

TURKEY IN GREECE; FRANCE FORGETS

73-10 (1973GR) Fall 1903
 Austria-Hungary (Gary Peterson)
AWar-Mos, FGreSFEMed-Ion (elim.),
 owns: ~~Gre~~, ~~Ser~~, War (1) no builds
 England (David Lagerson)
 FNwg-Nat, FHel-Nth, FSweSFDen-Bal,
 FLonSFiri-Eng, Firi-Eng, ABel. owns:
 Edi, Liv, Lon, Bel, Nwy, Swe (6)
 France (Robert Vivian)
 no moves received. FWal, FEng (-Bre),
 FMid, AGas, APic. owns: Bre, Mar,
 Par, Por, Spa (5) no builds
 Germany (David Claman, 1)
 FDen-Bal, AHolsABel, AKie-Ruh, ABer-
 Pru. owns: Ber, Kie, Mun, Den, Hol
 (5) builds: AMun
 Italy (Kevin Gallagher, -1)
 ATun-Apu, FionCATun-Apu, AVen-Tyr,
 FAlbSATri, ATri (-Ven). owns: Nap,
 Rom, Ven, ~~Tyr~~, Tun (4) removes: AApu
 Russia (Wayne Gildroy, 1)
FBoth-Swe, FRum, AMos-War, ABud-Tri,
 AVieSABud-Tri. owns: Mos, StP, Sev,
 Bud, Rum, Tri, Vie (7) builds: ASStP
 Turkey (Zane Parks, 1)
ASer-Alb, FBla, ABulSFAeg-Gre, FAeg-
 Gre, FEMed-Ion. owns: Ank, Con, Smy,
 Bul, Gre, Ser (6) builds: FSmy

Stephen Tihor please stand-by.

NEXT DEADLINES:

73-3: April 6; 73-4: April 6;
 73-6: March 30; 73-7: April 6;
 73-8: March 30; 73-9: March 23;
 73-10: April 6; 73-11: March 30;
 73-12: March 23; 73-13: March 23;
 74-1: March 30; 73-D: March 30;
 73-E: April 6; 73-F: March 23

TURKEY GONE

73-4 (1973DG) Spring 1906
 Austria-Hungary (Keith Thompson)
 FSmy, ACon-Ank, ARum-Ukr, AGal-War
 (elim.), ASevSARum-Ukr, ABohSATyr-
 Mun, AVieSABoh, ABud-Rum, ATri-Bud
 England (John Stevens)
 FSka-Nth, FStP(NG)-Bar, FBre-Gas
 (-Pic or elim.), ANwy-StP, FLon-Wal,
 FNth-Eng
 Germany (Jonathan Jacobs)
 FDen-Bal, ABel-Bur, ASwe, ASil-Gal,
 AMunSABel-Bur, ABerSAMun, AParsABel-
 Bur, FHol
 Italy (Ronald Kelly)
 AArmSACon-Ank, AMar-Bur, AGasSFMid-
 Bre, FSpa(NG)-Mid, FAeg-Ion, FMid-
 Bre, ATyr-Mun, FWMed-Spa(SC)
 Russia (Paul Neumann)
 AUkr-Mos, AWarsASil-Gal
 Turkey (Eric Robinson)
AAnk (elim.)

John Stevens replaces David Wildman.

* * *

More moves on pages 10 & 11.

* * *

INSIDE:

A BETTER MOUSE TRAP..... 3
 EDITORIAL..... 2
 LETTERS..... 12
 ORIGINAL SIN DEPT..... 18
 PEACE LOVER'S COMMENTS..... 9
 PHONE RATINGS..... 4
 PRESS..... 8,9,10
 PRESS INDEX..... 10
 TREKKIES, TREKKIES EVERYWHERE.... 5
 WINNING IS NOT EVERYTHING..... 7

THE FOUCH

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

send letters, comments, and press releases to the above address.

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

Editors:

Penelope Naughton Dickens

Duncan K. Smith

Nicholas A. Ulanov

Contributing Editor:

Gil Neiger

Game Masters:

Cary Fulbright

Raymond Heuer

Miles Smith

Robert Lipton, editor of Mixumaxu Gazette, has started a Beyerlein Player Poll in reverse. He wants to know who you think the fourteen worst players in the hobby are. You need not send in a complete list if you can only think of a few worst players. Send in your list to Bob at: P.O. Box 360, Lafayette College, Easton, PA 18042.

Those of you who on occasion have phoned in your moves to **your** GM because you have forgotten to mail them on time should note the following: GM's are under no responsibility to be home for your calls and members of their families need not take your moves down for them. Further, GM's may adjudicate your moves any time after 12-noon and if you get your moves into them after 12, they need not accept them.

You might also note, that unless you specifically dateline your press, it is printed anonymously.

In this issue we clear up a backlog of letters. So don't be angry at the amount of space they take up, because at least now we don't have any waiting to be printed.

The Anniversary Issue will be out by the time you receive this issue. We hope it's been worth the waiting.

David Wildman is now at: c/o E. Schutte, 260 S. Norma St., La Habra, CA 90631.

Michael Lind has resigned from 73-13 (1973CU). Leo Plotkin (83-02 Cornish Avenue, Elmhurst, Queens, New York 11373) is asked to take over the position.

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

..... subscriptions are 10/\$2.00

..... page two

A BETTER MOUSE TRAP....

