

BLUE PEOPLE GONE;
GOLDEN PEOPLE SURVIVE

73-9 (1973GK) Fall 1904

Austria-Hungary (Keith Dahnke, 2)

FGreSABul, ABulSASev-Rum, ASev-Rum
(elim.), AGal-Vie, ABud-Tri. owns:
Bud, Tri, Vie, Bul, Gre, Ser (6)
builds: AVie, ATri

England (David Hov, -1)

FCly-Edi. owns: ~~Edi~~ (0) removes:
FCly

France (John Stevens, 3)

ALiv-Edi, FWal-Liv, FNap-Tun, FTyr-
Rom, ATusSFTyr-Rom, FGLyo-Tyr. owns:
Bre, Mar, Par, Edi, Liv, Por, Rom,
Spa, Tun (9) builds: AMar, FBre.
owed one.

Germany (Ronald Kelly, 1)

ASTPSAMos, FNwgSALiv-Edi, FNth-Lon,
FBal-Den, AKie-Mun, AMun-Boh, ATyr-
Tri, ASil-Gal, AWarSASil-Gal, APruS
AWar. owns: Ber, Kie, Mun, Bel, Den,
Hol, Lon, Nwy, StP, Swe, War (11)
builds: ABer

Italy (Kirby Welch, -1)

AVen-Rom, FAdr-Ven, FION-Nap. owns:
Nap, ~~Rom~~, Ven, ~~Tun~~ (2) removes: FAdr

Russia (Jonathan Jacobs, -1)

AMosSAUkr-Sev, AUkr-Sev, ARumSAUkr-
Sev, FBlaSARum. owns: Mos, Sev, ~~StP~~,
Rum (3) removes: FBla

(continued next column)

* * *

NEXT DEADLINES:

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

73-9 (1973GK) (continued)

Turkey (Robert Lipton, -1)

ACon-Bul, ASyr-Arm, FSmy-Aeg,
FEMedSFSmy-Aeg. owns: Ank, Con, Smy,
~~Edi~~ (3) removes: AArm

* * *

73-7 (1973EI) CORRECTION

The move APar-Bur was not printed.

* * *

IS ANYONE THERE??????????

73-12 (1973JC) Summer 1902

Austria-Hungary (Mark Rutledge)

ASer, FGre, AAlb, ABud, ATri

England (Ron Melton)

ANwy, FNth, FNwg, FEng

France (Mike Ritter)

FGLyo, FMid, AGas, AMun, APar, APic

Germany (Howard Sidor)

ABel, FHol, AKie, ADen, ABer

Italy (Russ Nekorchuk)

ATyr, AVen, FION

(continued on page 12)

* * *

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THE POUCH

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

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

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This issue is the latest any has ever been; to be exact, it is one week late. This occurred because of our attendance at the Lunacon. Because some games may not require it, we are not automatically extending the deadlines of the games herein. However, if any player feels he needs the extended five week deadline, just ask for it.

You will note that the long-promised report on the Marxist Party does not appear this issue. There was no room for it or many regular features, such as Penelope Dicken's, Nicholas Ulanov's, and the letters columns. Since the next article-issue is the last under the editorship of Messrs. Smith and Ulanov and Ms. Dickens, all of these features will appear (along with the Marxist Party report) even if we have to postpone press.

There are two player changes in games 74-1 and 74-2. William Glankler (1027 Forrest Avenue, Memphis, Tenn. 38105) is the new England in 74-1. Gary Peterson (1068 Leckie Street, Sarnia Ontario, Canada N7S 1B6) is the new France in 74-2.

Stephen Tihor found the following for us from a recent Time. It refers to Edward and Tricia Cox and David and Julie Eisenhower.

David and Eddie are very much alike, says Tricia, and they thoroughly enjoy each other's company. Once when Julie and Tricia went to California with their parents, David stayed in the apartment with Eddie. Recalls Tricia: "We left them here and I prepared a few things -- like a salad and a chocolate cake. When we phoned them two days later, I said, 'I hope you all have been enjoying what was in the ice box.' They hadn't even been near it! They were engrossed in playing Diplomacy, a game that takes fifteen minutes for each move."

Fifteen minute moves! They must play a cut-throat game! Allan Calhauer take note: You have made your way into high places. Incidentally, Edward Cox is a graduate of the school Stephen Tihor and Nicholas Ulanov are soon to be graduates of.

subscriptions are 10/\$2.00

page two

THE FUTURE

As some of you are aware, this fall the editors of The POUCH go off to college. As far as we are concerned, this makes it impossible for all of us or any of us to run a zine with more than fifteen games, a circulation of 125+, and one (even if tri-weekly) that is eighteen pages long -- at least of the (we think) high quality of this zine. Needless to say, we do not feel it just to leave the hobby with a large number of orphans, announce we're going away, and say goodbye. So we have made some provisions, which we would like to announce now, for the future.

We have an excellent staff and one composed of several people capable of running their own zines. Therefore, the editors are relinquishing The POUCH and turning it over in modified form to two members of the staff: Gil Neiger and Raymond Heuer.

