

TTTTT	H	H	EEEE	PPPPP	OOOOO	U	U	CCCCC	H	H
T	H	H	E	P	P	O	O	U	U	C
T	HHHHH	EEE	PPPPP	O	O	U	U	C	HHHHH	
T	H	H	E	P	O	O	U	U	C	H
T	H	H	EEEE	P	OOOOO	UUUUU	CCCCC	H	H	

1974CS (74-3) Fall 1901

IS ANYBODY OUT THERE???

Austria-Hungary (Keith Thompson, 2): A Gal-Rum, A Ser S A Gal-Rum, F Alb-Tri. Owns: Dud, Tri, Vie, Rum, Ser.(5)

England (James Garzillo, 1): NMR; A Edi-Nwy, F Nth C A Edi-Nwy, F Eng-Bel. Owns: Edi, Lvp, Lon, Nwy.(4)

France (David Gladstein, 1): A Spa-Por, F Mid-Eng, A Dur-Bel. Owns: Bre, Mar, Par, Por.(4)

Germany (Frank Bero, 3): F Dal-Swe, A Ruh-Hol, A Kie-Den. Owns: Ber, Kie, Mun, Den, Hol, Swe.(6)

Italy (Wayne Gildroy, 1): F Ion-Tun, A Ven-Tri, A Apu-Ven. Owns: Nap, Rom, Ven, Tun.(4)

Russia (Anthony Pinson): F Bot-Fin, F Sev-Bla, A Ukr-War, A Mos S A Ukr-War. Owns: Mos, Stp, Sev, War.(4)

Turkey (Jack Stewart, 1): NMR; A Dul & A Arm hold; F Ank-Bla. Owns: Ank, Con, Dul, Smy.(4)

The proposal from last issue succeeds. Will Eric Verheiden Jr., 3245 S.W. 185th Ave., Aloha, OR 97005 standby for England and Gary Peterson (1068 Leckie St., Sarnia, Ont. CANADA N7S 1B6) for Turkey, please?

*	*	*
CONTENTS OF GAMES:		
1972EN-17	1973GR-15	
1973CU-17	1973HN-16	
1973DG-17	1973JC-14	
1973DY-18	1974AI-17	
1973EI-16	1974LR-15	
1973FJ-14	1974CS-1	
1973GK-18	BOURSE-19	

1973DG (73-4) Spring 1905

MUSICAL CHAIRS IN BAY OF DISCAY

Austria-Hungary (Keith Thompson): Removed A Sev; A Ank-Smy, A Vie S A Gal-Bud, A Gal-Bud, F Aeg-Gre, A Rum S A Gal-Bud, A Ukr holds, A Boh S A Vie(elim).

England (John Stevens): Duilt A Lvp. F Bre-Mid, F Eng & F Iri & F Nat S F Bre-Mid, A Lvp-Yor, A StP-Nwy.

Germany (Jonathan Jacobs): F Nth-Nwy, F Pic-Bre, A Par S F Pic-Bre, A Sil-Gal, A Mun-Boh, A Ber-Mun, A Dur holds.

Italy (Ronald Kelly): F Mid S A Gas(elim or -Naf, Spa(sc), Spa(nc)), F Por & F Wes S F Mid, A Ven-Tri, A Tri-Alb, A Gas S A Mar, A Mar S A Gas, F Nap-Ion, A Ser-Gre, F Tyn S F Nap-Ion, A Tyo S GERMAN A Mun-Doh.

Russia (Paul Neumann): NMR; A Mos & A War hold.

The proposal fails. Will Matthew Diller (85-07 Avon St., Jamaica, NY 11432) please standby for Russia?

*
Air-mail rates; \$2.50/6 for players; \$3 for non-players.
*

NEXT DEADLINES: Games: NOON, August 3.
BOURSE: NOON, July 27th.
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The POUCH
c/o Gil Neiger
300 West 108th Street
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New York, N.Y. 10025

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

Guest articles are welcome; we pay three free issues for every article.