Desert War: A review

By Duncan K. Smith

Desert War is the result of three games: Panzerblitz, Combat Command, and Kampfpanzer. All three games have been previously designed by Simulations Publications Inc. All three games deal with tactical

rating chart:

mapsheet.....	8
rules.....	8
complexity.....	5
counters.....	8
balance.....	7
scenarios.....	6
realism.....	8
length.....	2-2 ¹ / ₂ hr
overall.....	8

warfare (company and platoon level) in world war two. Desert War is SPI's game of warfare in North Africa 1941-1943. SPI has taken all the good things from the above mentioned games and fit them into Desert War. Desert War is simultaneous, and comes off like a tactical Sniper!. The units represent platoon of tanks, companies of infantry, and batteries of artilleries. The mapboard shows a typical bit of North African desert.

Desert War is a very much cleaned up game compared to Panzerblitz and Combat Command. The sighting rules, firing rules, CRT all have been cleaned up. As I said before the game is simultaneous, but don't let that frighten you off. The system is handled very intelligently, and can be done much more simply than in Sniper! or Bull Run. One page of the SM pad will last you a whole game, with this new system. Most people complain that the simultaneous system makes the game a drudgery and very time consuming affair. SPI has solved that problem in this game. Moves for twenty pieces can be written in five minutes.

SPI has also given us a whole new theory on how to simulate tactical tank warfare. The overruns and close assaults of Panzerblitz, and Combat Command are gone. Overrunning in Desert War has been made impossible unless the overrunning unit's target happens to be an immobile artillery unit. Close assaults are not allowed in the game at all. Also artillery units have been given a much greater role. A couple of 105mm Howitzers can disrupt huge amounts of tanks in the same turn with great ease! The antitank guns are unbelievably effective. The German 88mm A/T with its range of 45 hexes (!) can kill anything before it gets in range. Infantry cannot fire on armor or close assault it. They are given only one role in the game: slowing up the tanks. Desert War, much more than Panzerblitz and Combat Command, is a tank game.

Now we come to the only serious problem with the game: the scenarios. Whenever I buy a wargame, I always buy it for its historical aspects, and not only for its entertainment value. When I bought Desert War, I looked forward to seeing how SPI would simulate all the great battles of the North African war. I was disappointed when I looked at the scenarios. They weren't historical. The scenarios are a sort of "roll your own" type. There are five basic scenarios provided: Armored assault, meeting engagement, infantry defense, minefield defense, and raid on leager. Once you've picked your scenario, you pick your OB from the list: early 1941, late 1941, early 1942, late 1942, and early 1943. Of course the later the year, the more modern the weapons. The Germans have the advantage in the early scenarios but as the years go by, and the allied tanks improve, the Germans lose their edge completely. SPI explains the lack of historical scenarios by saying that there must have been countless engagements throughout the war just like the ones they have provided. This isn't good enough for me.

Desert War is a fun game. SPI has taken all the good things from Panzerblitz and Combat Command and put them into Desert War. My only complaint lies with the scenarios. If you like a fun, fast moving game, this game is for you, but if you like historical simulations in the true sense of the word, this game is not for you.

*

*

*

Ratings .

Diplomacy by Phone Ratings:

L. Plotkin	11.0 (1)
D. Smith	7.2 (5)
E. Jones	4.0 (2)
E. Robinson	4.0 (2)
M. Smith	4.0 (2)
B. Wachtler	3.0 (3)
R. Heuer	2.7 (3)
A. Katzoff	2.0 (2)

Calhauer Points:

D. Smith	2.25
L. Plotkin	1.00
P. Neumann	1.00
M. Robinson	1.00
R. Heuer	0.25
E. Jones	0.25
E. Robinson	0.25

Numbers in parantheses are the number of PBP games played. The rating system is: 10pts for win (with bonus for fast growth), 5pts for second (with bonus pts for fast growth), 3pts for survival, and 1pt for survival past 1905. Two way draws are 7pts, and three or four way draws are 5pts (with bonus points for fast growth).

TREKKIES, TREKKIES EVERYWHERE, AND NOT A SPOT TO THINK!

By Gil Neiger

We sauntered into the Americana Hotel midway thru the afternoon, Friday, February 15, the first day of the Third Annual International Star Trek Convention. After checking into my room, I went down to the lower lobby to get registered. I had advanced registration (\$4), which would naturally have a shorter line than those waiting for at-the-door registration (\$10). After about half an hour of waiting on line, Duncan Smith (who had registered at-the-door) came up to me. He had already been registered!!

Well waiting on that line was an experience in itself. After about three hours, I finally got registered. I had already missed, at that point, several films and the first opening of the Dealer's Room, which I thought would be the highpoint of the convention.

After a meager dinner, we went back to the convention, which was due at that point to show more films. The Andromeda Light Show, a series of slides was due to begin at 7:30. It proved very interesting when it finally began at 8:45. After the slide show came the Blooper Reel, which I was seeing for the first time. The Blooper Reel is a series of short bloopers that had occurred during the filming of Star Trek, plus things that were purposely set up to be funny (the example that best comes to mind is Yarnek, the rock creature in Savage Curtain singing Mammy). Well the Blooper Reel was pretty funny, but the first time I saw it, Raymond Heuer (who had already seen it) was sitting behind me, guffawing at everything before it happened. After the Blooper Reel came showings of old episodes (how many of you have seen Star Trek, with no commercials, in color, and on a wide screen?). Shown that night were Tholian Web, City on the Edge of Forever, Balance of Terror. It was about 2:00 by the time it was all over, and I retired to my room.