Gil will edit The POUCH on a tri-weekly basis with most of the features currently established remaining. The zine will be eighteen pages long and retain the present format. It will, with one or two possible exceptions, run only regular games. Subscriptions will be 6/\$2.00, with a game fee of \$8.00 (the fee includes receipt of the zine as long as the game continues). Those who are currently in no games and in regular games will have their subscriptions continued in this zine. Those in games currently being run will of course be expected to maintain a subscription since they did not join the game under the new game fee system.

Raymond will edit a tri-weekly zine called Carn Dum. It will be of varying length and have an all-new format. It will run only variant games, with a subscription fee of 10/\$2.00, and a game fee (zine receipt included) of \$5.00. All those in variants now being run will receive an initially free subscription and be expected thereafter to maintain a subscription.

The two zines will closely cooperate with each other, and Gil will publish them both. Those we currently trade with will continue to receive The POUCH, trades for Carn Dum having to be established separately. The other small changes inherent in such a transfer will become apparent with the first issues of the two zines. We firmly believe that both zines will be of very high quality and well worth subscribing to. All three of us will remain interested and involved in both zines. All of us will contribute articles and other material to both zines fairly regularly.

The change-over in editors will take place between the May 6th and May 20th issues. The following week, May 27, the first tri-weekly issue of The POUCH and the first issue of Carn Dum will appear. The change-over is taking place now so that the editors will be able to do some travelling this summer before hitting the college campus this fall.

Lest you think the three of us are fading from the Diplomacy scene, let us announce the following. Penelope will continue to write her column for The POUCH and continue to write articles for both Gil's and Raymond's zines as well as others. Nicholas will continue as Atlantic Regional Secretary of the IDA. And Duncan will, once situated in college, be starting a zine of his own. Both Nicholas and Duncan will be writing articles for Gil, Raymond, and other zines.

Meanwhile to Gil and Raymond, something they don't need: Good Luck!

WHO IS NICHOLAS ULANOV AND WHY IS HE DOING THESE TERRIBLE THINGS TO ME?

or, Oh No! There Is a Little Saint Nick.

by Paul Neumann

Members of the staff, staff members, readers of The POUCH, POUCH readers. I guess that covers everything. I thought my razor was dull until I read the last issue, and that reminds me of a story that's so dirty I'm ashamed to think of it myself. As I looked over those articles I could readily understand why this magazine is flat on its back. When I was an editor things were slightly different. I was flat on my back. Things kept going from bad to worse but we all put our shoulders to the wheel and it wasn't long before I was flat on my back again. Any questions? Any answers? Any rags, any bones, any bottles today? Any rags?

Those of you who were foolhardy enough to subscribe to the first dozen or so issues may remember that I was once an editor; those of you who don't -- not too long ago I was an editor of The POUCH. Then all of the sudden I find myself up in Providence -- and that's no heavenly city. About the best thing I've heard about this town is that Playboy called it the crab capital of the world, but I have yet to see any signs of Providence being a big seafood town. Actually I do remember Nick saying something about whether or not I'd like to study abroad, well of course I said I'd love to study a broad. Well I walked right into that one. Somehow we got our signals crossed. Probably the best thing about my having been an editor was that I was replaced by Penelope.

Ah! Penelope! Oh! how I love the old girl. It's the old story -- Boy meets Girl. Romeo and Juliet. Minneapolis and St. Paul. My goodness, Penelope, I'm glad to see that you're an editor. (Penelope -- "Goodness had nothing to do with it.") But there are some complications it seems. that she is a bit of a chest beater (which may be okay for a Tarzan, but for Jane?), I'm sure you understand what I mean; she likes to blow her own horn. Well let's go ahead as if nothing happened. I've even heard that Duncan went so far as to say that, "if she were cast in the role of Lady Godiva, the horse would run away with the show." I think it's time to put some dialogue into this so let me relate to you, that's more than Penelope would let me do to her, this fleeting great moment in my love life:

Me: How about you and me passing out on the veranda, or would you rather pass out here?

Penelope: Sir, you have the advantage of me!

Me: Not yet I haven't, but wait till I get you outside.

Penelope: If he ((oh I forgot another major roadblock -- her boyfriend)) finds out he'll wallop me.

Me: Always thinking of your boyfriend. Couldn't I wallop you just as well? He's only a shell of his former self, which nobody can deny. Whoopee! I tell you you're ruining that boy. You're ruining him. Why can't you do as much for me.

((It seems I've left out an "I wish you'd keep my hands to yourself" but you'll never know the difference.))

Me: Did he tell you you had beautiful eyes?

Penelope: Why, yes.

Me: He told me that too, he tells that to every one he meets.

I think Penelope's views on The POUCH's press are quite enlightening: "On the whole I would not say that our press is obscene. I would say that it trembles on the brink of obscurity."

Oh! Penelope, my heart is in my hand. Yeech! And by the way, Penelope, there is a way to do without sex, ("Yeah, but that's disgusting.")

Now for the educational part of this article. In the Polish Revolution of 1830-31, the Poles' only ally was the Asiatic cholera. fini.

It seems that almost anyone can become a POUCH editor for they carry the equal opportunity motif right across the boards. Not only do they prohibit discrimination on the grounds of race, creed, color, sex, and national origin; but also on the grounds of ability. Walter Davenport once said that an editor is "a man who knows what he wants, but doesn't know what it is." But somehow I don't think it applies. Any resemblance between these editors and real persons is purely accidental.