Editor:

Gil Neiger

Production Editor:

Cary Fulbright

Gamesmasters:

Jerry Paulson

Stephen Tihor

Ray ("Tug") Heuer

Yipes!!! How did we manage to jump up to twenty pages??? Is that what you're all asking? Dummies! The question is, "Why only twenty pages, Gil?" Surely you all have been noticing how cramped everything is getting here. I only to seem to have one or two pages to even think about what to put in them. What's doing it is, of course, having all thirteen games and the bourse in one issue instead of spread out over three.

Well, if it makes all you people who have been griping over rates (see page four) feel better, I may be expanding this rag up to twenty-four pages. Don't all cancel at once; you don't have to read the whole 'zine. I'll definitely expand somewhat if I open two games, but as of now I only have three entries. Well, we'll see, shan't we?

Since it's summer time, we have many changes of addresses; see pg. 4.

I am going to Discon II over the Labor Day weekend. Besides local subscribers the only other POUCH subscriber who is going is Michel Feron. Discon II is the 1974 World Science Fiction Convention.

The results of the voting about retreats is presented with each game. A few people have written me telling me that the proposed rule conflicts with the 1971 rules. I've read the rules, dummies. But one must remember that the rules were written for face-to-face play (a player who 'leaves' is not replaced). The proposed rule is only fair to standby's who take over, and doesn't further encourage the missing player to quit. Missing moves is punishment in itself; dislodged units are most likely the players' most important, and if a player's thinking about quitting, removing his most important units makes up his mind for him. For a detailed argument, see Mixu-Tazu Gazette #18, pg.6. But it's your decision; the GM's get to vote also.

This was going to be a belated July 4th issue; with red, white and blue paper, but I found out that my supplier does not stock red paper. So instead it is, quite obviously, the Calhamer Awards issue.

As of yet, no one has informed me of their intentions of going to DipCon. It's seems that my idea is a dud.

All deadlines are Fridays now because the excessively large quantities of games in each issue were causing problems. Under the new system we should have no problems getting the issues into the mail by Saturday evening. Note that Cary Fulbright has been elevated to "Production Editor", a title he definitely deserves for all the help he gives in mimeoing, collating, &c.
*as far as I know; any others?

subscriptions are 6/\$2.00

page two

TRADES

Believe it or not, there are other publications in this hobby besides The POUCH. Below I list the various 'zines that I trade The POUCH for. Each one is followed whatever information I can give as to subscriptions, publisher, etc. Also I have given a little description of each one, with my opinion. They are in no order.

ALTERNATE REALITY: Subscriptions are twelve for \$3. As far as I know they have no games open at the time. It is published by Imperial Mimeo Publications, c/o Rhodes' Books, 694 Broadway, El Centro, CA 92243; make checks and money orders out to Ran Melton.

It's hard to really say that much about Alternate Reality; every issue looks different. However, in any case, it is an excellent 'zine, by far the best new one around. Every issue (except the last, which was short because of final exams in California) is chock-a-block full of all sorts of goodies---but very little pertaining to Diplomacy itself. I don't mind this in the slightest, although some others of you might. It's main foci, besides Diplomacy are wargaming and science-fiction, Diplomacy's sub-hobbies (almost every Diplomacy player either reads s-f or plays wargames, if not both). The 'zine is done on a mimeo---for awhile they were center-stapled and mimeo'd from thermal stencils, which looked pretty bad, but that's over---the printing of which is great. Unfortunately, the paper is sort-of brittle, and rips easily. But that's the publishers' (there are a bunch of guys getting out, really) only problem.

MIXU-MAXU GAZETTE: Subscriptions are five for \$1. It is published by Bob Lipton, who now resides at 556 Green Place, Woodmere, NY, 11598.

Mixu-Maxu Gazette is a good all-around type 'zine. I'm not sure exactly what I mean by that, but it's a good 'zine, although I'm not quite sure why. The reproduction is a little shaky at times, but recently he's been using good paper, which makes up for it. Bob has a unique policy about press: he doesn't print it unless he likes it and thinks it's funny. As a result, most of the press is good. Bob is running a series entitled "The Publisher". Basically, it's what would have happened had Gilbert and Sullivan had based their "Mikado" on our hobby instead of Japan. You'd better look into it, 'cause you're probably in it.

