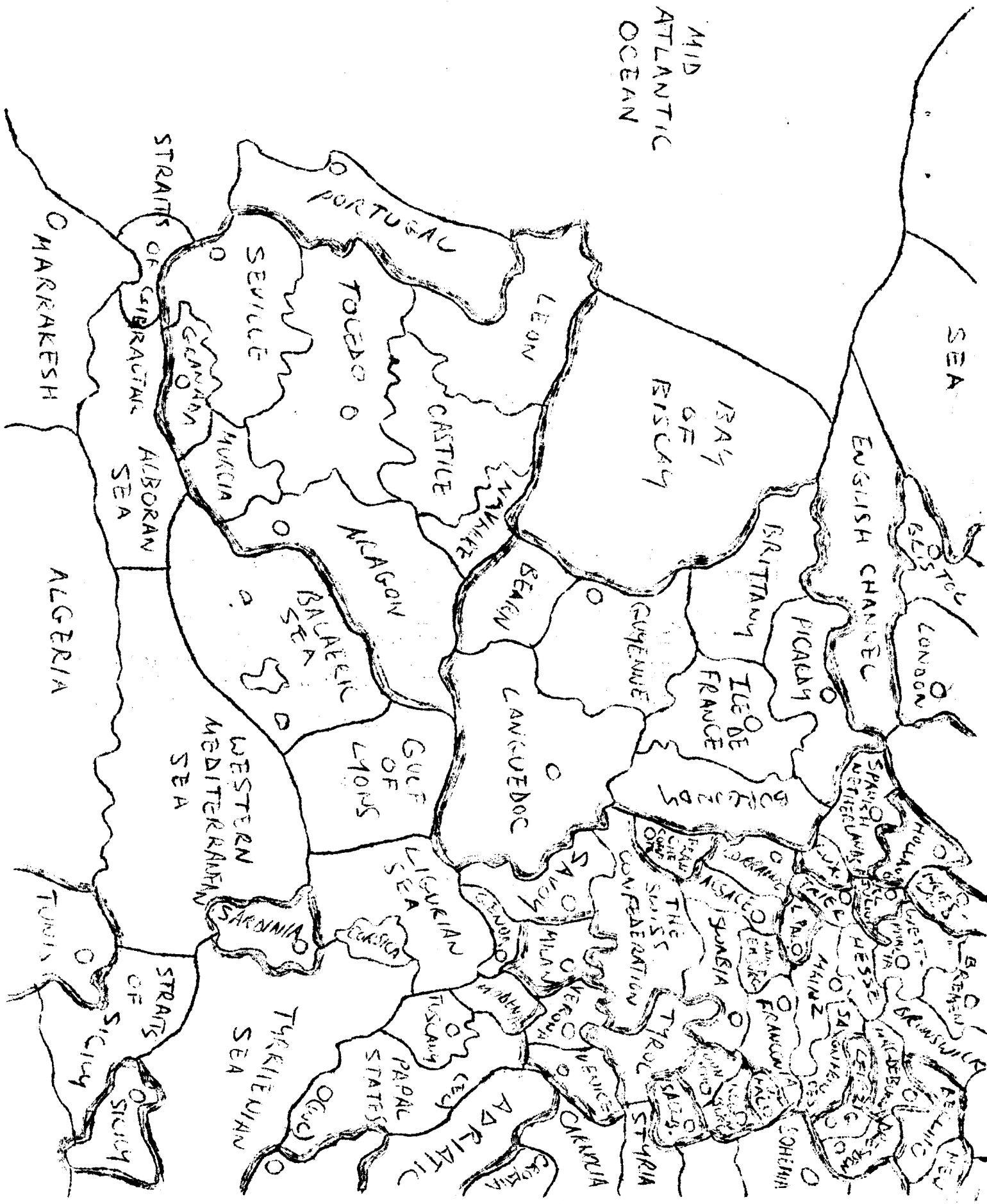
MORFA

CRETE

The Germanic Provinces may be hard to read, they are:  
(outside of the Minor states):