It was only a few months ago that I met Nick. I could tell he was headed for greatness, but I wasn't surprised. There was something about his eyes; the way he looked into yours; the firmness of his handshake and his warm smile that made you want to tell him the truth. What's more he showed me without being asked, the deep scar left by his operation. I like a man like that! Running a magazine calls for a person with peculiar talents. And believe me, Nick's got the most peculiar talents of any editor you ever met.

More dialogue? Okay!

Nick: Why don't we call our zine The POUCH? You know, short for the diplomatic pouch, what?

Me: Nick you've got something there, and I'll wait outside till you clean it up.

Nick, seriously, you seem to worry about too many things; you're heading for a breakdown. Why don't you pull yourself to pieces.

In understanding Nick, I find it very significant that Lenin was born Vladimir I. Ulianov. And even more so the fact that his own chosen name was Nicholai. When asked what he would want to be remembered for, Nick replied, "Everything."

When The POUCH started, it was Duncan and me at the typewriter. It was obvious we needed a third editor who knew how to type. Oh no, more dialogue.

Me: Maybe you can suggest something, in fact, you do suggest something. To me you suggest a baboon. I'm sorry I said that. It isn't fair to the other baboons.

Well let's see what you get for your two dollars: ten issues and you remember Nick all your life. That's the most nauseating proposition I've ever heard. But let's let Nick defend himself. "I'm not in the business for love, you know, I was in love once and I got the business. But that's another story and a very unfortunate one. Those of you who think two dollar subs are ridiculous, remember, a bird in the hand can be awfully messy, I mean remember, I'm only making two bucks on it."

And now to round out the trivial trio, let's consider Duncan -- antisocial, alcoholic, physically repulsive, and down right unsanitary. You wouldn't believe the problems I had trying to tell him that Descartes had not said, "Coito, ergo sum" but rather, "Cogito, ergo sum." (I've always been afraid I'd someday meet John "A man who could make so vile a pun would not scruple to pick a pocket" Dennis, but he's been dead for more than two hundred years. He's probably only using that as an excuse.) I went to Stuyvesant with Duncan when he was studying animal husbandry, until they caught him at it one day. W.C. Fields once said, "Anyone who hates children and dogs can't be all bad," but then again W.C. never met Duncan.

More dialogue, what?

Me: How is it you never got double pneumonia?

Duncan: I go around by myself.

Me: There's my argument. Restrict immigration.

If you ask him how he could get a name like Duncan, he probably would reply that the name isn't his, rather he's breaking it in for a friend. Duncan, I never forget a face but in your case I'll make an exception. According to Will Rogers' definition of a child prodigy, Duncan may be one -- "a child prodigy is a child who knows as much when it is a child as it does when it grows up." Duncan, you've the brain of a four year old, and I'm sure he was glad to get rid of it. I'll bet your father spent the first year of your life throwing rocks at the stork. Now I feel it my duty to touch on the matter of Duncan's press. Yeech! Randolph Churchill described it well, "The greatest curse of civilization." Or Carson, "The only reason people write is because they are not wonderful people." Or Pavese, "If immoral works of literature exist, they are works in which there is no plot."

Duncan should have taken the advice of Richard Middleton, who said, "It is impossible to speak of sodomy in any detail in polite society nowadays."

Well I've delayed long enough let's look at a sample "press release." Saber Tooth Neiger is a sergeant and the Rayrilla a new recruit.

Saber Tooth Neiger: How are your bowels working?

Rayrilla: Haven't been issued with any, sir.

S.T.N.: I mean, are you constipated?

R.R.: No sir, I volunteered.

S.T.N.: Heavens man, don't you know the King's English?

R.R.: No sir, is he?

There you are, a lot of "drivel" with no recognizable merit or socially redeeming value whatsoever. You see he's just wasting his breath and that's no great loss either. Well let's leave the subject of Duncan Smith. Good-bye, Mr. Chimps!

Well as you see it's hard to write a recommendation for people you know. And as someone undoubtedly said, "You always hurt the ones you love."

I know two things about Penelopé, the old horse,
One of them is rather coarse....

((Looks like it's time for Conrad to write another article on obscenity in The POUCH..))

A NEW VARIANT THEORY

by Duncan K. Smith

The problem most variant designers run into is the "History-Playability" Syndrome. It isn't that there aren't enough historical situations, it's that there are not enough playable ones. Even the ones that are playable are either too uneven or do not have enough major powers to make it multi-player. The ones that are near perfect always seem to lose something in the translation from history to playable game. Even Diplomacy suffers from this. No doubt it's very playable, and an even game, but there are some doubts as to some of the reasons for making Turkey (the sick man of Europe) on an even par with Germany, Britain or France. Two other very popular variants, 1721 and Youngstown suffer from a lack of realism (in terms of the actual historical situation) and yet both are excellent and playable variants. What can be done?