GRAUSTARK: Subscriptions are six for \$1. No games open right now. It is published by John Boardman, 234 E. 19th St. Brooklyn, NY, 11226

As if you didn't know it, Graustark is the oldest 'zine around, having been run for ten years plus. In fact, it's eleven by now. Graustark is famous for its near-perfect adjudications. John's secret is that he saves all his goof-ups for one game, and he's not running one of those now. So they're all good. Graustark is definitely the best 'zine if you're out just to play the game; that is, if John ever opens up some more games. Furthermore, John always has some interesting political type articles printed, and right now he says he's right behind President Nixon. Whether or not you agree with him, it's interesting. John's policy towards press is the opposite of Bob's: unless you're Alex Katzoff, he'll print anything you write. This is great, but some people have been recently taking advantage of this; I should know, I used to.

(continued on the next page)

Well, that's about it for this issue. There will be more later (perhaps next issue). But in the meantime, several new trades have sprung up:

CARN DUM: Of course we all know about Carn Dum. It's variants only, and is published by Ray Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418. Game fees are \$5 (except for minor powers in 1600, which are \$3) and subs are 10 issues for \$2. Well worth it; excellent mimeographing.

DOMINATION: I haven't quite figured this one out yet, having only seen one issue. It's ditto, about twelve pages, and carries mostly articles. It carries no games outright; they're in another 'zine called DOMINATION GAMES. It's very funny, but not quite as funny as letters from the publisher, John Coleman. DOMINATION is 7¢ an issue plus postage (let him do the bookkeeping) and Domination Games is 6¢ an ish plus postage. He has game openings, but he likes playing in all his games himself (as five or six players in each game). John is at 277 Curry, Apt. 10, Windsor, Ont. CANADA N9B 2B4.

THE POCKET ARMENIAN: This is put out by a bunch of New York kids, whose sole purpose is to take away my title as youngest Diplomacy publisher (if I ever had it); they're all around fifteen. Most of you have probably seen it, since they swiped my mailing list. The first issue has several articles, none of which are exceptionally good or bad. Also, some poetry. Subs are 10 for \$2, and game fees are \$5. Eh. Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432.

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PORNO DEPARTMENT: Now that I've lured you all here with that false title, I can get a few things off my chest:

People are still complaining about the so-called "raise" in the price of subscriptions. So, I'll have to be specific. In the old days, subs were 10 for \$2. The average issue was ten pages long. Thusly, 100 pages per \$2. Now subs are six for \$2. Each issue is eighteen pages. That's 108 pages per \$2. This leads into the idea of **GAME OPENINGS:** I still have several openings here at \$10 a place. This includes a subscription for the duration of the game, unless you drop out (being eliminated is not dropping out). Now, to prove my insanity: say a game goes an average of ten years. That's thirty issues (spring, fall, winter). At the current sub rate that costs exactly \$10. Weird, right. No extra charge for labor, or even for giving you first class postage instead of third (which, at the current rate costs \$3 for thirty issues). So what can you to repay for all my sacrifices? AW, shucks, 'tweren't nuttin. Just enter the games.

*

*

*

COA'S:

John McBride, 3324 S 18th, Sheboygan, WI 53081

James Garzillo, French Woods Festival of the Performing Arts,
Hancock, NY 13783

Jonathan Jacobs, 3780 Eastway Rd., South Euclid, OH

Frank Bora, 1061 Echo Dr., Bremerton, WA 98310

Donald Blasland, 118 Lueck Lane, Liverpool, NY 13088

Rod Walker, 4069 Jackdaw St., San Diego, CA 92103

Mike Ritter, Toltec Hall, 5335 Remington Rd., San Diego, CA 92115

NORTH MEETS SOUTH
Analysis of American Civil War
by Gil Neiger

PART TWO

There are three directions from which to approach Georgia. One is directly from the north, via Chattanooga. This involves clearing the Cumberland Gap and most of eastern Tennessee of Confederate units. If the invasion is made late in the game, this might not be a problem, but a way to do it earlier in the game is this: build up a nice strong force in Cincinnati (sometimes you don't have a choice), and get a leader there. Then, one spring or summer turn when your force there gets loose, just run down the Cumberland Gap. Unless he's got it ultra-fortified (which he probably won't, since it's secondary to western Tennessee), you should be able to get clear down to Chattanooga. If your opponent wasn't ready for that (perhaps he was expecting an attack on a heavily fortified Nashville) and you get really lucky, you might get a shot at Atlanta. But this is unlikely, especially if your opponent has read this article. The second avenue of assault on Georgia is from Florida. Remember that you can sealift as many points as you have available into a port or coastal fort. Therefore, Fort Pickens (which, as an SPI play-tester of the game tells me, shouldn't suffer supply and attrition effects; same with Fort Monroe) is an ideal base for landing in Florida. However, a landing in Fort Pickens is better for an assault on Pensacola, thence Mobile, and the vital rail-link there. The assault on Georgia from Florida should be merely secondary for when there is already an active force in Georgia. Its main effect is that of opening up the Chattahoochie river, the use of which is described above (see part one). This has the effect of suddenly giving the Union forces in northern or eastern Georgia a new supply source, and could enable them to cross the state, where they couldn't before. It also threatens Columbus, the number one Confederate supply city (it supplies practically 9% of the total grid by the end of the game; actually much more in reality, because of grid-fragmentation), by giving the Union an active supply-source right up to its door. The important effect of the invasion in Florida is that it threatens the vital Confederate rail-line from Meridian to hex 2425, which, if Chattanooga has fallen, is the Confederacy's major supply-link from Georgia to Alabama. The third way to hit Georgia is directly from the sea. If you can actually land in, and take, Savannah on the turn of the invasion, that's beautiful, but one is rarely so lucky. Therefore, it is advisable to land in the three or four hexes in Georgia just south and east of Savannah (hexes 3627, 3528, 3529, and perhaps 3530). This is more powerful than it seems. In addition to threatening Savannah with direct assault, it also creates the possibility of a break-out across Georgia, which could link up with any other expedition there. Furthermore, this coast is not very accessible for the Confederacy (in terms of railing in reinforcements), and the CSA player will be hard put to cover the beach-head.

Before talking about Alabama, I must cover Tennessee briefly, first. At the beginning of the game, the CSA player should be doing his best to fortify the Tennessee, Cumberland and upper Mississippi rivers. This prevents Union penetration in various ways. The Union player must chop us these positions, which is much easier said than done. It's always rather a simple task to eradicate all CSA forces

(continued on page six)

from western Tennessee, but if you're not careful, it may take three years. Taking western Tennessee is mainly tactics and luck, but some strategic guide-lines must be followed. The paramount Confederate positions to handle are Memphis and Nashville. Usually, these won't want to fall. Memphis allows penetration down the Mississippi, and Nashville opens up central Tennessee, leading to the domination of northern Alabama. If Memphis and Nashville are too big to attack, besiege them with USA troops (but not too many), and run past them. Once you can do that, one of the two major CSA rail-lines is cut, and Mississippi and Alabama become the new theater.

When you get into this position, you must face the fact that the name "Mississippi" is not as much as it's cracked up to be. The state of Mississippi is a purely positional one, as it never contains more than three supply points. However, central Mississippi is a nice jumping off point to Alabama, towards Selma and Mobile. But more important are Corinth and Meridian. These are critical southern rail-links. The taking of Corinth forfeits the Corinth-Decatur-Chattanooga rail-line, and the taking of Meridian is even more painful to the Confederacy. It effectively cuts off Selma, New Orleans and Texas from the rest of the grid. But otherwise, Mississippi is a cheap state. The Mississippi river isn't all that it's made out to be either. When you take the Mississippi river, what have you got? You've cut off the trans-Mississippi Confederacy, never more than 7% of the total grid. You've got free river movement down the river. But that's slower than regular land movement if the river has been cleared. It gives you free supply source up and down the river, which is almost useless offensively. The best thing you get out of it is that you can completely cut off the Texan reinforcements from the rest of the action. Don't waste time on Vicksburg!!!

Alabama: what is there to say? Fighting in Alabama is relatively simple; the hard part is getting there, and that's outlined above. By the time you consider Alabama in earnest, Decatur should have fallen already. The main problem with Alabama is supply. There are no quickie Union supply sources. There are no north-south rail-lines or long navigable rivers. Therefore, all assaults into Alabama must either be unsupplied or springboard attacks. Mobile can be hit from the coast, and Montgomery perhaps from the Chattahoochee. Therefore, Alabamian cities should not be destroyed, but cut off. This is easy, as the rail-lines passing from Mobile to Montgomery are exposed (if you're in Alabama), and the loss of that line cuts the south in two.