Trier *	Salzburg *	Brunswick
Lorraine *	Francia *	Magdeburg *
Alsace *	Mainz *	Pomerania *
Swabia *	Saxon Princes	Bremen *
Wurtttemberg	Hesse	Mecklenburg *
	Westphalia *	

\* supply center



MID ATLANTIC OCEAN

SEA

ENGLISH CHANNEL

LONDON

FRANCE

ILE DE FRANCE

PICARDY

BRITANNY

GUYENNE

BEARN

LANGUEDOC

GULF OF LYONS

MAJAGON

BAUVAIS

WESTERN MEDITERRANEAN SEA

SARDEGNA

TYRRHENIAN SEA

LIGURIAN SEA

PAPAL STATES

ADRIATIC

THE SWISS CONFEDERATION

TYROL

VENICE

GENOVA

PIEMONTE

EMILIA

ROMA

OSIMO

PERUGIA

SPINA

VERONA

MILANO

SAVONA

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VERONA

## ARE YOU ENJOYING THIS ISSUE?

If the answer to the above question was "yes" we're pleased. But this issue, successful as we think it has been, has caused some major financial problems which we must solve. Following is a breakdown of the cost of this issue and what has yet to be made up.

### Anniversary Issue Budget

postage.....	\$38.40
paper.....	\$45.00
stencils.....	\$ 9.00
ink.....	\$20.00
correction fluid.	\$ 1.50
electric stencils	\$ 7.50
misc.....	\$20.00
TOTAL	\$141.40

paid for by sub-  
scribers... \$16.00

deficit..... \$125.40

In no way can we afford this loss. Therefore, we have printed extra copies of this issue, and need to sell them to non-subscribers as a special publication. We can do this only with your help (whether or not you are a regular reader of The POUCH). If you are a publisher, please plug this effort with all your might. Please tell your friends about this special issue. If everyone reading this got one person to buy another copy, we would not only clear up our debt but make a profit. But this is not our purpose. We do not expect to make a profit. We have only wanted to put out an exceptionally good issue. If we've done this, please help us make it a success. If we've been wrong, and we cannot sell enough extra copies to pay for this issue, we will a) all be broke, b) go out of business, or c) both. Needless to say if we are ever to do a similar issue again, this one must have paid for itself.

There are several ways extra copies can be bought. Regular copies are \$1.50. For IDA members copies are available for \$1.00. For those who do not subscribe to The POUCH but wish to, this issue is available for 50¢ less than they would normally pay for it. Thus, if they sub and are a member of the IDA, they pay only 50¢ for the issue, if they're not a member, they pay \$1.00.

Thanks for your help, in advance.

## HOW The POUCH CAME TO BE

In the fall of 1972 a mini-repeat of the discovery of postal Diplomacy took place. Some years back Duncan Smith had introduced Nicholas Ulanov to the game Diplomacy. Most of the time the two and Duncan's brother, Miles, had to play a three-man version because they couldn't find enough players to fill out the board.

After Duncan had been going to Stuyvesant High School for a while he met some friends who knew the game. One of these friends was Paul Neumann. He organized some phone games in which seven people could always be counted on to play. There were quite a number of people who played in these games: Mark and Eric Robinson, Bruce Wachtler, Eugene and Alexander Godillo-Godlevsky, Evan Jones, Michael Hansen, Raymond Heuer, Joanne Neumann, and others.

Soon others besides Paul Neumann started game-mastering phone games in this circle. Paul stayed a guiding force, being a very talented player and active in the circle. Some time after this Duncan became acquainted with a magazine devoted entirely to Diplomacy games played by mail, GRAUSTARK. He showed this to Nicholas who evinced some interest.

One day when Nicholas was over at Duncan's house he said that he had an idea. He said that he wanted to form a magazine to run phone games in. He owned a mimeograph so he could duplicate the magazine and there were all sorts of interesting things that could be put in it. Duncan had been thinking of the same thing and jumped at the idea. Nicholas had a name, The POUCH.

Paul Neumann had been thinking along the same lines, and so the three formed their magazine as co-editors. Paul Neumann recruited those in the phone games to become charter subscribers.