In the anniversary issue of The POUCH, Paul Neumann's variant, The Thirty Years War, appeared. In it he had minor countries who obviously could not win the game but nevertheless play an important role in the game and in history. Other designers have tried to use minor countries with no apparent success. After all, who wants to play a minor country? About the only game that has taken an uneven situation and turned it into an even and playable game is Origins of World War Two. That game used the idea of awarding points for fulfilling objectives. It then became possible for countries such as France to defeat countries like Germany politically. Many people don't like the game, but they all have to admit that it works.

As I mentioned last big issue, SPI has been working on applying this system to World War Two. They have done this by giving points to a country for taking or conquering a country. This has also worked quite well. All the countries on the board, although far from being even, have an equal chance to win the game. This game, I have to admit, has taken many of its ideas from Origins of World War Two (also designed by SPI). There is no denying that neither of these two games resembles Diplomacy, but there is a way of incorporating their ideas and making a new type of Diplomacy variant.

Paul Neumann discussed giving the minor powers of his variant different victory conditions so as to put them on even footing with the major powers. He could have gone further. Let us say that a designer is working on a variant which is basically a multi player scenario, but all the combatants are not even. Some of the powers have five centers, others have four, three or two. To make this variant even he can use the victory point system. In other words, the game, instead of being a "first to eighteen centers wins" type game, would be a victory point type game in which the one with the most victory points would win. Points would be awarded for rate of growth, with major powers expected to grow faster than the minor powers. Points could also be awarded for length of survival, where minor powers would get quite a few points and the majors very few. Points could also be awarded for gaining certain centers that historical objectives. An example of this can be found in regular Diplomacy. Austria-Hungary would gain extra points for gaining Serbia since it was an historical objective in that time. The game could be ended by a time limit or by a fulfillment of one prime objective. The country that fulfills this prime objective would gain bonus points. Such a prime objective could be gaining eighteen centers.

This system, if used, could result in quite a few new variants. One's that are uneven, but historical and playable.

* * *

THE MAD YAK

I am watching them churn the last mill: they'll ever get from me.
 They are waiting for me to die:
 They want to make buttons out of my bones.
 Where are my sisters and brothers?
 That tall monk there, loading my uncle, he has a new car.
 And that idiot student of his- I never saw that muffler before.
 Poor uncle, he lets them load him.
 How sad he is, how tired!
 I wonder what they'll do with his bones?
 And that beautiful tail!
 How many shoelaces will they make of that!

-Gregory Corso-

THE BRITISH ARE COMING!

1776: A review

by Duncan K. Smith

1776 is Avalon Hill's newest game. It has no resemblance at all to Conflict's 1776, or SPI's American Revolution. In many ways it is better than American Revolution, but of course the same can be said about American Revolution. The game is tactical and strategic. The mapboard represents the entire seaboard and the original

RATINGS:		thirteen states. The board is
MAP.....	7	set up into two different
RULES.....	8	parts for ease of play. The
COMPLEXITY.....	7	counters aren't too unlike
COUNTERS.....	8	those of American Revolution
BALANCE.....	6	and World War Two, other than
SCENARIOS.....	8	their glossiness. The rules
REALISM.....	7	are simple and complex at the
LENGTH.....	1-8hrs	same time. These simple rules
OVERALL.....	7+	manage to bring across many
		subtle and new game theories.

Overall, the technical aspects of the game are done very well indeed.

Some people will complain that the game is not realistic enough. As a matter of fact, Jim Dunnigan, head of SPI, has said that. I guess he's forgotten he designed American Revolution! It is true that the only real advantage given the Americans is that he moves eight, and the British only seven. Yet the game does accurately portray the role of seapower, forts, river transport, winter, and battles. As a matter of fact, the way AH handles combat in 1776 is unique and well done. AH quite correctly starts out with the presumption that the idea of the American sharpshooter, and ambusher is just an American Myth. In reality, most of the important battles in America were fought like most of the other battles in Europe at the time: In line formations. In 1776, when two sides meet, and one of them offers battle, both sides pick a tactical card (frontal assault, recon in force, enfilade right, and left, refuse right, and left, stand and defend, and withdraw). The tactical cards are then crossindexed, and the die roll result adjusted (if the attacker picked strong assault, and the defender picked withdraw, the attacker would have the advantage of adding three to his die roll. Most battles result in one

or two losses for the loser, but both sides have the option of continuing the battle if they so desire. What starts as a small battle between two even sides can become a total rout with one side totally eliminating his enemy. A player, in the same token who is facing a superior force can win out with some good guesses on the tactical table. The combat system not only works but gives a great feeling to the game. I've only mentioned one aspect of the game in depth (combat) so as to give a feel of the uniqueness of the rules.

Another aspect of the game is its scenarios. There are four mini scenarios, and three campaign scenarios. The four mini scenarios are: Invasion of Canada-1775, Saratoga Campaign-1777, Greene's Southern Campaign-1780, and Virginia-Yorktown Campaign-1781. Each of these mini scenarios range from 5 turns to nine turns. The three campaign scenarios are: The full campaign game 1776-1780, and two smaller versions 1776-1777, and 1778-1779. Both of these last two to four hours. The full campaign game, I figure lasts 3 hours. Of the miniscenarios, only Saratoga and Greene's campaign are even. Of the campaign games, only the full one is even, the other two to favor the British.

