

We are sorry to tell you that due to the greatly-increasing costs of mimeo supplies we are having to institute a larger game fee retroactively. The new game fee is \$8.00. Therefore for every game you are in, we must charge you an additional \$7.

This is something we never thought we would have to do and something we we are very, very sorry about. We realize that for those of you in several games, this means quite an expense. Because of the cost involved we are giving everyone three weeks from today, April 1st, to send the money in. At the end of that period, we will regretfully be forced to replace those who have not forwarded the money now owed.

Of course your deposits remain untouched. Again, the decision is unfortunate, but is nonetheless necessary. We hope you will understand that this is the only way we will be able to keep The POUCH coming.

Thank you.

THE ARCHIVE

ANGLO-FRENCH MEET AUSTRO-HUNGARIANS

73-6 (1973DY) Spring 1904

Austria-Hungary (Jeff Key)

ATri-Tyr, AWarsAGal-Sil, AGal-Sil,
AVenSATri-Tyr, ABud-Tri, AVie-Boh,
FGre-Ion, AApuSFGre-Ion

England (John Boyer)

ABelSABur-Ruh, FStP(NG), FWMed-Tun,
FEng-Mid, FNwy-Swe, FNthSADen, FLon-Eng

France (David Staples)

AGas-Bur, ADenSFNwy-Swe, Amar-Pie,
ABur-Ruh, FLyoSAMar-Pie

Germany (Edi Birsan)

ALiv-StP, AKie-Den, AMun-Tyr, FSweS
AKie-Den, FBalsAKie-Den

Italy (Douglas Beyerlein)

APie-Ven (-Tus), FTyrSFNap, FNap

Russia

AMos

Turkey (Eric Just)

no moves received. AUkr, ASev, AArm,
FCon, FIon (elim.)

Burt Labelle is asked to stand-by
for Turkey.

* * *

NEXT DEADLINES:

73-3: April 6; 73-4: April 6;
73-6: April 20; 73-7: April 6;
73-8: April 20; 73-9: April 13;
73-10: April 6; 73-11: April 20;
73-12: April 13; 73-13: April 13;
74-1: April 27; 74-2: May 4;
73-D: April 20; 73-E: April 13;
73-F: April 13

AND NO ONE EVEN SAID GOOD-BYE

73-8 (1973FJ) Spring 1904

Austria-Hungary (Jonathan Jacobs)

AVie-Tri, ATri-Apu, FAdrCATri-Apu,
AWarsAMos, AUkrSAWar, AGal-Vie

England (Douglas Dick)

FBel-Nth, ALiv, FLySALiv

France (Eric Robinson)

ARuh-Bur, AHolSFDen-Kie, ABerSFDen-Kie,
FLon-Nth, FEngSFLon-Nth, Firi-Nat,
AWal-Yor, FWMed-Tyr, AMun-Boh

Germany (Gary Peterson)

no moves received. AKie (elim.)

Italy (David Lagerson)

ARomSFNap, FNapSARom, ATyr-Ven, ATun

Russia (Mike Honig)

ALiv-StP, APru-Liv, FNwySALiv-StP,
FDen-Kie

Turkey (Duncan Smith)

FSmy-EMed, FSev, AMosSAWar, AGre-Tus,
FionCAGre-Tus, FTyrCAGre-Tus, FAeg-Gre

* * *

More moves on pages 16 & 17.

* * *

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THE POUCH

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.

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Gil Neiger

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Cary Fulbright

Raymond Heuer

Miles Smith

By now you should all have received the Anniversary Issue. We remind you of the large debt it has created and of our request that you help us sell extra copies. If you have a chance, please tell your friends and fellow hobby-members about the issue. We feel it is well worth the \$1.50, considering the variants and fine articles. Remember that those who subscribe, IDA members, and old subscribers have the issue available for \$1.00.

As many of you know Conrad von Metzke is curtailing his vast publishing efforts. He will continue to GM a few games but is transferring most. We are taking 1972EN, and will be publishing the various information on it soon.

Game 73-12 has been assigned what may well be the last Boardman Number of 1973, 1973JC.

Opposite, we have an article by a new subscriber and the designer of Diplomacy, Allan Calhamer. There has been a great deal of discussion and disagreement in the hobby about how any tournaments should be run and particularly the one at the next DipCon. So it's particularly important that if you have opinions on things like whether or not there should be seeding of top play-by-mail players into the tournaments or that achievement should be measured by victory or best play of a country you let them be known.

Copies of the Downfall of the Lord of the Rings and the Return of the King, Excalibur, the Wars of the Roses, Diplomopia, and the Thirty Years War-1600 variants are available for 25¢ and an SSAE.