Saturday was the highlight day of the whole convention. All the stars were talking that day: George Takei (Lt. Sulu), Nichelle Nichols (Lt. Uhura), Walter Koenig (Ensign Chekov) and DeForest Kelly (Doc McCoy). Since the ballroom (which served as auditorium) was packed, we all naturally figured that the Dealer's Room would therefore be empty.

For the benefit of those who have not been to such conventions, let me explain what a Dealer's Room is. Its a room with lots of long tables where people sell allkinds of stuff. Everything. Comix, SF books, and still photos from old movies are the staple of all cons. Of course the Star Trek Con was selling things pertaining to Star Trek, such as tapes buttons, and posters.

Alas the dealer's room was more packed than the ballroom. There actually was a line to get in! The only real place of solace was the just opened Art Show. It was several degrees cooler in there, which proves how much heat one thousand bodies can produce. There were two main types of exhibits at the show: the pure art exhibits and the fascimile exhibit. The True art predominated. These were pictures and paintings of people and scenes from the show, or general SF paintings. Also sculptures, needle points, sketches, and comix of the same fit into that category. The fascimiles are just that. They are fascimiles of various items on the show. The most notable of these was a scale diorama of the Enterprise's bridge and a full size dummy of Spock.

By nature we were forced to spend a lot of Saturday up in our room; there was simply nothing else to do. That evening there was shown Trouble with Tribbles, Questor (a pilot by Gene Roddenberry), and a few other episodes.

By Sunday things were getting better. The dealer's room was enterable, as was the ballroom. That afternoon we heard D.C. Fontana, David Gerrold (two Star Trek writers), Fred Phillips (the make-up artist), and of course Dr. A, alias Isaac Asimov. He talked very little about Star Trek but nobody cared, because when he speaks most people don't care what he says (except maybe the mothers of all those teenage girls).

Things were still quite crowded so a friend of mine and I found stuff to do helping out the Convention Committee. Nothing special, we were just Helpers. Most of the original Helpers had been so corrupted by the power (e.g. they stood in the front near the stage, while everyone else was standing in the back) that the blue ribbons on their badges gave them, that they were no help at all.

Sunday night was the costume call, in which hundreds of people made fools of themselves by marching through the ballroom in every sort of costume imaginable. I missed it because I was staunch enough (and bored by it all) to stay downstairs and help. But I still got to see most of the costumes, as almost everyone had to pass by me to get in. After the costume call were more films, this time Genesis II (another Roddenberry pilot) and of course more episodes, and for about the fourth time, the blooper reel. This time I got to hear it.

A lot of people thought Monday was the best day of the con. Many people sick of the crowds, didn't come back. Although it was a finishing up day, it was still enjoyable. There were panel discussions, first with the stars, right after which Leonard Nimoy made a brief appearance on stage, just to add to the euphoria. And after that DC Fontana, David Gerrold, and Fred Phillips were on a panel. And then the con came to an...

WINNING IS NOT EVERYTHING,

IT'S THE ONLY THING- VINCE LOMBARDI

analyses of 73-B and 73-5

An analysis of 73-B (1973.12d)- Alex Katzoff

There's very little I can say about this game. It was rather boring.

Considering the National Objectives Chart, Germany has to try if he ants to lose. This probably the most unbalanced scenario in Origins of World War Two. However, Germany still has to get his placements in before the deadline to win. And I did.

With my 1935 placements, I intended to grab the borderline countries and save the sure things for 1936. Before the game, Gil Neiger (USA) wrote a letter to Ronald Kelly (Britain) denouncing me (to put it mildly), and also outlining USA-British strategy for the game. It was slightly inaccurate. Ronald was so mad at Gil, that he wrote to me telling me he was turning over all his PFs to me. I was wary at first that this was a strange ruse to get me off guard. But Ronald meant it, and since Britain was only main concern in the game, I realised in 1936, that I had won the game. The only interesting occurence was in 1939 when Ronald invaded USA, trying to wipe out his PFs on a 1:1. It didn't work though.

This was my second postal Origin game and my second postal Origin win. I am, however, going to lose in a current Graustark Origins game.

An analysis of 73-5 (1973DX)- Leo Plotkin

Game 73-5 was indicative of what happens when Russia and Turkey fail to ally against a powerful Austria-Hungary. The game began with normal moves, but in the second year Austria-Hungary allied with Russia to take Bulgaria, and then with Turkey to take Warsaw and Rumania. With firm control of the Balkans and a crumbling Russia, it seemed like a fast win for Austria.

But Austria made two major blunders that prolonged the game at least three years. Both were in relation to Germany, and twice Austria diverted valuable armies to fight the Germans. But once relations were re-established, Austria's road to victory was clear.

A quick stab gave Italy to Austria in two years. Because Russia and Turkey acted totally independent of each other, Austria-Hungary was able to take Russia while standing off Turkey, and then take Turkey by way of Armenia. When England gave Austria Norway, the game was over.

((Ratings are on page 4.))

73-8 MEMO To State Minister Heine Geheine From Propaganda Minister Rudolf Cairibin Re Ghoul-lass Bible

Dear leftover Austrian,

We are now preparing to distribute to our tribute throngs the second portion of the Ghoul-lass Bible, the actual story of the founding of the Ghoul-lasses. I am enclosing a copy for your disinterested perusal.

Yours, etc., R. Cziribin, Pedigreed Slav

73-8 BUDAPEST PRINTING ORIFICE The Hungarian Ghoul-lass Bible: Selections. Chap. 2, the founding.