To sum up, Avalon Hill has made a game, not a great one, but good. And this time they did it without any help from SPI. Many of the concepts introduced in this game are totally new. Of course many things about it resemble American Revolution as should be expected. It's quite interesting to see that SPI's new game, Civil War, has in parallel discovered many things that Avalon Hill used in 1776.

* * *

To illustrate the workings of logic, a professor asked his class, "Suppose two men came out of a chimney -- one is clean, one dirty. Which takes a bath?"

"The dirty one, of course," replied a student.

"Bear in mind," said the professor, "that the clean man sees the dirty one and sees how dirty he is, and vice versa."

"Now I get it," said the student. "The clean one, seeing his dirty companion, concludes that he is also dirty -- so he takes the bath. Is that correct?"

"No," said the professor. "Logic teaches us this: how could two men come out of a chimney, one clean and one dirty?"

Ever since I started doing the six pages for The POUCH, I've consistently run into the problem of filling my pages out. I needed some form of filler. That's where I made a big mistake. Some people consider me a decent press writer, and some even consider me good (we have ten subscribers from Bellevue Hospital). My mistake was using press as a filler. I don't care how good the press you turnout is, it will become bad if you use it as filler. No matter how hard you try, you'll end up putting lousy press at the bottom of a page just to fill it out. Even the press writer with a fantastic imagination will find himself trying to think up releases just to fill up a page. It will become repetitious and boring. This is my way of apologizing for the horrid press I have turned out lately, press like I am a spy; Yellow, Luke Lepanto, etc.

As you've probably noticed, as of this issue I've introduced the new kind of filler I will use: poetry. The poem I used in this issue is a modern one, but I hope to put in some Shakespeare, some Keats, some Shelley, some Donne, and many others. As you can see from the poem I have chosen in this issue, modern poetry is not as bewildering as some people claim.

Now I want to plug a zine I really enjoy. This is not a The POUCH plug, but a plug directly from me. The zine is Mixmaxu Gazette, its publisher Robert Bryan Lipton, Box 360, Lafayette College, Easton, PA, 18042. Subscription is \$2/page + postage (min. \$2). This zine is good. Now that Costaguana has sort of retired from the scene, Robert's wit becomes numero uno in the hobby. He's Nick's direct boss in the campaign to get Harpo Marx elected president. Recently he has been running a parody on Gilbert and Sullivan's great operas. Robert's first opera is called "The Publisher" and stars such recognizable characters as Connie-Poo, Boar-Pah, Nicky, Dun-Tush, Penny, and others. If you want to be humored this is the zine for you.

I want to tell everyone that I did not know about Nick's April Fool's joke. Penelope and I had nothing to do with it whatsoever, and Nick is totally responsible for it. I also want to remind everyone that we still have one of the most corrupt Presidents in history in the White House. It makes me feel good to know that the American people are still smart enough to know that impeachment is the only answer.

73-12 (1973JC) (continued)

Russia (David Johnston) FSwe, ASstP, ABoh, AGal, ARum, FBla

Turkey (Scott Robinson) FBul, FAeg, FSmy, AAnk

The Austrian move FGre-Bul failed.

We would ask anyone who wants to get into a game to send in stand-by moves for all of the following countries: Austria, England, France, Turkey. Moves are on file for the other countries. We remind you that Duncan Smith (9 East 10th Street, New York, N.Y. 10003) is the GM.

73-13 (1973CU) 1904 BUILDS

Austria-Hungary (John Boyer) no builds. has: ABud, ATri, ASer, ARum, FGre

England (Charles Maylen) no builds. has: ABel, ARuh, FNat, Firi, FEng, FBre, FPic, FHol, FNth

France (Leo Plotkin) removes: ABur, has: APar

Italy (Howard Johnson) no builds: has. AVen, ATyr, AMar, FPor, FSpa(SC), FTyr, Fion

Russia (K.L. MacDonald) builds: AMos, AWar. has: AMun, ABoh, AVie, AGal, FSwe, FSev, AMos, AWar

Turkey (Stephen Tihor) builds: FCon. has: ABul, FAeg, FEMed, FCon

ENGLAND'S LAST ACTIVE STAB

73-F (1973CUEc) Fall 1722

Austria (Cary Fulbright) AKasSARhi, ARhiSATyr, AWlc-Bul, APap-Mil, ABoh-Vie, ATyrSARhi, FNap-Cen. owns: Boh, Bud, Nap, Tyr, Vie, Pap, Rhi (7) no buildsEngland (Jamie Adams, 2) AGotSFNth-Den, AHol-Han, FNth-Den, Ire, Lon, Sco, Yor, ~~Yor~~, Den, Got, Hol, Ice (8) builds: AYor, ALonFrance (Kirby Welch) AMil-Pap, ANetSARhe-Rhi, ASwi-Tyr, ARhe-Rhi, ATou-Sav, FNdySANet, FSav-GLyo. owns: Auv, Bri, Tou, Ver, Mil, Net, Sav (7) no buildsOttoman (Robert Goldman) ASinSAAze-Cau, ABul, AAze-Cau, FCon-Bla, FCen-Tun. owns: Bul, Con, Smy, Syr, Cre (5) no buildsPoland (William Clumm) AMol-Kie, APom-Han, AWar-Lit, AMinSAMol-Kie, AFos-Bra, ALit, FDensAGot (-Ska,Hol,Bal), AEst-Mos (nsu). owns: Kra, Lit, Pos, War, ~~Den~~, Kie, Pom, Pru (7) no buildsRussia (Doug Ellis) AKubSACau, ACau, AChr, ABes-Mol, AKie-Est, FSto-Both, FStPSAKie-Est. owns: Arc, ~~Kie~~, Mos, StP, Cau, Chr, Sto, Var (7) no builds