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

subscriptions are 10/\$2.00

page two

AN ALTERNATE PLAN FOR A DIPLOMACY TOURNAMENT

by Allan B. Calhamer

Suppose instead of having winners play other winners, etc. in the second round of a tournament, we have players play each game against a randomly selected group which generally will be representative of the strength of the field. Now, if each round is scheduled independently by chance, there will be many instances of two players playing against each other in all three rounds, or in two rounds; more instances of this result than need be. Therefore, we suggest preparing schedules which reduce such duplication to a minimum, then assigning each player by chance to one of these schedules.

If there are at least 49 players, I believe a three-round tournament can be paired so that there are no duplications at all. The following schedule shows how it would be done for three rounds and ten boards, the numbers 1-50... representing players, the numbers 1-10 representing boards to which they are assigned:

| | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 3 | 4 | 5 |
| | | | | | | | | | | | | | | | | | | | | | | |
| 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 |
| 4 | 4 | 4 | 4 | 4 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 7 | 7 | 7 | 7 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 4 | 5 | 6 |
| 6 | 7 | 8 | 9 | 10 | 1 | 2 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 1 | 2 | 3 | 5 | 6 | 7 | 8 | 9 | 10 |

and so forth. The pattern in the above figures can be determined by careful inspection. It appears that no two players are assigned to play against each other more than once.

Thus the game-master need only determine how many boards he has, select the table for the appropriate number of boards, assign each player a number by chance, using all the numbers from 1 to the number of players, each just once. Then the player by checking his number in the table can tell at which board he will play in each of the three rounds.

There is no seeding in this type of tournament. A player might by chance find himself in an unusually strong or unusually weak game, but most schedules should average out, particularly as each player plays 18 different opponents, each only once, in the tournament.

There should be no problem concerning the countries played, because each player is scored according to how well his result stood among players of that country in his round. Thus if you play a weaker country you may do less well, but so may the average player of that country, and you are compared only against their results. Thus in each round there are seven firsts, one with each country, seven seconds, and so on. Ties are averaged, of course: a tie for fifth and sixth scores $5\frac{1}{2}$ for each player, where 1 is best.

Since countries do not matter too much, they could be chosen by lot at each board. There is an objection to allowing players to choose, which is that players at different boards might choose so as to seed themselves; indeed, some might stall around to see who was playing what board in other games before choosing themselves, which could cause delays and what not.

Where there are fewer than seven boards, there must be some duplicate pairing. I think I have determined how to minimize duplicate pairing for any number of boards, for either two or three rounds; I am willing to write up the full tables as soon as they shall be needed.

This type of tournament might appeal to stronger players who do not really want to sweat out games against a whole table full of strongs; to weaker players who would like to play against strongs, and probably to players primarily interested in social play. It probably would have less appeal for strongs who wanted to play against other strongs, either for competition or to have a higher quality game, and for weaks who wanted to play against other weaks, in order to win a few and build some confidence. To sum up, it might be said that this type of tournament would result in "medium pressure" games, rather than separating the field to produce "high pressure" and "low pressure" games in the second and third rounds.

I think in general the scoring would reward results pretty well. It is true that weak players can occasionally win a game of Diplomacy against strong -- that is one of the good things about the game -- but it seems unlikely that one could turn that trick every round for three rounds.

((Allan would very much like to hear your thoughts on the above, as would we. Since he is working to help put together the tournament for CITEX 74 which is destined to become this year's DipCon VII, this is your chance to help determine what kind of tournament they'll be. Send your letters in.))

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press

73-10 WARSAW: Has the Russian Bear gone into hibernation, else why does he permit Warsaw to remain infested with Transylvanian Vampire Bats?

73-F PARIS: A Servant in the palace at Versailles said today that the king was welching on his allies. The servant, when asked to remain nameless, told our reporter that the French monarch has received ambassadors from several **Central-European** states of disrepair. (Gossip has it that negotiations have broken down between France and her principal allies, England and Spain.)

The English ambassador, M. Adams, was unavailable for comment on this new development. He was out drinking with the ruler of Spain, King Philip.

WHEN EAST MEETS WEST

By Gil Neiger

Assuming that no coalition is formed against an Austro-Turkish, and that an Italo-Russian, if any, has formed too late, a Franco-German alliance may be the only device capable of withstanding the Austro-Turkish.

If carried out properly, the Austro-Turkish can overwhelm any Italian-Russian alliance. It is therefore more the burden of the secondary targets, France (of Turkey) and Germany (of Austria) to maintain defences against the pair.

The success of this defence depends mainly on the swiftness with which both the alliances are formed and with which they act. If the Austro-Turkish is planned with the first move and carried out expertly, by the end of 1903 Russia will be on her last legs, and Italy will have to depend on western help for survival. At this point if there is or are no real western power or powers, penetration of the western sphere by the Austro-Turkish will be almost inevitable.