Synopsis: the world has been created.

And so Papriska of Ruthenia, daughter of good King Jan, born to him in holy Ruthenia in his two hundred ninety eighth year, before the germ of senility began to ravage his gray matter, went before the new king, fourteenth after Jan gave up the throne after conquering Austria in order to take up the collection of the Carpathian speckled silkworm, and told him of her vision of the prophecy of the Danube, that she must off to found a new order, the Hungarian ghoul-lasses, in order to aid and abet the king in his holy Crusade against the Serb.

And so the King, whose name was Jan and whom later men have given the eponym Paprika II, gave money unto Papriska that she might build an abbey, and he gave it of his private funds, that the abbey might be connected to his private chambers by a tunnel, that he might secretly converse with the Ghoul-lasses, and that no Serbian spies might learn of the intercourse.

And the king went out in battle against the Serbs from the new castle he had constructed at the sight of the vision, at Sanclemenski, and smote them, and chased them into the hills, and smote them once more, and thought all was good.

But it was not, for there were still a small colony of Serbian women, and where there are Serbs, there is Hungary hunted.

73-F OPI (Ottoman Press International) November 5, 1721. Yesterday Our Sultan's elite troops, the Janizaries arrived outside the fortress of the Caucasus just as the gates were being closed behind the accursed infidel invaders. The press correspondents could hear the screams of the prisoners taken by the Tsar's fiends. Curse the infidel devils!

73-F An announcement from His Majesty the Sultan:

As you, my beloved subjects, know all too well, recently the Russian army made a treacherous attack upon our glorious homeland. My ambassadors are, right now, conferring with the Tsar and demanding that he retire his armies forthwith to their camps and cease this attack which is in direct violation of the non-aggression pact, signed prior to 1721. From, His Majesty the Sultan and Caliph of all Islam

73-10 St. Petersburg (June 10, 1904) -- It was reported today that a vast number of evil spirits of Hungarian origins, have been seen around the Tsar's palace. Accordingly, 800 tons of garlic have been strewn throughout the palace and a cadre of exorcists have been keeping a constant eye on the palace's inhabitants. (Well done, David.)

Recently the hobby has had quite a problem trying to define the rules for the famous Youngstown variant. The problem lies in the fact that there are three different versions, and two of those are very different. One is the Don Lowry version and the other two are the Rod Walker versions 1st edition and 2nd edition. Rumors are around that the Rod Walker rules allow you to use only the off-board boxes in the province you occupy at the time, while the Don Lowry rules allow you to move to any off-board box as long as the place you're leaving from is a destination of an off-board box. Still no one knows which rule version belongs to which version of the game. Not even the designers! To make this even more confusing, Miller numbers ending in the same number represent games being played with the same variant, but both The POUCH's Don Lowry game and Rename's Rod Walker game end in "bu"! All I can say is: will the real Youngstown variant please stand up?

Believe it or not, The POUCH staff has been fighting with itself on how the press should be presented. As you've probably noticed by reading The POUCH, we have a bad habit of de-emphasizing press and strewing it all over the zine. Our reason has always been a simple one: The POUCH is an article zine. Our articles take precedence and usually press is only used as filler. Anyway some of the staff has come up with an idea. We want to set a table of contents just for press. So let us know how you think this solves the problem. If you have any other ideas about this, send them in too.

*

*

*

73-7 (A LUKE LEPANTO WESTERN. THE SH OTOUT)

"So you're Colonel John Stevens. Who gives a duck who ya are? Who ever heard of a Coylonel John Stevens?" Luke stated foulmouthly.

"It just so happens, I run Turkey my dear chaps. You might say, I am Turkey. You see, you're just figments of Duncan Smith's rather ~~delightful~~ delightful imagination. So are these two ~~delightful~~ funny characters, Manbone Alli and the Grand Brassiere, as he's presented them anyway. I mean let's face it, where else can you find a midget mohican ~~named~~ named Manny Chevitz but in one of Duncan Smith's most ~~delightful~~ delightfully obscene press release. What I'm leading to is the fact that neither of you exist." The colonel said.

And at that Luke Lepanto, Old Pain his horse, and Manny Chevitz disappeared. (I want to apologise for all the slashes in this PR, but John Stevens never could remember his lines!)

73-12 The Big Man was mad. There was no doubt about it.

"We write a two-page press release based on a funny order for Army Venice, and what happens? It gets published weeks before the orders, and even the editors forget about it and gave the order three question-marks!! Nobody else in the game is writing press. Half the players aren't writing diplomatic mail. Some of the players aren't even writing orders!"

"So what do we do this time? Order Army Venice to 60 East 8th Street, New York City, N.Y. 10003?" Frank's sarcastic remark was answered by a single bullet from the Big Man's gun.

"I ain't in no mood for jokes," he commented as he replaced the automatic into his shoulder holster.

The Big Man stood for long seconds at the head of the table, breathing slowly, calming himself down. Finally, he looked around the table and spoke.

"Restitutio in integrum."

Frank immediately sat up in his chair.

"Animalia fera, si facta sint mansueta et ex consuetudine eunt et redeunt, volant et revolant, eo usque nostra sunt, et ita intelliguntur quamidu habuerunt animum revertendi."

The Big Man stood in the clearing in the forest and watched the six predators disappear among the trees.

"I wonder if they will come back," he mused as he wrapped his cape more closely around himself and walked slowly away.