Moves (continued)

page thirteen

Spain (David Hov, 1) AMad-Tor, AAra-Mad, ACas, FBar-Tun, FNTy-Sic, FWMed-STy. owns: Asr, Gra, Mad, Sev, For, Sar, Sic (7) builds: FSev

Jamie Adams and Kirby Welch have resigned. Matthew Diller (85-07 Avon Street, Jamaica, N.Y. 11432) is asked to take over England. David Lagerson (19017 Vanowen, Reseda, CA 91335) is asked to take over France.

SEA POWERS STAB SOON TO BE SOVIET SUCKERS

73-E (1973CNbu) Fall 1902

Austria-Hungary (Alex Katzoff, -1) ABud-Tri, AClu-Rum, AVna-Clu, AGre-Bul, ASerSAGre-Bul, FAlb-Gre. owns: Bud, Clu, ~~Zzz~~, Vie, Gre, Ser

China (Scott Rosenberg, 1) FCan-Yel, AKan-Snk, AManSAVla, AVlaSAMan, AVtm-Sik, FFor-Sch. owns: Can, Han, Pek, For, Man, Vtm, Vla (7)

England (Mike Honig, 1) FSka-Swe, FNth-Nwy, FNwgSFNth-Nwy, FLon-Nth, FNAt-NAtoBB, FBorSFSch, FTha(EC). owns: Edi, Joh, Liv, Lon, Bor, Ire, Nwy, Tha (8)

France (Matthew Diller, 1) FSpa(SC)-Por, FMid-MidOBB, FCam-Sia, FSchSFCan, AGas, APar, ABre. owns: Bre, Mar, Sai, Cam, Mar, For, Spa

Germany (Jerry Paulson, 1 or 2) FKieSFDen, ARuh-Hol, ABelSARuh-Hol, ASax-Boh, AGalsASax-Boh (-Sil or elim), FDen. owns: Ber, Kie, Mun, Tos, Bel, Den, Hol (7)

Italy (Bruce Wachtler, 1) AVen-Tri, ARom-Ven, FAdrSAVen-Tri, ATun-Gre, FIONCATun-Gre, FAdo-Yem. owns: Mog, Nap, Rom, Ven, Eth, Tri, Tun

India (Cary Fulbright) ATib-Snk, ANep-Tib, ABma-Sik, FARA-Yem, FJav. owns: Cal, Del, Mad, Bma, Jav (5)

Japan (Eric Robinson, 1) FSpa-Cel, FMalsFSpa-Cel, FthisFSpa-Cel, FECh-Kor, FSJaSFECh-Kor. owns: Kyo, Osa, Tok, Kar, Kor, Phi (6)

Russia (Leo Plotkin, 1 or 2) ANwy-Den (-Sti, elim), FSweSFNwy-Den, ASTi-Fin, AUkr-Gal, AWarSAUkr-Gal, FRumSFCOn-Bul(SC), ASib-Man, AOMOASib-Man, FKorSFSJa-Vla (elim). owns: Mos, Oms, Sti, Sev, War, ~~Kzz~~, OMO, Rum, Snk, Swe (9)

Turkey (Duncan Smith, 1) ABul-Gre, FAegSABul-Gre, FEMedSFAeg, AArm-Ira, AJor-Egy, APen, FCon-Bul(SC). owns: Ank, Ba, Con, Smy, Bul, Egy, Ira, Pen (8)

Bruce Wachtler has resigned. Raymond Heuer (441-4360) replaces him.

Builds are due in two weeks (April 27).

That's all there is; there ain't no more.

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

"Frog, the only person who can stop us from completing our mission is Kimball Drek. That leaves us with only one choice. Kimball Drek must die!"

"But why, boss?"

"Drop dead Frog." the Count answered.

At this point the boys, in their Albrecht IV Swiss tank (they did their best to be inconspicuous), were well on their way to the capital, Constantinople. Their trip was a relatively smooth one, only interrupted when the Frog put on the tank's emergency brake as they were about to run over a pork chop. The Count was driven halfway up the tank's turret and it took them three hours to get him out.

The Count was beginning to worry about the Frog. He seemed to be becoming a Moslem. Then, that day, in Constantinople, he overheard the Frog talking on a payphone:

"Hello, Royal Palace? Get me the Prime Minister, Said Abdul Pasha."

The Frog never finished his call. Six bullets ripped through the bamboo wall of the phone booth.

Draculia woke Kimball Drek up in the middle of one of his sex dreams. Needless to say, he was slightly disturbed.

"What d'ya want Draculia?" he asked drowsily.

"Pasha wants you on the phone. Right now so get up." Draculia told him with a smile on her face.