The disadvantage of the westerly of our pairs is that for some reason, the east (middle to South Russia, Turkey, Austria and Eastern Italy) is more of a "killer zone" than the west. While England, France and Germany are fiddling around, decisions will have been made in the east. This is not to say that this is always true, but it seems to occur frequently.

However, an early formed Franco-German should be able to neutralize England fairly rapidly, and make eastern penetration in preparation of a defence or an attack.

If the western alliance forms late, and the eastern early, the east will have the edge, of course. Even if the east is delayed also, they will have an advantage. However, if France has fleets Western Med. and the area, and Germany has armies ready for Tyr-Boh or Sil-Pru, and Sevastopol and the Ionian Sea have just fallen to the Austro-Turkish, to say the least the Austro-Turkish can be stalemated if not defeated.

Basically, the French-Germans must do this: defeat and mop up England early; France must quickly divert fleets to the western Med. area for either an attack on Italy or for defence. Germany must have free armies for, again, either defence or attack, all depending on the situation.

The Austro-Turkish must get to Moscow and the Tyrrhenian by 1903 or 1904 at the latest. This will permit quick advance into the western Med. area, pinning France into an Iberian defence, and a quick pivot onto Germany, who will hopefully be quite unprepared.

One must understand that this article is about the interaction of two alliances that may or may not appear in unison. However much still applies for the separate alliances and separate goals, i.e., if Austria should turn on Germany, she should turn on whoever controls Germany-- if France is to attack Italy, she is to attack whoever is in Italy (within reason of the alliance structure of course).

| COUNTRY | PRIMARY AREA OF PENETRATION | SECONDARY AREA |
|---------|---|--|
| France | England | Westren Mediterranean |
| Germany | Scandinavia | East Germany or North Austria |
| Austria | South west Russia | East Germany or North- west Austria |
| Turkey | Eastern Mediterranean and South Russia | Italy and Western Mediterranean |

* * *

73-E (THE FROG OF BAGHDAD. A KITBALL DREK ADVENTURE)

Count Alexis von Katzsoup arrived in the sprawling metropolis of Baghdad. The whole city was a seething mass of light Moslem bodies. He and his sidekick, the Frog had to fight their way to the Swiss Embassy, only two blocks away. It took them six hours. Baghdad was a little overpopulated at this time of year.

For matters of security, the Count wished their stay in Baghdad to be as inconspicuous as possible. But the Frog had other ideas; he gunned down the entire Swiss guard outside the embassy.

"Count Alexis von Katzsoup here. The password is: A Drek in the hand, means you didn't find John."

"Allright Katzsoup," the big man in the shadows started, "we're meeting here to keep suspicion from falling on me. As you know, I've hired you to kill. You're the best hitman available in Europe, and that's why you're here. You're going to kill evryone at the World Conference meeting a week from today, here in Baghdad. Is that understood?"

"Yes sir, but how do I get payed?" Katzsoup asked.

"You are to go to Constantinople today. Ask for a man name Said Merde Con at the Cobana Co-Co Club. He'll pay you. Good Luck!"

(to be continued.....)

STRONGPOINT W-4!

A SPI game (Stimulated Pouch Inc.)

(1.0) INTRODUCTION.

Strongpoint W-4 is a simulation on a strategic/tactical level of a possible attempted invasion by British forces to occupy Italian strongpoint W-4 in North Africa around 1940.

(2.0) GENERAL COURSE OF PLAY.

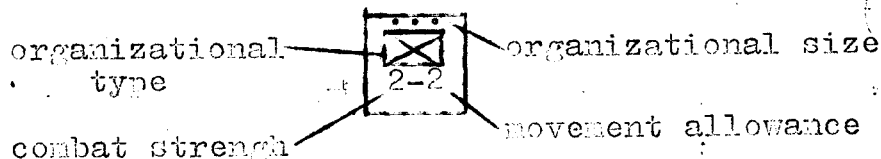
Strongpoint W-4 is basically a two player game. The British player moves his unit in an attempt to fulfill his victory conditions. The unit moves from hex to hex by using part of its movement allowance. He then attacks all units adjacent to his unit by using the CRT and rolling the die.

(3.0) GAME EQUIPMENT.

3.1 The game map is a 2"x11" mapsheet portraying a part of North Africa. A hex grid has been superimposed to make movement easier.

3.2 The playing pieces are two colored sets of counters. They represent the various units of opposing forces that will be in the campaign. It is strongly recommended that the units be sorted out to make setup easier.

3.21 Sample Unit:



3.22 Summary of type:



3.23 Definition of terms:

Attack Strength: attack and defence strength quantified in strength points.

Movement Allowance: Number of hexes a unit may move.

3.3 Game charts and tables. Various visual aids are provided to simplify and illustrate certain game functions: CRT and TEC.

(4.0) SEQUENCE OF PLAY.

The player turn:

1. British turn or Italian Turn.

A. Invasion phase (only for British)

B. Player moves units.

C. Player conducts all attacks.

2. The game ends.

(5.0) MOVEMENT.