The eastern theater, as I said several times above, is minor. In many ways it is like the Italian campaign in WWII; it ties up enemy troops that may be sorely needed elsewhere. However, it is not to be ignored. If the CSA player has a brain, he will fortify hex 4407. This fort must be taken at all costs. As long as the CSA holds it, no sealift is possible out of Washington. Once it has fallen, no further attack need be pressed. Save the Washington USRR unit for amphibious landings. Fort Monroe need not be evacuated, but don't overfortify it.

TO BE CONTINUED

Next ish: North Meets South (concluded), perhaps more reviews, press and moves, and God knows what else (that is, a few more articles).

CALHAMER AWARDS BALLOT

Ballots must arrive on or before 3:30 PM EDT, August 10, 1974;
John Leeder, Box 1606, Huntsville, Ont., Canada POA 1K0 is the address;
persons outside of Canada are advised to use air mail to ensure
arrival on time.

Eligibility: I am an active player in game _____ or a Diplomacy
publisher. (signed) _____ (This section is included only
to verify the eligibility of
the voter)

Vote for ONE (1) nominee in each of the following categories:

1. Outstanding Publication: _____ COSTAGUANA
_____ DIPLOMACY WORLD
_____ DOLCHSTOSS
_____ ETHIL THE FROG
_____ MAD POLICY
2. Outstanding Gamesmaster: _____ John Boardman
_____ John Boyer
_____ Mick Bullock
_____ Conrad von Metzke
_____ Richard Walkerdine
3. Outstanding 'Zine Devoted Mostly To Variants: _____ BLOOD & IRON
_____ BUSHWACKER
_____ HANNIBAL
_____ ORION
_____ RENAME
4. Outstanding Single Press Release:
_____ "The French Cricket Team in Trieste" (Richard Sharp), 1973BG,
WAR BULLETIN, #50, p.7.
_____ "Arrival in Kiev" (Pete Rosamilia), 1973BI, DIPLOMACY WORLD,
vol.1, #2, pp.22-23.
_____ "Blemings" (Sofia deadline), (William Clumm), 1974C, EL CON*
QUISTADOR, #9, p.46.
5. Outstanding Press Release Series:
_____ "The Dream Maker" (Lenard Lakofka), 1972CJ, IMPASSABLE
_____ "James Bond series" (Richard Sharp), 1973DI, 1901 AND ALL THAT
_____ "The French Cricket Tour of Montenegro" (Richard Sharp et al),
1973BG, WAR BULLETIN
_____ "Michigan Diplomacy series" (various authors), 1973AZds,
YGGDRASIL CHRONICLE
_____ "Rosmilenkov series" (Pete Rosamilia), 1973BI, HOOSIER ARCHIVES &
DIPLOMACY WORLD
6. Outstanding Game of Regular Diplomacy: _____ 1971R (ATLANTIS)
_____ 1971DN (SERENDIP, STAB)
_____ 1971DP (SAGUENAY)
_____ 1973BI (HOOSIER ARCHIVES,
DIPLOMACY WORLD)

(OVER)

Calhamer Awards Ballot (continued)

- 7. Outstanding Variant Game: 1972Abu, Youngstown Variant (BOAST)
- 1972Dex, Lord of the Rings (JASTRZAB)
- 1973/5V, Third Age (GRAFETI)
- BDC-33V, Third Age (FIFTH COLUMN)

- 8. Outstanding Player: Edi Birsan
- Walt Buchanan
- Andy Davidson
- Ronald M. Kelly
- Mike Rocamora

- 9. McCallum Award For Meritorious Service To The Hobby: Edi Birsan
- John Boyer
- Walt Buchanan
- Conrad von Metzke
- Richard Walkerdine

- 10. Outstanding Variant Design: Intimate Diplomacy
- Middle Earth V
- North American Diplomacy
- Third Age II
- Westphalia

- 11. Outstanding New 'Zine: ALTERNATE REALITY
- DIPLOMACY WORLD
- DOMINATION
- EL CONQUISTADOR
- FIGHTER'S HOME

Since this may well be someone's official ballot, I'm not going to clutter up this page with my blatherings on who I feel should win, &c. However, I will most likely do this somewhere else in the issue.