A flyer was produced and mailed to an old copy of the GRAUSTARK mailing list. Conrad von Metzke responded and informed the editors that GRAUSTARK was not an isolated occurrence, but that there was a world-wide hobby devoted to play of the game by mail. The three young, intrepid editors decided to open mail games as well as phone games, realizing that these would grow and eventually their magazine would run only one or two phone games. But that was part of a brilliant tomorrow and they had to concentrate on a brilliant today. And today, today is yesterday, and tomorrow is today.

## THE ENVELOPE PLEASE...

by Penelope Naughton Dickens

And here they are, the results of The POUCH Awards. Here is the list of the winners with my comments. A summary is on page .

First, the winner of the Best Article Award. The winner is me! For "That Old Black Magic." Should I give a victory speech? In any case the vote was close. Here is the exact placing:

- 1 - "That Old Black Magic," Penelope Dickens
- 2 - "Sniper! A Review," Gil Neiger
- 3 - "The 36th Franscaucasian-Transcaucasian War,"  
Mike Ritter,  
"Fall of Rome. A Review," Duncan Smith, and  
"For the Record Series," Nicholas Ulanov

Next were the tactics articles. Gil Neiger won with "Getting Under Foot," and Duncan Smith came in second with "Everything About 1901."

In the press release area, Duncan Smith won the Best Press Writer Award, Best Press Series Award, and Best Single Press Release Award. Just goes to show you what lengthy press can do! Nicholas Ulanov got second in both Best Press Writer and Best Press Series categories.

Ronald Kelly and John Stevens were neck and neck for the Best PBM Player Award, and only one vote determined the winner, John Stevens. By the way, both Ronald and John are allied in the games they're playing in The POUCH. Better watch out!

Duncan also won Best PBP Player, a title I'm not sure anyone wants to win. Leo Plotkin got a fair second.

And finally, Gil Neiger won the Best Game-master Award handily. I wonder if that's another case of quantity over quality. My guess is it isn't.

Now for my long awaited victory speech:

Being a modest soul, I'll say that there were many articles better than mine, and being a conceited soul at the same time, I'll say that I'm a great liar.

Here are the other victory speeches:

Kimball Drek: Well, I'm real happy to have won both the Best Press Series Award and the Best Single Press Release Award. I think that I should thank all those responsible, people like Dracula von Neumann, Igor Uglyk, James Bonda, and of course that guy, what's his name again? Oh yes, Smith....

Duncan Smith: I'm glad to have won the Best PBP player Award but I've got to make a confession. Phil Kahn has been feeding me the moves. ((You don't get it? Don't worry, neither does Duncan.)) ((Following are the two winning articles, and several other good ones from the last year of The POUCH..))

## THAT OLD BLACK MAGIC

### How to Win in Diplomacy with the Help of the Devil

by Penelope Naughton Dickens

Many people are playing in a game right now, where they are losing. They've done their best tactically and diplomatically, but they're still losing. In a case like this there's only one remedy. Call the devil.

#### How to Make Alliances

You are playing Italy, you know that an alliance with Austria is needed. Yet Austria refuses your advances. What do you do? Well try some magic. First, buy some green cloth, green candles, and, if possible, a green rat (if you're playing Austria everything should be red, Russia white, etc.). Light the candles, spread the cloth and then prepare your green rat for sacrifice. Paint a pentagon in the center of the green cloth. Place your green rat in the center. Raise a knife, plunge it into the rat's heart while saying, "Allan B. Calhamer, Allan B. Calhamer." If all goes well, a devil will appear. Tell him what you want and ask what he wants in return. Usually the devil will not ask for your soul for so petty a wish. What he might ask is that you sacrifice a green rat once a week (Note: When using white candles and cloth ((Russia)) you have to be careful. White is the color of good and there's always a chance that an archangel will appear. Archangels are notably nasty to people who sacrifice animals, and will usually damn you to hell. Of course you'll get to see the devil there, but then again.....)