"Hello, this is Kimball Drek. Password: Mer et de n'est pas bon pour manger. What do you want Pasha?"

"This is an important matter. Frog is dead."

"You mean to tell me that you phoned me at this time of the night, only to tell me that a frog died?" Kimball asked angrily.

"Not just any frog, Kimball, but the Frog, the Swiss spy, your friend. You'd better come to the office right away and get the details."

"Bad news Draculia. We have to go down to the office. Right now."

(to be continued...)

74-2 Alas and Alack! Another Diplomacy game begins. Thirty-four ignorant armies will soon be going around the same board bouncing like hydrogen electrons, and killing their members, all in hopes that they will be ruled by the most fiendishly skillful and deceitful ruler available. All the armies are evil, from the sick, slimy white to the dark, evil black.. even to the pre-bloodied red. All are evil.

But in Europe there is one hope. Garbed in the Unknown Color, fighting for peace, good government, and brave, true, and good beyond belief; the mighty Kangeroolanov warriors! Seldom winning, with their small, heavily outnumbered band, yet always fighting far more skillfully and bravely than their evil opponents, the Kangeroolanovs have never prevented a Diplomacy game, but their exploits in trying lead to some of the most inspiring stories of our time.

And now, as these brave creatures, distinguishable by their large Pouches, go off to try to prevent another garish war, let us follow their heroic deeds. Spring 1901: On Preventing the Movement of Muscovites

The first and leading Kangeroolanov looked at his band. He spoke solemnly, but inspiringly nevertheless. "Think of the name. Fred Hyatt. Doesn't it just sound evil? Of course it does! And he is evil. Tsar Hyatt the terrible."

"Let's do something about him!" screamed a young and overanxious Kangeroolanov.

"Further," continued the leader, unruffled, "he has an extra unit! Every player in the game has three units, except Tsar Hyatt who has already greedily snatched a fourth unit. And the game hasn't even begun yet!"

When there is an inspiring moment, Kangeroolanovs respond in an unusual, yet highly predictable way. This was an inspiring moment. Predictably, out of the pouch of each Kangeroolanov, where she is usually stored on page 18, popped a Penelope Naughton Dickens! Predictably, she began to scream inspiring sayings. "AH FIE, THAT SUCH EVIL SHOULD EXIST! YEA MORE FIE THAT IT SHOULD EXIST EVEN BEFORE EVIL WAS SUPPOSED TO EXIST! LET US FIGHT ALL EVIL, BRAVELY AND TRULY YET LET US FIGHT THIS PRE-WAR TREACHERY HARDEST OF ALL."

Knowing the ways of his penelope, the head Kangeroolanov patted her on the head, and said, "Good idea. Write it up as an article and we'll print it when we have room." Mollified, the penelope returned to its cage.

"Good job, Nicky," General Smith said to his leader.

"Thanks, Dunc," said the leader, who then turned to face the warriors. "Yet the penelopes have a point. We should attack the Russians, and we should begin by immobilizing the Russian army Moscow. Let us set sail for Moscow!"

"But Moscow has no coast, sir" objected one warrior Kangeroolanov.

"Never let it be said that they who hail to the Unknown Colored Banner were deterred by such foolishness. We will land on the coast of a province that borders Moscow, and exert a zone of control on that army. Let us do so quickly." replied the leader.

The Kangeroolanovs set off in their small boats, as a freezing rain pelted them with ice from the snow palace. It was an inspiring moment.

Came the shout: "NEITHER SNOW NOR RAIN NOR DEAD OF NIGHT STAYS THE DIEHARDS FROM STARTING OUT TO MAKE THEIR APPOINTMENTS. WE WILL NOT FLINCH IN THE FACE OF THIS ICESTORM. WE WILL BE BRAVE. WE WILL FACE THE ICE BRAVELY, DERIVING WARMTH AND PLEASURE FROM THE KNOWLEDGE THAT WE SUFFER MORE BECAUSE WE ARE MORE PURE."

"Would you like to navigate?" asked the head Kangeroolanov.

"I WILL BRAVELY DO WHATEVER I CAN TO FURTHER OUR EFFORTS!"

"Well land us on a coast that borders Moscow. And quickly. We've no time to lose!"

"YES SIR. I WILL BRAVELY LEAD OUR MIGHTY BAND TO THE DESIRED LOCATION, SO THAT WE MAY BRAVELY CONTINUE OUR STRUGGLE AGAINST WRONG..." The Kangeroolanov, cowering under the shouting as much as the ice storm, pulled a blanket over his entire body, except for his pouch. This was 18 pages thick, and needed no covering. Anyway, he could not cover up his penelope, who was navigating.

The ice storm broke as the Kangeroolanovs landed. It was an inspiring moment. WE ARE HERE: FIGHTERS OF EVIL, DIEING FOR THE SAKE OF GOOD AND BRAVELY DOING ALL WE CAN TO MAKE THIS A BETTER WORLD. "Write it up for an article. I'll print it on page 18 of the next issue." The shout ended.

The Kangeroolanovs were soon met by an evil and deceitful looking man. "I admire what you Kangeroolanovs are doing," he said. "I'd like to upset, I mean for you to accept this money."