MORE THOUGHTS ON PRESS RELEASES

by John Leach

((This article is in response to John Piggott's article on press releases which appeared in the magazine's anniversary issue; copies of the anniversary issue are available for \$1.50, less 50¢ if you subscribe to the POUCH.))

Anyone who likes to read or write good press cannot help but agree with one of John Piggott's premises: that there is a lot of lousy press around. I'm not so sure, though, that his other premise necessarily holds: that press based on the game is necessarily weaker than press not based on it.

True, a lot of game-based press is weak. I venture to suggest that this falls into two categories: negotiative statements by players who are too cheap or lazy to write their own letters; and attempts at honour by novices who don't yet realize that it's all been said before. The latter we have to tolerate; we don't go about stimulating press writers by censoring people's first efforts. But the poor old Sultan's harem will go on taking a beating, and pizza and spaghetti will go on featuring in plenty of Italian and anti-Italian releases. (In North America at least - Italian ice cream is not so big over here.)

As for reducing the "lady man's letter" type of press, I don't hesitate to recommend that it be left out, as I'm really against any sort of censorship in press. That, though, is the prerogative of the individual editor. The theory against censorship is an educative one: that once the writer sees in print, how dull his stuff really is, he will either give up writing entirely, or reform and write the gems of which he is truly capable. It would be nice if the theory proved out in practice...

Anyway, to get back to John's article: his point seems to be that, since game-related press is often dull and unoriginal, then press unrelated to the game necessarily carries a certain kind of superiority, inso facto. Not so. Lousy press unrelated to the game is even worse than lousy press related to the game. The latter has, at least, a reason for existence; the former has none.

True, there is at first glance, more scope for originality in "unrelated" press than in "related" press, simply because the obvious themes of "related" press have been done to death. But surely this simply provides a challenge to the imagination of the ingenious writer. We must remember that the reason for existence of all this writing is a Diplomacy game. If the writer is unable to make some sort of connection, however tenuous, with the game, why is he bothering to call it "press" and include it with his game orders? Why not publish it separately and call it a "serial" unrelated to anything else?

To my mind, the ultimate in press emerges under the following conditions. First, you need the presence in the game of, not one, but at least two imaginative press writers. Preferably more than two. Secondly, these writers must not work in their own individual vacuums. They must be prepared to be stimulated by each other's writing, to set up a cross-flow of responses. These cross-pollinating influences may be triggered by insults or, more rarely, by friendly one-upmanship and competition. But under such conditions, the press becomes almost invariably a reflection of the game-board rivalries and friendships.

(continued on page ten)

Certainly, such writing can venture into areas whose connection with the positions of units on the board is tenuous or non-existent. But at root, it is indeed based on the game.

Such games exist and have existed. To get personal and specific, I'd provide examples from my own experience. As a GM, I'd bring forth 1972EM, currently drawing to a close in ARRAKIS. Every player in the game wrote press at one time or another. We saw the emergence of major serials and such additions to the annals of Dippy press characters as Cusack the All-Conquering Cossack, The Lone Junker, "Lance" Boyle and the Balloon Lancers, Admiral "Puffa-Puffa" de Grasse with his host of hangers-on, and the North American timeline of the Moeshoeshoeus saga. And all this based solidly on the fortunes of the countries in the game (it's not stretching a point to include attacks on the GM as "related" press!).

As a participant, I'd have to say that 1971DP in SAGUENAY took top honors. Here too, several players wrote extensive press; the writers stimulated each other to further and further flights of fancy; but even the most farout ideas were firmly rooted in what was happening on the board. The game saw the birth of Garbage Man, the Beer Drinkers' League, the incredibly detailed and complex hierarchy of Suleiman IV, the poetic feud of Lanyard Kipperling and A.A. Mildew, and the most complicated peace treaty in the history of the game; to name a few of the ongoing themes.