#### Killing the Players

Have you ever found yourself playing Italy while Edi Birsan is playing Turkey? Have you ever had that feeling of impending doom? Well you can always have the devil help you again. Use the same system as for alliances, but this time, get a green baby (if you ask for more, you've got to give more!). Of course sacrificing a baby once a week gets kind of hard. Things could get worse! What if Brenton ver Floeg took over for the dead Edi Birsan? That's two babies per week! And what if Doug Beyerlein takes over? That's three babies per week! Of course if you get caught that's not the end. There are no laws saying that you can't play Diplomacy in San Quentin.

#### Becoming the Greatest Player Ever

After a while it's going to get awfully tiring sacrificing those four rats and three babies every week. You'll be getting sick of the rat race (not to mention the baby race). If that's the case, why not go all the way? Sell your soul. Most people don't realize that the devil has got more soul than anyone else. Just think of it! You'll be the only Diplomacy player to ever win 500 games in a row! It's true though that the torture you'll go through for eternity when you get down there is living hell. A couple of reliable devils have told me what it is. You're assigned a country in a Diplomacy game. At first you win, until you reach seventeen centers, and then you're brought down to one center, then back to seventeen, back to one.....



## GETTING UNDER FOOT

How to Die Gracefully While Being a Pain in the Ass at the  
Same Time

by Gil Neiger

Nobody wants to face it. No one wants to admit it. But someone always has to lose in a game of Diplomacy. Games with seven finishers are rare, and rarer are seven-way draws. But still, people just write articles on how to win in Diplomacy. Here's an article on how to lose.

First of all, one must ascertain that he's definitely dead and has no hope of survival; not winning; survival. Rod Walker once wrote an article on how to survive when things look hopeless. Well, I'm assuming that you know things are hopeless.

So you look at the board and you know you're a goner. When you know that you can become the strongest player on the board. You're the only one (with the possible exception of sure-fire winning positions with upward of twelve units) who can do anything he wants. After all, it can't ruin your chances of winning, or even survival. So you're out to have fun. But you may earn some sort of survival in the process. If you do totally crazy moves, there are times when they may thwart an overwhelming attack, which was prepared for a more stable defense. Not only does this prolong your life, but it shows your worth to the enemies of the player attacking you. But first you'd better check the alliance patterns.

With Diplomacy being as intricate as it is, just about anything could have happened to put you in a dying position. I'm going to deal with two possibilities.

#1: You've been with the same general alliance the whole game and you're dying. In this case, you can do two things. One is to keep fighting your game-long opponent(s), giving him as many problems as possible, and generally practicing the art of "getting under foot." This is the admirable, honorable and most fun thing to do. The second thing is to "sell your soul" to the enemy, stab your allies and become totally untrustable to anyone. Your old allies won't trust you because if you did what you did (stab your old allies when you knew you were dying) he should know that you'll do anything to survive. But doing this may prolong your life far beyond what it should be.

#2: You've been sort of switching back and forth between sides the whole game. In this case there's little hope for any survival. But that doesn't rule out "getting under foot."

I happen to be in a game now in which I am a dying Austria. I'm being crushed by a cloddish Russia who is only doing well because Germany is more cloddish and Turkey is inexperienced. In that game I performed the most cherished of dying countries' objectives. I sold out to the enemy and got under his feet at the same time. Well I told him I was selling out, and since it would lift me from a

definite seventh to a fourth and possibly a third, he expected me to help him. So I exchanged information for temporary survival. And I got him wrong information which got my condition into a much better position.

**COALITIONS:** Long-term coalitions are a rare thing in Diplomacy. A coalition is simply an alliance with no distrust. It is usually formed when one country or countries will run away with the game if a coalition does not form. Sometimes a coalition does not form, and the other side wins. But a coalition of equal, or slightly lesser strength and tactical position can always defeat an alliance. When the threat of the enemy is massive, and it is obvious that he cannot be thrown back, merely stopped, then you sometimes get a full-time coalition. This is the strongest of alliances, because it never splits. The enemy rarely expects this and wastes his time and units trying to split it. And even if he does realize that it can't be split, there is little he can do.

The reason that I talk of coalitions here is that when you have a basically two-sided alliance structure, and most of the countries on one side start dying, you have a good chance of a coalition. The dying countries, if they choose an honorable course, will do anything for the larger country on their side. And this is the main threat to a winning side: out of a mass of small countries, emerging one country which is a Power.