5.1 Procedure: Move each unit individually tracing the paths of movement through the hexagonal grid. Each unit uses one movement point to move one hex.

5.2 All units must move their full movement allowance.

(6.0) COMBAT.

6.1 Procedure: Total the combat strength of all attacking units and compare it to the combat strength of the defending unit. State the odds ratio: attacker's strength to defender's strength. Round off the ratio in the favor of the defender to the simplified odd of the Combat Results Table (CRT), roll the die and apply the result immediately.

6.2 You must attack all units you're adjacent to.

6.3 Combat unit's strengths may be altered when defending. See Terrain Effects Chart (TEC).

(7.0) BRITISH INVASION.

7.1 British player on first turn lands on beach hex and then moves.

7.2 Beach landing uses up one movement point.

(8.0) THE SCENARIOS.

8.1 There are two scenarios: M+1, and M+2. In M+1, the British move first. In M+2, the Italians move first.

8.2 Deployment: The Italian Army deploys in strongpoint W-4.

(9.0) VICTORY CONDITIONS.

Whoever is left on the mapboard at the end of turn one is the winner. If both are eliminated, the game is a draw.

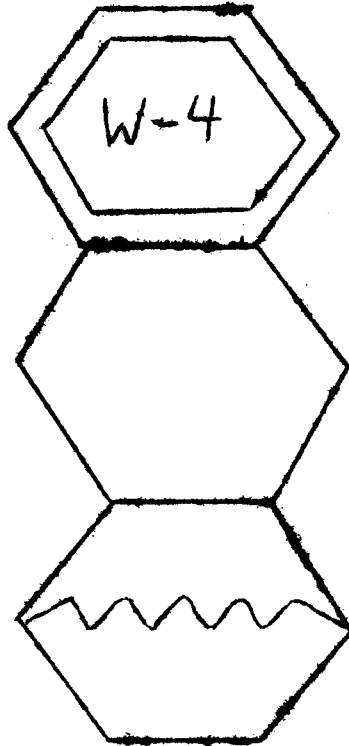
(10.0) DESIGNER'S NOTES.

The war in North Africa was a war of trickery. Such is the situation in Strongpoint W-4. The special capabilities of units are already included in the combat strengths of the units. The major point of this game is to emphasize the great mobility of the Italian army. After all, let us not forget that their army lived on lasagna! The British's high combat strength can only be due to the great amount of scotch they drank. After all a drunk man doesn't know what he's doing, and that's how they always managed to surprise the Italians.

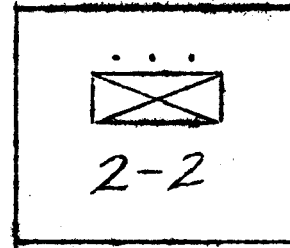
(11.0) DESIGN CREDITS.

Game design and Research: Al Hofi; Physical Systems Design and Graphics: Duncan Smith; Game Development: Evan Jones, Gil Neiger, Raymond Heuer; Rules: Duncan Smith; Production: Nicholas Ulanov.

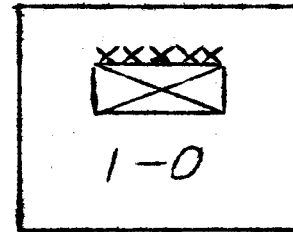
THE MAPSHEET:



THE ORDER OF BATTLE:

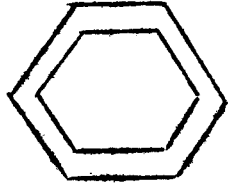
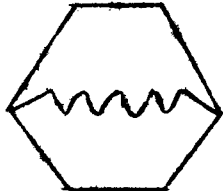
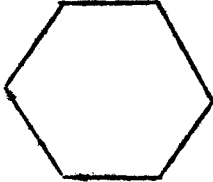


British



Italian

THE TERRAIN EFFECTS CHART:

| | effect on movement | effect on combat |
|---|-----------------------|---------------------|
|  | 1 | doubles defence |
| strongpoint | | |
|  | 1 | no effect |
| beach | | |
|  | 1 | no effect |
| clear | | |

THE COMBAT RESULTS TABLE:

| Die | 1-1 |
|-----|-----|
| 1 | AE |
| 2 | AE |
| 3 | EX |
| 4 | EX |
| 5 | DE |
| 6 | DE |

explanation:

- AE - Attacker eliminated
- DE - Defender eliminated
- EX - Both sides eliminated

ALLEGED POEM #2

by Evan Jones

Why doth thy face sae showe of cheare,
Russia, Russia?

Why doth thy face sae showe of cheare,
And why sae gleeful go ye-o?

Oh, I hae stabbéd England drear,
Ally, Ally.

Oh, I hae stabbéd England drear,
And taken ye Northe Sea-O.