Since the demise of K.35 ((Editor's note: from what I've heard recently, K.35 is back)), the best current press game is the variant SLOBBOVIA (now published by Charles C. Sharp, 506 West College Ave., #3, State College, PA 16801, USA - get it!). It regularly carries 11 or so pages of press, much of it excellent, for one game. And though the reason for existence of the game is press, and the moves on the board are almost a kind of afterthought, the press all is firmly embedded in the incredibly real alternate world build up by the game. And this world is shaped by the responses of past and present participants, to each others' ideas.

So to sum up, I would say that the best press releases are not the results of labors in isolation by one individual, whether these depend on lengthy serials or clever catch-phrases. Rather, the best press is the result of interaction between a number of talented individuals; a characteristic remarkably similar to the requirements for the most entertaining games of Diplomacy!

Now if only the best press writers were also the best strategists and tacticians...Super Game!

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On July 20th (next Saturday) at 1PM, there will be a Diplomacy get together at the house of Howard Mahler (7-16 Leggett Place, Whitestone, NY 11357; 212-767-4620). There will be games of regular Diplomacy going on as well as Youngstown and Westphalia (designed by Howard). To get there, take the Flushing line (no. 7) subway to the last stop (Main Street) and take the QL4 bus from there to its last stop (whew!) (7th Ave. & Clintonville St.) and walk one block to Leggett Place. All are welcome, but please try to let Howard know in advance. For further directions, call him the night before; otherwise he is in Princeton). I will most likely be there, for all you subbers who are dying to meet me (as if I didn't know practically all the New York subscribers).

1973FJ PRESS RELEASES

SOMEWHERE IN ITALY: Said Abdul Pasha, foreign minister of Turkey was escorting Sultan Abdul Half Assa to the Vatican. Escorting both of them was Kimball Drek, head of the Turkish Secret Service, and Colonel Krudheap Bullmoose, head of the Arabian Secret Service (A.S.S.).

"So this is the home of the Pope, head of the Protestant religion." said the Sultan.

"That's Catholic religion, sir." Pasha explained.

"As Shakespeare said, me thinks thou dost protestant too much! Gee, I made a funny!" the Sultan chuckled out waiting for the laughter that would come on cue.

"I guess you could say that..." Pasha answered trying to make his fake laughter sound plausible.

"Pasha, I hear that you and Colonel Bullmoose were tricked by James Bonda in an outhouse near here." the Sultan laughed.

"That is true sir." Pasha answered, restraining his hands from going around the Sultan's neck. Kimball Drek had to physically restrain the Colonel from pulling out his gun and shooting the Sultan.

"I think that that's Pope Lagerfather the Last coming to meet us now."

"Allah be praised! You have to come to see me, me a lowly Pope and you a great Sultan."

"Forget the praises," Pasha interrupted, "We have business to discuss. The Sultan wants you to excommunicate all the French from your religion, refuse to baptise any French children, and refuse to read the last rites to a dying Frenchman."

"But that would be impossible!" Pope Lagerfather gasped in obvious shock.

"Okay then. We will then conduct an experiment instead. We have heard lions will refuse to eat Catholics. We want to see if that's true." Pasha explained.

And at that Colonel Bullmoose took one arm, Kimball the other, and they dragged him to a lion filled pit.

And on that fateful day it was learned that lions do eat Catholics!

SOMEWHERE IN THE NORTH ATLANTIC: "Zo, what do you think, Nicky old boy, eh?" asked the mad gynecologist, Drunken Schmidt.

The computer beside him belched. "Ja, ja, I know, I know, Nicky old beanbag, it's too bad Imano gave you that bad oil, but, what can we do, eh?" asked the doctor, with a leer to his sweater, Penelope

WE INTERRUPT THIS PRESS RELEASE FOR THE FOLLOWING SPECIAL DISCLAIMER:

I have never met Penelope Naughton Dickens. I only know of her through her articles ((of clothing?)).(((Jonathan, why are you making me put my comments in triple parentheses?))) For all I know, she may be charming, witty beautiful, Jewish, and allergic to Woolite. For all I know, she may be a boy. WE NOW RETURN YOU TO OUR REGULARLY SCHEDULED RELEASE. de vay it goes, eh, Nicky old blowtorch?" replied the Doctor.