This article was not written from the point of view of the survivalist, a player who thinks more of his game rank than the actual play of the game. But the rules make no provision for placing behind first. One wins or one loses. So if you're not going to win, you can always "die gracefully."

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A man who committed suicide left behind this note:

"I married a widow. She had a grown daughter. My father married this stepdaughter of mine, and thus he became my son-in-law, and my stepdaughter became my mother when she married my father.

"My wife then gave birth to a son. This son was my father's brother-in-law, but he was also my uncle since he was the brother of my stepmother (who was also my stepdaughter).

"My father's wife also gave birth to a son. This son was both my brother and my grandchild -- he was my father's child and my stepdaughter's child.

"Now, since this son of my father and of my stepdaughter is my brother, then my wife is my grandmother! If a grandmother's husband is a grandfather, then I am my own grandfather."

## A BAG OF TRICKS FOR FRANCE

by Penelope Naughton Dickens

It is generally assumed that France has no recourse other than England's help if Germany attacks her. This is a false assumption if France has any diplomatic skill. It is true that Germany and England united against France is a very difficult alliance to break without strong Russian and other aid, but if France can persuade England to remain neutral she does not need to worry. At first glance it seems that in a surprise attack, particularly at the beginning of a game, Germany is incredibly strong. Germany can attack through Holland (possibly Belgium), Ruhr, and Munich. France has only Burgundy and perhaps Belgium to attack back with.

But, Italy must not be forgotten. If France was to move to Piedmont from Marseilles, and talk about how she was going to tear Italy to shreds, and Italy also to talk this way, but in reality have an alliance with France, an excellent waiting game can be arranged with France and Italy attacking each other with one army each, resulting in continual stand-off until a sudden move is wished.

Neither must Austria-Hungary be forgotten, for she can apply considerable pressure on Germany; but this is not her greatest strength. France can, after playing her waiting game with Italy, come out and move to Tyrolia, possibly with an army following it into Piedmont. Austria then yells in sudden agony, and calls on all countries to support her. If she gets help, this is not a bad pay-off for a secret alliance with France and Italy. Meanwhile Italy and France publicly gloat about how well their secret alliance against Austria (!) has gone. Of course, Italy must be given something in return for her being willing to ally with both of her neighbors; this reward will be mentioned later.

After Austria has gotten help from her neighbors in any of her occupations, the real move of the secret Triple Alliance is unveiled. France (or possibly Austria) moves from Tyrolia to Munich, or Bohemia for a better set-up before attacking Germany. Now Germany yells, and is virtually surrounded. At this point Germany can be carved up by France, and possibly some combination of Russia, Austria-Hungary, and England.

All this may seem like it takes a long time, but this is not necessarily so. This plan can be used as a surprise against Germany over several years, or it can be done in response to a move by Germany very rapidly over the period of one year.

And now comes Italy's reward for going into this deal. The reward plan has two possibilities for France. 1) France can go back to Italy and help in their original public treaty; that is, France and Italy can go against Austria for real. Of course this means that an alliance with Russia or Turkey might be worked out by France to aid in dismantling Austria, and in France's long-range plans. 2) France can say tough luck to Italy, and leave Italy to be dismantled by Austria and her. This leads to a long-range alliance

with Austria for France.

This plan can of course be flexible even to the point of being altered to be used in an alliance between France and Germany. The plan can be used with the primary goal an alliance with Italy or Austria, and an attack on Germany only secondary. The plan can be set in motion, and then an alliance with Germany sought, and Italy and Austria carved up. Of course, with the number of ways that this plan can be altered the possibility for distrust is mammoth. France must thus work as strongly as possible to set her goals for this plan at the very beginning and then work with all her strength to keep this plan operative.

This plan is workable and can prove a great boost to France's position in the game, but it can also be slightly altered by others of the countries mentioned and used to their benefit. But as always, the magician's oath must be followed: don't reveal more of your trick than meets the eye.