PRESS INDEX

73-7, page nine; 73-8, page eight; 73-10, page eight; 73-12, page ten;
73-F, page eight

*

*

*

Diplomacy moves

73-9 (1973GK) 1903 BUILDS CORRECTIONS

France builds FMar not FBrc. Russian FSwc was eliminated; therefore, FBla was not eliminated.

73-F (1973Cuec) BUILD CORRECTION

France builds ATou not FTou.

73-E (1973CNbu) 1901 BUILDS

Austria-Hungary (Alex Katzoff) builds: AVna, AClu
China (Scott Rosenberg) builds: FCan, AHan, APck
England (Mike Honig) builds: FEdi, FLon, FJoh
France (Matthew Diller) builds: APar, FMar, FSai
Germany (Jerry Paulson) builds: FKic, APos
India (Cary Fulbright) builds: FMad, ADel
Italy (Bruce Wachtler) builds: ARom, FNap
Japan (Eric Robinson) builds: FOsa, FTok
Russia (Leo Plotkin) builds: AMos, Aoms, AStP
Turkey (Duncan Smith) builds: Foon, FSny, ABag

TURKEY TURNS ON AUSTRIA

73-3 (1973BY) Spring 1905

Austria-Hungary (Jamie Adams) no moves received. AVen, AWar (elim.), ATyr, ATri, FApu, FGre

England (Nicholas Ulanov) FLon, FNth-Edi (-Nwg)

France (Leo Plotkin) ALiv-Edi, ASpa-NAf, AGas, FMidCASpa-NAf, FTyr, FMar-GLyo

Germany (Duncan Smith) AKie-Hol, ARuh-Mun, ABurSARuh-Mun, AMun-Sil, FNwySFDen-Nth, FDen-Nth, FSwé-Ska, FBer-Kie

Italy (Douglas Dick) no moves received. FNap, APie

Russia (Gil Neiger) ALivSAMos-War

Turkey (Ronald Kelly) AMos-War, AUkrSAMos-War, FTun-WMed, FionSFNap, FAegSFion

David Lagerson is asked to stand by for Austria, Wayne Gildroy for Italy. A draw has been proposed. Vote on it with next moves.

ITALY IGNORED

73-7 (1973EI) Fall 1905

Austria-Hungary (Ronald Kelly, 1) AUkr-War, APru-Liv, ABoh-Mun, ATyrSABoh-Mun, ASilSABoh-Mun, FVen. owns: Bud, Tri, Vie, Mun, Ser, ~~Scv~~, Ven, War (7) builds: AVie

England (Leo Plotkin, -1) ANwySASTP, FEng-Lon, FBreSFWMed-Mid. owns: ~~Edi~~, Bre, ~~Nwy~~ (1) removes: FEng

France (Don Pitsch, 1) ALiv-Edi, FWal-Lon, Firi-Mid, FSpa(SC)-Por, AGas-Spa, AMarSAGas-Spa. owns: Mar, Par, Edi, Liv, Lon, Por, Spa (7) builds: APar

Germany (Mike Ritter) FNth-Nwy, ASweSFNth-Nwy, AFin-StP, FBalSABer, ABerSAMun, ABel, AMunSABer. owns: Ber, Kie, ~~Nwy~~, Bel, Den, Hol, Nwy, Swe (7) no builds

Italy (Jamie Adams) no moves received. ATus, ANap. owns: Nap, Rom (2) no builds

Russia (Duncan Smith, -1) ALiv-War, AMosSALiv-War, ASTPANwy. owns: Mos, StP, ~~Nwy~~ (2) removes: ALiv

Turkey (John Stevens, 1) FWMcd-NAf, FTyr-WMcd, FGLyoSFTyr-WMcd, Fion-Tyr, FCon-Acg, AGasSAUkr-War, AScv-Mos. owns: Ank, Con, Smy, Bul, Grc, Rum, Scv, Tun (8) builds: FSmy

Greg Costikyan is asked to stand by for Italy.

CONRAD VON METZKE It's time to pontificate about the DIPLOMACY WORLD subsidy bit. (Did you know that Charlie Reinsel has renamed one of his idiocies 'DIPLOMACY WORLD'? Shriek!) Let me suggest that there are two separate points here: IDA subsidy, and GRI subsidy. The latter first. GRI is a privately-owned corporation, and as such is entitled, within the limits of law, to throw money at whomever it cares to. There are grounds for arguing that by so doing to Walt and not to most others GRI is actually damaging the hobby, by injecting professionalism and seriousness into a field where spontaneity and amateur interchange have always provided the vitality. But unethical or improper it is not. It's called 'business.' John Moot is a hell of a nice guy and does indeed want to make people happy in the hobby, but he also wants to sell games and make money. And a slick DIPLOMACY WORLD will sell games and make money. It will spoil much of the fun, but so what? Money and fun are two different words, and while Mr. Moot certainly wants to see both continue, he cannot be expected to abjure one in the interests of the other, particularly when the one he abjures is the one that's the most "fun" to him.

IDA sponsorship, however, is a horse of quite a different colour. I would be willing to make the following flat declarations:

1. IDA subsidy of anything except an organisational bulletin is unethical, even if approved by the membership, because -- as Charlie Reinsel says, for one time in his life quite rightly, -- an organisation of 200 cannot speak for 2000 players. It can speak for its members, and it can support extra-organisational projects as long as it restrains attempts to control them. But in this case...well, see next item.