But England hath armie St. Pete,
Russia, Russia

But England hath armie St. Pete,
And things looke bade for ye-o.
But I will force him to retreat,

Ally, Ally.

But I will force him to retreat;
To Finland he will flee-o.

But Tyrkie doth assail thy reare
Russia, Russia

But Tyrkie doth assail thy reare
To Sevastopol goes he-o.

But that is just an idyl feare,
Ally, Ally.

But that is just an idyl feare,
With him I will agree-o.

Thy armies are being beaten now,
Russia, Russia.

Thy armies are being beaten now;
How can this outrage be-o?

Oh, woe is me, I've lost Moscove,
Ally, Ally.

Oh, woe is me, I've lost Moscove;
My foes be yelling "WEO!"

Thy force hae been entyrlie crushed,
Russia, Russia.

Thy force hae been entyrlie crushed.
Defeate do you forsee-o?

Out of ye country I muste rush
Ally, Ally.

Out of ye country I muste rush
And fly with haste to Rio.

And wilt thou end thy glorious reign,
 Russia, Russia?
 And wilt thou end thy glorious reign
 In A.D. nineteen three-o.
 But all mine centers hae been ta'en,
 Ally, Ally.
 But all mine centers hae been ta'en,
 And no defense gang ye-o.

And what about thy ally true,
 Russia, Russia
 And what about thy ally true;
 Canst I have Rumani-o?
 My final word will be, "Fucke you,"
 former ally.
 My final word will be, "Fucke you,"
 Sic bad Council gang ye to me-o.

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NORTH BY NORTHEAST

Alright, I've had it! I was talking to a friend, a conservative who had voted for Nixon three times, about how high prices in the paper industries had gone and he said, "It's all that damned Nixon's fault." I replied that I thought it wasn't just his fault, it was his financial advisors' and the greedy industry heads' and union leaders' too. He called me a Nixon supporter and said that I should stop defending him! Now look, I've been against Nixon ever since I can remember. I consider him the worst politician I'm aware of, and I'm aware of quite a few. And I have over a hundred dollars on his not finishing his term; mostly because I don't believe he should, but also because I'm sure he won't. I'm a Nixon supporter? I don't blame John Boardman for changing his stripes. I'm sick of being so respectable and even conservative; I'd like to be a pinko lefty again. At least now John's still a radical!

I'm going to be marching in the March of Dimes Walkathon in New York on April 28. It's going to go twenty miles (from the top of Central Park, 115th Street, to the bottom of Manhattan, Battery Park, and back). If anyone out there would like to sponsor me by pledging a certain amount per mile that I walk, I'd be more than happy to accept it -- on behalf of the March of Dimes, of course.

There's been some talk in other zines about the future of The POUCH. Well, it's true that when the current editors go off to college there will be some changes. The next article-issue will detail these changes -- all of them for the better. But don't believe everything you read in other zines -- or this one for that matter -- there may be some surprises in store.

Also in the next issue will be an announcement and report of the activities of the new Marxist Party which is working to elect the next President of the United States and a man for all seasons, the late, great Harpo Marx.

We have filled game 74-2. Its Boardman Number is 1974AR. Due to the number of games we are carrying it will be the last game started for some time. Those who have signed up for the next game will have their \$2 credited to their subs. The players, their addresses, and countries:

Austria-Hungary: Keith Thompson, Rt. 5 Box 848-A, Bremerton, Wash.
98310
England: Bruce Chamberlain, 248 Ridgewood Road, East Hartford, Conn.
06118
France: Matthew Wald, Box 3561, Brown University, Providence, R.I.
02912
Germany: Matt Gelfand, Box 58 Yale Station, New Haven, Conn. 06520
Italy: Mike Gnall, 1821 Downing, Memphis, Tenn. 38117
Russia: Fred Hyatt, 378 State Street, Brooklyn, N.Y. 11217
Turkey: William McDonough, 34 Concord Road, Marlton, N.J. 08053
GM: Cary Fulbright, 277 West End Avenue, New York, N.Y. 10023

Please send all moves to Cary and all press to the address on page two. Maybe we can have a little Ivy League rivalry between Brown and Yale. Go to it!

We have also started a bourse. It will run with 74-2. It will run on a two-week schedule instead of the game's three. All bourse moves will be due one week before the 74-2 deadline. They will be adjudicated during the following week and published with the 74-2 moves. The game-master for the bourse is Stephen Tihor, 32 Washington Square, New York, N.Y. 10011. Do not send bourse moves to Cary Fulbright. Anyone may join the bourse simply by sending in moves before the first deadline. Thereafter, anyone may join, starting with \$1000-equivalent in all currencies of countries still in the game, for a \$1.00 fee. The following people have signed up for the bourse in advance:

Scott Robinson
David Hov
David Gladstein
Robert Goldman
Douglas Reif
Wayne Gildroy
William Glankler
Mike Gnall
Paul Neumann

The first deadline for 74-2 (1973AR) is May 4. Remember that bourse orders are due one week earlier. Good luck!