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1. There are five houses, each of a different color and inhabited by men of different nationalities, with different pets, drinks, and magazines.
2. The Englishman lives in the red house.
3. The Spaniard owns the dog.
4. Coffee is drunk in the green house.
5. The Ukrainian drinks tea.
6. The green house is immediately to the right (your right) of the ivory house.
7. The TV Guide reader owns snails.
8. Time is read in the yellow house.
9. Milk is drunk in the middle house.
10. The Norwegian lives in the first house on the left.
11. The man who reads Newsweek lives in the house next to the man with the fox.
12. Time is read in the house next to the house where the horse is kept.
13. The Reader's Digest reader drinks orange juice.
14. The Japanese reads National Geographic.
15. The Norwegian lives next to the blue house.

Now, who drinks water? And who owns the zebra?

Deduce, analyze, and persist. Then -- and only then -- turn to page 77 for the answers.

# THE AUSTRO-TURKISH ALLIANCE

by Gil Neiger

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

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

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

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

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

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

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

More than most alliances, this one requires a lot of trust. But after a few years the alliance should become practically stab-proof, as all good alliances should.

## THE BALKANS

by Duncan K. Smith

Ask any Diplomacy player where more armies can be eliminated, where a six dot power can have only three units on the board and they'll tell you the Balkans. The reasons for this are simple. There are no other groups of supply centers where four world powers can fight a war so easily. About the only other places on the board that even come near to this are the Netherlands (England, Germany, and France) and Scandinavia (Russia, England, and Germany). It is altogether too easy to eliminate an army in the Balkans because of the lack of provinces; there are only five of them: Rumania, Bulgaria, Albania, Serbia, and Greece. After all the rules do not allow for any "Dunkirk" type evacuation as the British performed at Dunkirk in 1940 and in Greece in 1941. Russia and Italy can both survive without a piece of the Balkans. This doesn't mean that they don't try for a chunk though. Each country must have a different strategy to take the Balkans and I shall now proceed to discuss them in some sort of detail.

Italy: In Spring 1901, Italy has to decide what its objectives will be for that year. It can just play it cool and take its guaranteed supply center, Tunis, or it can take the big risk and head for Greece. Now I don't deny the fact that it would be nice to take Greece in 1901 but at the same time I am enough of a realist to realize that it can be quite dangerous. When you consider that Italy is not the most favorable country in the game, you can guess how dangerous it is to try to take a supply center where there is every possibility that you'll never get it. I therefore advise all Italian players: Don't, I repeat don't, attempt to take Greece unless you're damn sure that you'll get it. Another good reason for a conservative Italian policy is the ease in which an Italian army in Greece can be eliminated. If you feel nonetheless a wild urge to visit the Acropolis, wait a year till you're in a more favorable position, i.e. 1902 or 1903. What you do in the Balkans from there on is your choice.

Russia: Russia has basically the same problem as Italy, that is getting a foothold in the Balkans. Even taking it for granted that it takes Rumania, it is no small task having three armies available every year to support that claim. It is very hard for Russia not to be at war with either Austria-Hungary or Turkey. If indeed the Russian player can't resist the Balkans then he had better ally with Turkey. The reasons for this course of action are rather simple. In the long run Russia will have a far easier time against Austria's position than against Turkey's. Also it is far easier to defend Rumania against Turkey than against Austria-Hungary. If Russia uses this strategy then he might as well bring Italy into the deal, thereby sealing Austria's fate. By the way, the Russian player should realize that usually when the game is won by Russia, he rarely has controlling interest in the Balkans although he tends to own Austria-Hungary.

Austria-Hungary: Austria with any luck at all should be able to take half the Balkans and therefore I shall cover the strategy involved in taking all of the Balkans. The first principle is to have a firm alliance with Italy, i.e. Italy takes Tunis and allies against Turkey. The next principle is to involve Russia and Turkey in a war. This will, one hopes, keep the Turks and Russians from meddling in the Balkans. Taking Rumania shouldn't be that hard if the above mentioned plan works, but the taking of Bulgaria is something else. Bulgaria can easily be defended if Italy stands neutral. Of course the above plan would not have worked if Italy had stayed neutral but I sincerely doubt that Italy would allow Austria to gain its seventh dot while still only having Tunis. At this point in order to avoid being double-crossed it is a good idea to give Italy Greece in return for Bulgaria. Once you have secured Bulgaria, stab Italy and take back Greece. At this point in the game you'll win or be utterly destroyed by a very angry Russia, Turkey, Italy.....