2. By granting a subsidy, IDA is assuming great control over Walt's magazine. And by accepting the control, Walt is accepting the organisational domination. Neither party may agree with these statements, but let's be realistic: According to Walt's accounting, the establishment and survival of DIPLOMACY WORLD is dependent upon IDA money, particularly if the subs don't flow in as freely as he hopes. ((Note, that Walt no longer implies or states this, but did originally.)) So what happens? If Walt prints an editorial or article ripping something about IDA to shreds, and the Council or membership object and vote out the subsidy -- or IDA itself folds and the subsidy is lost thusly -- where's DIPLOMACY WORLD? (This line of reasoning can also apply to the GRI subsidy.) So one possible chain of circumstances leads us to suppose that IDA will recognise its ability to control, will exert pressure, and will win. The power of money, especially in marginal operations, is rather strong.

3. Some voices are likening this subsidisation to the footing of the bills for service projects, e.g. Boardman Numbers, Orphan Games, u.s.w. That's wonderful. Next problem: Convince somebody that DIPLOMACY WORLD is a service project. It's a private enterprise which is being touted as having a potentially beneficial residual effect on the healthy state of the hobby if people choose to accept that potentially beneficial residual effect. (During the process of which it stifles amateur diversity, as you state.) Sure. Everyone who believes this, stand on his head.

No, I don't like the subsidy either. I predict the following happenings if the idea passes the membership; and in roughly this chronology:

1. There will be a large exodus of members from IDA, either by specific resignation (as I will do), dropping from activity and interest (followed by non-renewal), or curtailment of new memberships.

2. Subscriptions to DIPLOMACY WORLD will be fewer than hoped. If they are fewer by enough of a margin, Walt will ask a higher subsidy -- which will be granted. Alternatively, or maybe additionally, costs will skyrocket and require more money.

3. DIPLOMACY WORLD will be seen to have a distinctly adverse effect on the "lower" levels of amateur publishing, with particular reference to up-and-coming new publishers. They will be deterred both directly, by seeing that they cannot match what appears to be the standard, and indirectly, by having potential players and subscribers make the same negative comparison.

4. As a result of #3, game openings will diminish and the content of many other magazines will drop -- after all, why compete amateurishly with what is being done professionally?

5. At this point we will see a sharp division of the hobby into two camps -- the DIPPY WORLD professionals, allied with formal organization and the manufacturer, who emphasize slickness, seriousness and ultimate quality; and the amateurs, the loonies that infest this place now. Both will survive and both will have followings that will make them successful in their own fields, but communication between them will be restricted or even cut, and both will lose for it.

At the same time that Walt Buchanan is applying for subsidies, Gordon Anderson, publisher of EL CONQUISTADOR, is also going professional. However, Gordy is developing his enterprise the way it should be developed: He invests the money, he produces a product, he puts it on the market for sale, and he reaps the profits or suffers the losses. And he controls nothing but his own empire, and nobody controls him. Now I'm not overly fond of professional magazines in an amateur hobby, and EL CON is not my greatest love in life, but it is worth having and it is presented in the way it ought to be presented.

So for my \$2 to the IDA treasury, subsidies be damned. If Walt Buchanan wants to publish a pro-zine, I'm all for him. Hell, I'll even buy the bloody thing. But not on the terms now offered.

((The above letter is from some time ago, and has been delayed in being published.))

DAVID STAPLES By the way, I generally agreed with the comments against the IDA supporting DIPLOMACY WORLD. Proponents are missing the point, it isn't whether Walt is well-qualified, been of great service, or that DW will undoubtedly be of great benefit to the hobby -- since all of this is undeniably true. The point is that the IDA should stay out of the field of publishing and supporting anything but the regular organization newsletter. If the IDA is to have an "official zine," would that not mean all the others are "unofficial?"

JAMES MASSAR I support you 100% on the subsidy thing. Just letting you know. You've done just what a Regional Secretary is supposed to do, and I hope we will continue to receive news of what the Council is doing through you.

WALT BUCHANAN Now that I have somewhat recovered from the aftermath of getting the 1st issue of DIPLOMACY WORLD out, I will try to do justice to a reply to your letter. Needless to say, I was glad to hear from you. Also I want to assure you that I bear no ill will to you and what has transpired. It is obvious that you are a man of principle and I admire that. I also think you have been very fair in the way you have presented your opposition although I would have preferred to see the controversy cleared up within the Council first.

Let me start out by trying to clear up what I think has been a misunderstanding. This may have been my fault too, as you are not the only one who thinks I wanted a subsidy from IDA for DIPLOMACY WORLD.

As I tried to make clear in my letters to the Council, I didn't want a subsidy. I have the finances to carry on DIPLOMACY WORLD and GRI was most generous in their financial offer too. What I proposed to the Council was that IDA provide a discount to members that wanted one in subscribing to DIPLOMACY WORLD. We ended up agreeing to a \$1.00 discount and that if at the end of the year, these discounts added up to over 50¢ times the total of 1974 members, I would come up with the balance out of my own pocket.

What this means on my end is the same. Discount or not, I get \$3.00 per annual subscription. What it means to an IDA member, is that if he asks for the discount, he only pays \$2.00 and the IDA finances the balance. This was meant to encourage members to subscribe, and also to encourage new members to join so that they could take advantage of the discount. I felt that among other things, this would increase DIPLOMACY WORLD circulation and IDA membership. I also opened up DW as a vehicle for IDA projects and promotion.