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Did you know that the population of Florissant, Missouri in 1960 was 38,166? Now how about that? But that's not half as fascinating as the fact that San Diego's was 573,224.

GOOD KING RICHARD III

by Paul Neumann

When in 1485, Henry (VII) Tudor became King of England, after successfully completing a quick war of succession with his victory on Bosworth Field, he found his claims to the throne to be very weak so he had to find just fiction for usurping the throne. He fostered two myths to bring him popular national support. The first involved his Welsh ancestry, unconnected with either the houses of York or Lancaster, which gave him a claim to the throne through his grandfather Owen Tudor, who was the husband of Henry V's widow and was supposedly also a direct descendant of the last British king, Cadwallar. To add more to this myth, Henry also encouraged the spread of the Welsh superstition that King Arthur would return in a golden age, and he also named his eldest son Arthur. This superstitious prophecy was "fulfilled" in the "Golden Age" of Elizabeth Tudor, implying that Henry VII and his heirs were King Arthur reincarnate.

The other support devised by Henry VII to strengthen his claims has come to be known as the "Tudor Myth." It is basically the belief that the struggle between the Lancastrians and Yorkists was an organic piece of history involving the workings of eternal justice. A crime against the divine order of the universe was committed when Henry IV (Bolingbroke), founder of the House of Lancaster, seized the throne of Richard II. More offenses occurred: the War of the Roses (1455-1485), the civil war between the Houses of York (the White Rose was their symbol) and Lancaster (which later took the Red Rose as further antagonism of York), in which Yorkists first won the throne and at the end lost its throne to another family -- Tudor. The climactic transgression was the usurption of the tyrant Richard III who is finally brought down by the avenging hand of God in the person of Henry VII. Order and harmony were restored with the providential union of York and Lancaster. A central and tremendously important part of the Tudor myth is the characterization of Richard III as a physically deformed, diabolically evil tyrant to whom is attributed the murders of just about everyone related to the throne -- the two princes in the Tower, the sons of Edward IV, were used in a Slaughter of the Innocents story. Henry VII is pictured as almost a saint, the instrument of God.

As time went on, the portrayal of Richard III became more and more that of a physically deformed and monstrously tyrannical usurper. A fable was even created about his mother, Cicely Neville, having been pregnant for two years before giving birth to Richard. After this agonizing pregnancy, Richard was born feet first with a hunchback, teeth, and shoulder-length hair. This is highly absurd though there seems to be some agreement on the idea of Richard having been a hunchback, but compare this description of him given by the Tudor Myth with the striking portrait of a handsome Richard III, with no evidence of deformity (hanging in the National Portrait Gallery, London). This portrait shows a very different personality than generally attributed to him by students of the Tudor Myth.

Shakespeare's been lying all these years! Actually, there is more history in a detective story than in his play, Richard the Third. Laurence Olivier is all wet! His characterization of Richard as a crook-backed, child-killing, hypocritical monster was as far from the truth as London is from New York. Henry Tudor usurped the throne of England, and today is remembered with respect, while the rightful King he killed is badly and wrongly maligned.

Richard may be guilty of seizing the crown from his infant nephew, Edward V, but there was nothing out of the ordinary with "crime." There were mitigating circumstances surrounding this seizure of power. The Woodvilles, the family of Henry V's mother, were trying to seize the power of the king which was being legally exercised by Henry's Guardian, Richard. This was accompanied by attacks on the legitimacy of Edward IV's sons. Parliament, in order to end the crisis declared Richard, Duke of Gloucester, heir and crowned him Richard III. Richard's infamy is based on the unsolved murder of the "Little Princes," his nephews. There isn't one shred of evidence to indict Richard of murder or complicity in the act. Their intrigue-clouded disappearance, sometime between 1483 and 1485, has been traditionally ascribed to Richard but it is just as likely, if not more likely that Henry Tudor was responsible. After all Edward V and his brother, and Richard all had firm claim to the throne, something denied to Henry VII.

Richard, ever since his death on Bosworth Field ("A horse, a horse, my kingdom for a horse."), has been slandered by those who wanted to justify Tudor Monarchy although he was essentially a good king, even though he only ruled for two years he was still able to make great contributions to the kingdom. He extended the idea of trial by jury, translated England's statutes from Latin into English, and increased patronage of the Church.

(Note -- This is an attempt to stir up controversy.) ((In other words, if you flood us with cards and letters calling him a moron, he didn't really mean it; it was all a joke.))