Turkey: I have been saving Turkey for last because in my opinion it has the best shot at taking the Balkans. All he has to do is take the Balkans in 1901 and decide by winter 1901 what his course of action will be. He can build a fleet in Smyrna and come out for Greece or build an army in Ankara and go for Sevastopol and Rumania. If he goes toward Greece he should ally with Russia (not with Italy, he's too interested in Greece himself) or Austria if he's going after Rumania. In my opinion the best plan is the one against Austria. Russia can always be taken care of as long as the Black Sea exists but Italy will not if France is smart. You and Italy should easily be able to share up Austria after which you can attack Russia till France attacks Italy. At that point you should be able to take Italy and the game.

In the end it should be obvious that the sharing up of the Balkans is all the matter of who has the better alliance and who trusts who. Remember one thing: When you try to take the Balkans the odds are 50/50 that you'll be a dying or minor power in the end.

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Samuel Foote, dramatist, devised the following as a challenge to one who boasted he could learn anything by heart after one reading of it:

So she went into the garden to cut a cabbage-leaf to make an apple pie and at the same time, a great she-bear coming up the street pops its head into the shop -- What! no soap? So he died, and she very imprudently married the barber; and there were present the Picinnies, and the great Panjandrum himself, with the little round button at the top. And they all fell playing the game of "catch as catch can," till the gunpowder ran out of the heels of their boots!

by Gil Neiger

In Duncan Smith's recent series of articles on Diplomacy openings he mentioned for Italy the Western and Eastern Lepanto. However, he left out the Northern Lepanto, or Caporetto opening.

I have never seen this opening used or used it myself. Therefore, the basis of this article is basically tactical. Caporetto is well known as the defeat that the Austrians and Germans dealt to the Italians in 1917 (Aus A Tri-Ven; Ger A Tyr S Aus A Tri-Ven; see A Farewell to Arms), but it is not so well-known that Caporetto was an Austrian town, and that the Italians had dealt several defeats to the Austrians along the Isonzo line in the previous year.

The opening generally assumes an Italian position after the first year of F Ion, F Nap, A Tun, and A Ven. The Spring 1902 moves would be F Ion-Adr, F Nap-Ion, A Ven-Tri, A Tun holds. If the move to Trieste succeeds (a reasonable assumption), then the Italians are in excellent shape. A supported convoy is then possible into Albania, giving a support on either Greece or Serbia. Or, the A Tri can be supported if necessary.

If the move to Trieste fails, one can still support oneself to Trieste in the fall, and make the convoy unsupported.

An alternative is that if Trieste is left vacant after Spring 1901, and it will be vacant in the Fall, one can move A Ven-Tri in Fall 1901, building an army in Venice, with the F Nap. Either way you are in a strong position after 1902.

Unfortunately, this opening requires several things to be true to succeed. France must be allied or neutral. Try to stimulate an Anglo-German alliance to attack France. You must have either Turkey or Russia (not both; although Germany may be a possible substitute) on your side. Turkey should prove to be quite awkward. Both Italy and Turkey are Mediterranean sea-powers at heart. However, an alliance with Russia is not impossible, and it may be the key to stopping the Austro-Turkish.

As with most stoppings of the Austro-Turkish, with this move, it is best smelled out before the first moves. If that occurs, Russia should move A Gal-Vie in the Fall (obviously moving A War-Gal in the Spring). If by some freak chance Italy can get into Venice in the first year, Austria (and the Austro-Turkish) is dead, and act on your own instincts. If not (don't try if you can't), Italy should support Russian A Vie-Tri in Spring 1902. This will usually work, though it can't be guaranteed. If it succeeds, the Austrian position is torn in two, and cannot hold. Don't worry about the Russian A Tri blocking your expansion. He usually should be able to get into either Vienna or Budapest in the Fall, and if he can't, you can always oust him yourself, but this is not advised.