The question arises now as to whether this would benefit me financially. I think not for the following reasons. First of all this arrangement would have to increase DIPLOMACY WORLD circulation by at least 100 for printing costs to go down. All other costs remain the same. However, if circulation does increase by much over 100 due to this discount, we are probably talking about total discounts of the level such that I would have to fork over the balance of 50¢ per total membership. Thus the finances would probably about balance out, but in no case would a substantial difference be involved.

But why does DIPLOMACY WORLD deserve this special treatment you say? The answer I think lies in what I am trying to accomplish with DIPLOMACY WORLD. DW is not meant to be just another zine in competition with the other zines in postal Diplomacy. It is meant to be a hobby-wide magazine that will give the average player a broad overview of the hobby. It has been my belief for a long time that in addition to the zines he plays in, the average player would like to be able to get one magazine so as to follow the hobby as a whole. That is one of the main reasons that I built up the archives. With this as a source of information, I felt that I might be in a position to provide this service of keeping the average player informed.

Hopefully by now you will have the first issue of DIPLOMACY WORLD and will see what I mean. If on seeing it you don't, I have failed. Even though I hope to improve on it, I feel that this first issue is fairly typical of what I am trying to accomplish. As you can see, it contains plugs on most of the best zines and game openings in the hobby as well as articles on all aspects of the hobby, a demonstration game, rating systems, a new blood section, hobby-wide news, etc. In

short, the sort of information that will help both the players and the amateur publishers. It is not meant to compete with the other zines, but to help them.

The reason that I wanted both an IDA and GRI sponsorship was that I felt that this would be a good way of getting hobby-wide support. This is of course essential if DIPLOMACY WORLD is to be a success. I didn't mean to cause a controversy. In fact if it becomes obvious after this first issue is widely read and I have explained what I am trying to do, that a sizeable number of IDA members oppose the sponsorship, I will be the first to ask that it be withdrawn because it wouldn't be fulfilling its purpose. Also, if someone else comes along that can do a better job of what I am trying to do, I would be happy to let them. Although I enjoyed very much getting the first issue of DIPLOMACY WORLD ready, I can assure you that it was a lot of work!

The other question you raised was the aid from GRI. Let me assure you that John Moot and GRI wants to aid the hobby as much as I do. In fact Mr. Moot considered having GRI come out with a magazine similar to Avalon-Hill's GENERAL. I think he decided to sponsor DIPLOMACY WORLD instead, however, because it was meant to accomplish the same purpose and I had the resources of the archives at my disposal plus some fair acquaintance with the hobby.

So this is my position, Nick, and what I am trying to accomplish with DIPLOMACY WORLD. If you still oppose any part of it, I will try to do anything within reason to accomodate you. You are certainly one of the hobby's better publishers and I admire what you have done with The POUCH.

((First, let me thank you for your generous compliments.

((Not a subsidy? Fine. But you're the one who called it that in your original letter and thereafter. Originally you maintained that you had to up your circulation to 300 to have DW pay for itself, now you say that increasing the circulation by 100 would not greatly increase the amount of money you took in. I don't understand what has come about to allow you to keep your circulation down -- or at least not have to increase it. One of the reasons many supported the subsidy/discount is that you made it pretty clear in your original letters that unless you had this aid in increasing your circulation quickly, DW could not succeed. You now seem to be saying that this is no longer the case.

((There are projects and activities in the hobby, established and yet to be established, that do require aid to survive. The IDA has not increased its dues to provide the discount and you're talking about taking up to 25% of the dues. Surely it would be preferable to leave the money to something that needs it.

((This new argument doesn't alter my position that though unique DW is one of many zines and thus not a service project and does not deserve aid. Further I think it ludicrous to say to a member you have a discount to DW if you want it, but not to any zine of your choice. I appreciate the fact that you have altered and changed your positions several times. I wish you would change it one more time. There are too many things wrong in principle and in specifics with the proposal. I wish that you would "ask that it be withdrawn."

((DIPLOMACY WORLD will continue to be the zine with the highest circulation and one of the most popular in the hobby without the discount. A number of people (myself included) will be able to support the effort more fully because they will agree with everything about it. You will not be hurt financially. IDA members will not lose a service because their money will be spent on other things. And the IDA will not lose in attractiveness to potential members because its principal activities will remain the same.

((I have not yet seen the first issue of DIPLOMACY WORLD, but I expect very good things from it. If any of you who don't already, want to sub, you can for \$3.00 to Walt at R.R. 3, Lebanon, Ind. 46052. You ought to, because regardless of where the funding comes from, the product will be first rate.))

((The following letter is written in response to a letter of Ernie Melchior's and it should be noted that it is Bob Lipton's reply and not ours.))

BOB LIPTON Dear Mr. Melchior, I am sending you this letter by way of Nick Ulanov because I do not know your address ((Box 5318, Station B, Nashville, Tenn. 37235)). I am also sending Nick Ulanov a copy, which I hope he will see fit to print in The POUCH since that is where this discussion originated.

In The POUCH #51, you have a letter on the DW subsidy controversy. Since some of your comments mention me, and since you are unfamiliar with my magazine, I think I should outline my views.

You state that you are a member of the hobby because you received a copy of Mr. Buchanan's HOOSIER ARCHIVES, and intimate that this is probably true of most people. I would like to know the basis of this assumption. I myself was introduced to Diplomacy by John Boardman, and I have introduced over two dozen people to it. HA has only been in existence for a little over three years. His influence on the hobby, while great, is almost certainly not as great as you state.