In 1924, in Yorkshire, England, the Fellowship of the White Boar (Richard's symbol) was founded to clear away Tudor propaganda and straighten out the historical record. The main branch remains in Yorkshire and there are many other organized groups in such places as New York, San Francisco, Washington, and Brown University. Membership entitles one to a sub to The Ricardian, the official newsletter, and use of the club's extensive libraries in England and the U.S. (these libraries are treasures of books and papers dealing with late 15th century English history). Among the activities of these clubs are promotion of historical research, the April 9th funeral fast to commemorate the death of Edward IV, the August 22nd placing of a wreath on the tomb of Richard, and the annual meeting October 2nd (Richard's birthday). Oh, by the way, the organization has been renamed the Richard III Society. Those of you interested in history may want to get into the Richard III controversy.

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Vermont was the fourteenth State admitted to the Union, and while some New Yorkers may disagree, Vermonters know, an independent nation before that.

Recently SPI has been trying to convert some of their games into multiplayer games. They have tried this with Desert War, Bullrun and now World War Two.

Bullrun and Desert War were turned into multicommander games. The sides into different parts and assigning one commander-in-chief to each side. The commander-in-chief sends orders to all his subordinates which arrive one turn later and must be obeyed. Of course these orders may be lost or captured by the other side in transit. Still, although the game is multiplayer, it is not in the true sense of the word. They do not provide you with any diplomatic situation, only with a good simulation of "the fog of war". World War Two is an exception.

Originally, they playtested it as a six player game: France, Britain, Russia, Germany, U.S.A., and Italy. In the first game I watched France, Britain, and Italy ally against Germany-Russia. No one knows what side the US would have come on, since the game never lasted that long. In a second game, Italy (me) conned Britain-France that they were his allies, and he managed to destroy half of the French army, take all of North Africa, the Balkans, and win the game! Unfortunately SPI has decided (and quite correctly) that six players, although more desirable, makes the game too slow and bulky. Now the game is a five man game: France, Britain, U.S.A., Russia, and Germany-Italy. In this game France and Germany allied and conquered the whole world! Germany won, but France did not lose in 1940! SPI will continue to work until they find the ideal game. Victory in the game is handled much like Origins of World War Two (also designed by SPI). The countries get points for areas that they have conquered and for areas that have never been conquered. Let's hope they do a good job.

By now many of you will have received your anniversary issues. I hope you like it. But now is the time when I should mention that I made some mistakes in my article on Youngstown: (1) Rod Walker's article on Youngstown that appeared in Hoosier's Archive, and in Panzerfaust did deal with the Youngstown game with off board boxes. (2) In the article I talk about the opening for both France and England. In that discussion I repeatedly mention that England should move FJoh-Mal. Unfortunately for me there is no Malaya. Most of you will know that I meant Thailand, but for those who don't, I meant Thailand.

And before I go, here's a message for a small, decrepit, paranoid, and worried man, who wears a crumpled suit with an American flag pin on his lapel: "Say goodby Dick!"

LIFE IS JUST A BOWL OF...

73-11 (1973HN) Fall 1902

Austria-Hungary (David Lagerson) ASer-Bul, FGreSASer-Bul, ABud-Gal, AVieSABud-Gal, AAlbSFGre. owns: Bud, Tri, Vie, Gre, Ser (5)

England (Leo Plotkin, -1) FNthSFNwy-Ska, FLonSFNth, Firi-Wal, AFin. owns: Edi, Liv, Lon, ~~Nwy~~ (3)

France (Ken Muszynski, 2) FEng-Bel, APicSFEng-Bel, FMid-Iri, ASpa. owns: Bre, Mar, Par, Bel, Por, Spa (6)

Germany (Gary Peterson, -1) FHol-Nth, FHelSFHol-Nth, ABel (-Bur, Ruh, or elim.), ATyr, FBal-Swe, AKie-Den. owns: Ber, Kie, Mun, ~~Den~~, Den, Hol (5)

Italy (David Tutacko) FionCATun-Apu, ATun-Apu, FTyrSFion, ATus-Ven. owns: Nap, Rom, Ven, Tun (4)

Russia (Paul Neumann, 1) FRum-Bla, ASev-Rum, AGalsASev-Rum, AStP-Fin, FNwy-Swe, AUkrSAGal. owns: Mos, StP, Sev, War, Nwy, Rum, Swe (7)

Turkey (Mike Honig) FAegSFion-Gre, FEMedSFAeg, ABulSFRum, ACons ABul. owns: Ank, Con, Smy, Bul (4)

ENGLAND ENTERS BATTLE FOR GERMANY

73-D (1973CIec) Spring 1723

Austria (Stephen Tihor) ARhiSAKas (-Tyr), AHol-Han, ABohSAKas, APap, AKasSABoh, ABud-Mor, AVen-Vie, ANTySFCen-STy

England (Douglas Dick) ALon, FNwgSFChr, FVarSFChr, FChrSFYor(EC)-Nth, FSCO(EC)SFYor(EC)-Nth, FYor(EC)-Nth, FNth-Hel