The Kangeroolanovs began sneezing furiously. "We're allergic (Hachoo!) to (hachoo!) subsidies," gasped their leader.

"Oh I'm sorry," said the man, glancing around him nervously. Then he put the money away.

"Don't let it upset you," said the Kangeroolanov. "It isn't the money. It's that the money would get interest. And I always say, I don't object to the money. It's the principal of the thing that's wrong."

It was an inspiring moment, this turning down of money. The penelopes surfaced. "YES, THAT'S RIGHT! WE DON'T WANT NO INTEREST. NO INTEREST AT ALL. TELL THAT MAN WE AREN'T INTERESTED."

Just then an army attacked the Kangeroolanovs. The man had been a trick to weaken the Kangeroolanovs! Quickly he was stabbed. "It was my lie! I should have gotten to stab you!" He gasped Then he died.

Outnumbered, the Kangeroolanovs fought back. Pulling out a package of Lipton's tea leaves, the head Kangeroolanov read the leaves and found a stalemate line. Then he attacked, and destroyed the opposing evil armies.

Something was wrong! Even in victory, the head Kangeroolanov noticed that the opposing army was yellow! He was in Turkey! Then it struck him! Penelope! "Why" he wondered, "did she land us in Syria?" (to be continued loosely.)

73-9 PEKING (April 9, 1902; Chinese Press Agency): Chinese Prime Minister, Snott Roseycheeks, announced today that the Chinese fleet anchored in Taiwan harbor will be the first fleet to receive China's new secret weapon, the aircraft carrier. This new Chinese innovation is a wooden craft shaped like a floating ironing board. Admiral Spotty Rosenbug said that the ship's purpose was "to provide a mobile base for aeroplanes." The aeroplane, as he later described, is a Chinese term used to describe a chopstick factory containing over 70 workers. The new ship is powered by 4000 coolies rowing like their reeking Prime Minister was after them. It is armed with 1200 viscious launderers. Until the Chinese can transfer aeroplanes to the ship they intend to use it as a giant ping-pong court.

73-9 PEKING (April 10, 1902; Chinese Press Agency): China's newest warship, the S.S. Snotty-Whatty was reported sunk today. Havoc broke out aboard the aircraft carrier when 600 viscious launderers escaped from their cages. They gnawed through the poopdeck, screaming "Death to Roseycheeks!" The ship then capsized, and sunk.

73-F COPENHAGEN (Perverted Press International)

We have another report on the continuing saga of Julie Adams, Queen of Scotland. As you all know, Julie was once known as Jamie before his/her operation of a few years back. This past spring, Julie put her new body to the test with the Polish Premiere and became an undesiring prospective mother. Julie decided that things had gone far enough, so she went to New York for an operation from which she lost a few pounds. He/She then came here to Copenhagen for another operation. When it was all over, we asked Jamie why he did it all. His/Her/His reply was:

"Well, I just love all the fellas, but I just couldn't do it the other way."

((Cute.))

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ORIGINAL SIN DEPT.

Operation Regression

by Evan Jones

The Aggressive French-British scenario is something of a farce. It almost assures a German win for several reasons.

The first, and most important, reason is that neither Britain nor France can establish U's with Germany, thus proving targets to be picked off piece meal. In other scenarios which allow a U Germany for France and Britain, the Germans may be forced to channel all their attacks. If the U's in Germany hold, the Germans should be crippled. But in the Aggressive French-British, the inability of the British and French to establish those U's lifts all restriction on German attacks.

Secondly, since the British and French have an extremely high amount of points tied up in disputed areas, such as Poland, Czechoslovakia, etc., everytime the Germans gain control of one of those areas, it not only gives the Germans points, it also rips off a very high amount of allied points.

Thirdly, by nature of the U.S.A.'s objectives, America is transferred into an ally of Germany and Russia. It works out that the U.S. stores all its pf's at home until 1940, when he unloads on someone's U('s) to try to pick up a couple more points in an area such as France, Germany, or Britain. How ridiculous can you get?!

The only justification for an unbalanced game (or scenario) is that either it is fun or realistic. The Aggressive French-British Scenario lacks both of these redeeming graces.

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Have you noticed that "the classroom" can be transformed into "schoolmaster"?

We've taken on one more orphan. It is from Conrad von Metzke. It is 1972EN. Its house number is 72-3. The position of the board will become apparent when the moves are published. The moves are being sent in and will be published in a couple of weeks. The remaining players:

Patrick D. Walker, 3355 W. 34th, Apt. C, Indianapolis, IN 46222

Richard Meyer, 4015 Darwood Dr., Fort Wayne, IN 46805

Lee Greenwood, P.O. Box 266, Payne, OH 45880

John McBride, 1604 Regent, Madison, WI 53705

Greg Greer, P.O. Box 771, Clinton, NC 28328

The following players have been eliminated:

David Scott, 2118 Channing, #A, Berkeley, CA 94704

Bruce Chin, 628 Melrose Dr., Salinas, CA 93901

Another game, 1973AWeb (Black Hole), will be coming from Conrad and going to Garn Dum. And finally, the last game to be announced under this editorship will appear in the next issue. We thought we had already done so, but we had other people signed up between the decision to close games and the announcement.

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address correction requested



FIRST CLASS