I am not "angry over the possibility of Buchanan dominating the hobby." I do not think that this hobby can be "dominated." I simply do not like the unfair advantage that the subsidy gives to Walt, and I do not like my money being used for this purpose. You state that my "influence" (a touchy word. Do you mean that I can make up people's opinions for them?) is due to Walt's plugging MIXUMAXU GAZETTE twice. Before Walt's plug my circulation was 32, a healthy figure. This figure was gained by sending out the first issue of MG with John Boardman GRAUSTARK, whose circulation is approximately 150.

In his plug, Walt stated that my gamefee was \$2.50. This was incorrect. It is actually \$5, but this mistake enables me to state that because of him I gained two players. One of them missed his first two moves in his game and we are arguing about it now. I feel that whatever "influence" I possess is due to the quality of MG, not because someone else said it was good.

You state that it is "Walt's plugging, more than any other cause, that gives each starting publisher, player or whatever the potential to succeed in whatever endeavor he is trying to start." I disagree with this strongly. A person's potential to succeed is innate within him, that gives a person the potential to succeed. I have a circulation

of 66 ((now 78)). I am happy with this and want it to go higher, but I do not feel that I would be less of a success if I had not been plugged in HA. A circulation of 32 would be alright.

If Mr. Buchanan is enthusiastic about everything, perhaps it is because he praises everything he finds good. And I do not see why I should have refused his notice in HA because I do not want the DW subsidy. I think Walt is a fine editor, but I would oppose the subsidy equally, whoever was offered to be subsidized.

You ask Nick to "come up with some substantive reason for suspecting that Walt's expanded outlet (due to the subsidy, I imagine) will do anything other than to help every single person connected in any way with our hobby." Doug Beyerlein's CALIFORNIA REPORTS is hurt by this bolstering of his competition. But, ignoring Doug, what of the other services that the subsidy money might be applied to? By taking money and giving it to Walt, you are depriving it to other people who might not carry through on their projects without the financial and moral backing that their subsidies would supply. Walt would still launch DW. The money is not necessary. As a matter of fact, Walt hinted in a reply to his opposition that the ending of the DW subsidy might cause GRI to reevaluate their projected stand on IDA, which hints that if IDA does not come through with the subsidy, Moot might not recognize IDA in the forthcoming fliers, a veiled threat if I have ever read one.

You seem to imply that DW will result in a growth of the hobby. Well, the hobby is growing. Since 1970, the number of people in Diplomacy fandom has increased more than tenfold. I am not certain that this is desirable.

To reiterate, I feel that the hobby will not suffer if Walt Buchanan is not given a subsidy. However, if the subsidy does go through, it will take money from the IDA, from you and me. I agree that if anyone is deserving of a subsidy, Walt is. I, however, think that Walt is not. He has done no more (and probably less) than such people as John Boardman (who originated postal Diplomacy), Conrad von Metzke (who has, among other things, placed orphans (the most vital function to maintain order in the hobby), issued the Miller Numbers, and who still issues the Boardman Numbers and runs a myriad of games), Rod Walker (who did everything that Conrad does now), Charles Turner, Don Miller, and many other people. The only reason that I can see for Walt's getting the money is the fact that he is in a position (IDA Treasurer) to demand it. The money, if his statements are to be taken literally, will be used to help defray the cost of babysitting and housecleaning that will have to be done by members outside of his family. If Walt considers these matters important enough, he should pay for ~~them~~ himself. But the ultimate origin of DW seems to lie in the fact that Walt's print-run for HA is nearing the limit that his hectograph can handle, and he has a choice of 1) limiting his circulation, which he does not want to do, 2) buying a mimeograph machine, which he does not want to do or, 3) converting the present HA into the forthcoming DW. I do not want to pay for someone's fondness for his hectograph machine. I especially do not want to see IDA shell out more than 20% of its treasury so that Walt does not have to buy a mimeo.

I wish Walt all the success in the world, but I wish it to him without the subsidy. I do not care if his converting HA to DW will result in such a growth in the hobby that I am able to make \$50 each week from my zine. I oppose the subsidy. I will continue to oppose it. It is wrong and, recognizing this, I have no choice but to oppose it.

How to Survive as France in the Historical version,
Simultaneous Placement, or Good Luck, You're Gonna Need It.

by Evan Jones

Few people have ever won as France. France is a piddling power with monster objectives. It's like a mouse trying to rape an elephant. Germany can permanently rip off about fifty percent of France's points in one turn unless France has British help.

The opening move for France is to put a combination of pf's in Czechoslovakia and/or Poland which balances with the U.S. and British pf's which should be there. Do not put four in Alsace-Lorraine. Germany if he is sane, will not go there. He's got other things of greater importance to worry about. You can't place a C there until you have five in there anyway and four the first move will not help you and will help Germany if he goes for Poland or Czechoslovakia.

A French success is always accompanied by a German failure and nearly always by a British success, because it takes a nation like Britain to keep the border countries open. A good French player can better his cause by helping the British player hold Germany, Poland, and Czechoslovakia, at the expense of his later U's in France, U.S.A. Then either he or someone else can rip off Britain in 1940 which could result in a French win or second place. See The Iceberg Policy for an example of this.

The best policy for France is to use Britain for his own purposes, while telling Germany the disadvantages of sharing the border states with Russia, and pointing out how dangerous Britain is, while saying that he himself is such a weak power that he has no chance of winning anyway and that he'd like to see Germany win, because if Britain won, it would make him look bad.

In other words, if France wants to win, he's got to be a cracker-jack diplomat, because if he's attacked by anyone he's doomed.

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

address correction requested