France (John Boyer) ACol-Rhi, ASav-Tus, AAuv-Sav, AVer-Ndy, ARheS ACol-Rhi, FNdy-Bri, FGLyocASav-Tus

Ottoman (David Hov) ACau-Kub, ABes-Mol, AMol-Min, FSicSFCen-STy, FCen-STy, FGre-Cen, FSmy-Aeg

Poland (Bruce Wachtler) AHanSASax-Kas, APos-Sil, AWar-Mol, ASil-Mor, ASax-Kas, AMor-Vie, AKraSASil-Mor, FSke-Den

Russia (Mike Ritter) AKieSAMos-Atk, ASto-Got, AMos-Atk, AArc-Mos, AStP-Est, FGot-Bal

Spain (John Stevens) APor-Mad, AMad-Gra, FTun-Cen, FSTy-Sic, FSav-NTy, FGra-Wes, FSev-Gib

AUSTRIA BESEIGED

73-E (1973CNbu) Spring 1902

Austria-Hungary (Alex Katzoff) AVie-Gal, ACluSAVie-Gal, AGre, ASer-Rum, ATri-Tyr, FAlbSAGre

China (Scott Rosenberg) FCan-Yel, AHan-Kan, APek-Man, FFor-Sch, AVlaSApek-Man, AVtm-Sik

England (Mike Honig) FEdi-Nwg, FEng-Nth, FLonSFEng-Nth, FNwy-Ska, FFire-NAt, FJoh-Tha(EC), FBorSFSai-Sch

France (Matthew Diller) ABre-OMo, AParsABre-OMo, FMar-Spa(SC), FSai-Sch, ASpa-Gas, FMor-Mid, FCamSFJoh-Tha(EC)

Germany (Jerry Paulson) FKieSFDen, FDen, APos-Sax, ASil-Gal, AHol-Bel, ARuhSAHol-Bel

India (Cary Fulbright) FMad-Ara, ADel-Nep, ACal-Tib, ABma-Sik, FJav-Cel

Italy (Bruce Wachtler) FNap-Ion, FIon-Adr, AVen-Tyr, ARom-Ven, ATun, FEth-Ade

Japan (Eric Robinson) FOsa-ECh, FTok-SPa, FKar-SJa, FPhi-Cel, FCell-Mal

Russia (Leo Plotkin) AOms-Sib, AMos-StP, AStP-Nwy, FSweSASTP-Nwy, FKor-Yel, FRumSFCon-Bul(SC), ASnk-OMo, AWarSASil-Gal, AUkrSASil-Gal

Turkey (Duncan Smith) FSmy-Eas, FCon-Bul(SC), ABag-Jor, ABul-Gre, FAegSABul-Gre, AEgy-Pen, AIra-Arm

Game 74-1 has been postponed because two players did not get their Spring 1901 moves in. If either of them misses their next moves, they will be replaced. The new deadline is April 20.

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"Hell" — a poem in pentameters containing various dactylic, anapaestic, and trochaic, and spondaic, or rather Phyrrie, feet.

When men turn quite pointed and children strangely snarl

And cackles are heard from near and all afar

And Macbeth's dear friends seem to you much friendlier by far

Think twice about what put you where you are!

Katie Ulanov

How to Have Fun as U.S.A. in the Historical Version,
Simultaneous Placement, or It's No U's; I C I'm Gonna Lose
Before I Start

by Evan Jones

If you've got the U.S., all you can do is to start another game: you have no hope of winning. But to avoid being lynched, it would be wise to play it out.

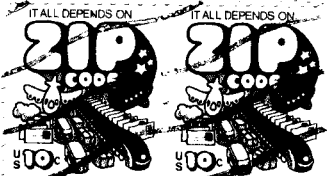
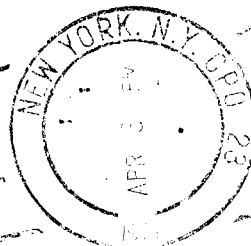
The U.S. has a good bid for a fourth place finish if France or Russia gets pulverized. He can finish with 9 points if Britain holds onto Poland and Czechoslovakia. U.S.A. must forget Baltic States. If Britain secures a U Germany and/or loses both of these border states, U.S.A. can stockpile them in his home and try to bomb everyone out of somewhere for n U points in 1940. U.S.A. cannot reasonably expect to get more than 11 points.

Only in the Anti-Bolshevik and Aggressive British-U.S. variants does the U.S. stand a chance in Hell of winning (not to mention avoiding crushing defeat). In Aggressive French-British, the U.S. might, with luck, get second place.

No one to my knowledge has ever won as the U.S. in any form of the Historical or Aggressive French Versions. The only thing you can get out of it is to mail eight pages of pornographic press releases a day to the magazine and count how many days it takes for them to get returned to sender.

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address correction requested



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