It is important that Turkey not get Sevastopol in the first year. Otherwise he can get a supported attack on the Ionian in Fall 1902. But usually this can be avoided if Russia is competent.

The beauty of Caporetto is that it is a wait-and-see move. By Spring 1902 any Anglo-German alliance will be formed, and a possible Russian alliance will be there, if either of the above are to appear at all. If they aren't, there are other moves for Italy.



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BOAST is a dittoed zine from Herb Barents (157 State St., Zeeland, MI 49464). It averages eight pages and, in addition to running games, features several pages of news of the wargaming hobby in Michigan and nation-wide. "A Voice of MGA." 1 year (18 issues) for \$2.75.

CALIFORNIA REPORTS (formerly WASHINGTON REPORTS) runs no games, but is a must for anyone interested in ratings or the technical aspects of the hobby. It is available from Doug Beyerlein (c/o Hydrocomp, 1502 Page Mill Road, Palo Alto, CA 94304) for 5/\$1.00.

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MIXUMAXU GAZETTE is a zine which improves with every issue (and by the year 2014, it will be up to par). It is now always neatly mimeographed and printed on regular-size paper. It runs a few games, but its emphasis is on its other contents, which are letters, articles, crazy things which can't be classified, and reprints of the New York Times. Many say it's well worth the 6/¢1 cost. Write to Robert Lipton, Box 360, Lafayette College, Easton, PA 18042. It's actually the best zine to come along in the last year, besides The POUCH of course.

MOESHOESHOE is the best regular Belgian zine published. This may be due to the fact that it is the only regular zine published in Belgium. It is bi-lingual (French/English), and if you enjoy the qualities of a good zine in two languages, you ought to enjoy MOESHOESHOE quite a bit. Rates being revised. Michel Feron, Grand-Place, 7, B-4280 - Hannut, Belgium.

PELUCIDAR is published by the Miller Numbers Custodian, Burt Labelle. It is dittoed, and contains news items in addition to its well-run games. It is 10/¢2.00. Available from: Forest Park #23, Biddeford, Maine 04005. If you're interested in variants, you ought to sub.

" " (pronounced QUOTES) is published by James Massar (127 N. Emmons Street, Dannemora, N.Y. 12929). It is dittoed, and contains in addition to regular and variant games (including a bourse) a good deal of correspondence on politics. It is 10/¢2.00, or \$3.50/year.

And now we want to plug what could well be the best new zine to come along this year, ALTERNATE REALITY. The main portion of this zine is devoted to fiction (an area now sorely ignored in a hobby which grew out of sf fandom). The fiction is entertaining and some of it is quite good. There are interesting articles on many things including wargames. It has pleasing artwork. It is very nicely mimeographed. And it is running 14-pages an issue and hopes to be up in the twenties by summer. In short, it's got everything you could want, and has started out like it's been going for months with plenty of experience. You want a very good zine to read? Subscribe. You want to play in a game? Subscribe. Get in on a good thing early. Subscriptions are 10/¢3.00. Write care of Ron Melton, c/o Rhodes' Books, 694 Broadway, El Centro, CA 92243.

You say you didn't note any negative remarks in all of those "reviews" (more properly plugs)? Well that's for a very good reason. We don't trade with any bad zines. If you saw it in the list above, it's worth subbing to. We guarantee it. But if you don't like it once you've subbed to it, it's your own fault for having believed us.

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Solution to the puzzle on page 68:

Answers: The Norwegian drinks water. The Japanese owns the zebra.

HOUSES	Yellow	Blue	Red	Ivory	Green
INHABITANTS	Norwegian	Ukranian	Englishman	Spaniard	Japanese
PETS	Fox	Horse	Snails	Dog	Zebra
BEVERAGES	Water	Tea	Milk	Orange Juice	Coffee
MAGAZINES	<u>Time</u>	<u>Newsweek</u>	<u>TV Guide</u>	<u>Reader's Dig.</u>	<u>Nat. Geo.</u>

adapted from Life International

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