A word is in order about what the doctor was talking to. Standing next to ~~Schmidt~~ Schmidt was a small IBKeen system 370.2 computer with a miniscule nametag attached, reading "Nikoplat A. Potopov." The word is "unoriginal".

(continued on page twelve)

Schmidt patted Penelope, upon which he received a woolen slap. "You brute!" she screeched. "I've heard about people like you! Oh, why didn't I do like my mother wanted, and become a nice, respectable lambchop?" She flew off to drown her troubles at the ship's dry-cleaners!

"Eh?" asked Schmidt. "Ah, well, Nicky old bonfire, it's time to write some press releases. What should we do vis von Katzoup and Drek now? Maybe ze Sultan should make zem attack Auztria, eh? Inzidentally, do you like cherries? I think they go verry vell viz Lagersoni and cheese, eh, Nicky old bellchamber?"

Suddenly, an imposing figure appeared and stubbed his toe. "Omigolly!" cried Nikoplat von Potopov. "Ve've -- I mean we've -- been found out."

"Curses!" cried the figure, in obvious agony, holding his toe, which began to ring. "Damn, there goes the phone! Yes, Druncken Schmidt, you have been found out by me, Inspector LePlade (rhymes with Lestrade). You Mad doctor!"

"MAD? OF COURSE I'M MAD!" LePlade was taken aback; standing in front of him was none other than Lionel Atwill! Suddenly, Schmidt again changed his form. He became Steve Reaves, grabbed Penelope and Nicky (old Bently) and, with a cry of "Up, up and away!", flew off.

LePlade was dejected. "That ith a shame. Gee whillikerth, now I have to go all the way back to Fairy Harbour all alone!"

"I'll get you next time, Duncan."

"I say there, old chap, but there may not be a next time." The voice was that of Kimball Drek.

THE TUNISIAN CALIPHORNIAN; A KIMBALL DREK ADVENTURE: Kimball Drek's whole body ached. He was cold, damp, and miserable, but more than anything else, he was bone tired. This had to be the toughest assignment he had ever been on. It required great strength of character, something Kimball was never too strong on, great use of the gray matter found encased in the uppermost region of the body, and most of all, great stamina. What was this job, you ask? Arrest and hold Anita Screw, the archenemy of Turkey, Madame of Tunis and girl friend of the greatest fiend Europe had ever know: the Caliph (ornian) David Lagerdaughter!!

It had all started when David Lagerdaughter fell in love with none other than Baroness Dracula von Neumann on the advice of one Count Michael von Honig. Upon hearing of this, Madame Anita Screw had her kidnapped. You might think it would have been easy for our heroine Dracula to escape, but it was not. She was packed in a box of garlic! Needless to say, our hero, Kimball Drek, was mildly upset by the kidnapping of his true love, Dracula. So, off he sped to the rescue, all the way to Tunis.

1973DG PRESS RELEASE

After years of Anglo bondage, Norwegian peasants today wildly cheered their German Liberator, Kaiser Johann Klaus von Oskarmeyer, King of the Franks, who replied, "We shall not stop until the entire Germanic-speaking world is freed from foreign control!" Reports coming from Brittany indicate the truth of the Kaiser's remark. This is press release no. 15 in a series, "Cliche Press Releases" Get them all!

THE CALHAMER AWARDS

by DKS

Well, this year, just as last year, the Calhamer Awards will be presented at the DipCon in Chicago. Awards have always fascinated human beings. After all, all human beings like to be recognized as being number one. And although a lot of people have said they don't really care about them, they don't mean it. Everyone cares, even me.

This year, there will be a mistake made at the awards presentation. I'm positive that DW will win both the award for best pro 'zine, and the one for best 'zine. It should win neither, and yet it will very likely win both. Why shouldn't it win? The reason is simple. DW should not be allowed to compete with minco and ditto 'zines. It should be in its own category, professional 'zines. It's not as if DW is the only pro 'zine; what about FIGHTER'S HOME and EL CON? I can't deny that these 'zines are good, but they're pros. The "Best 'Zine" should be between IMPASSABLE, The POUCH and COSA GUANA. Personally, I vote for The POUCH. Best new 'zine comes down to ALTERNATE REALITY or MIKU-MAXU GAZETTE. If there was a pro 'zine award, it would have to go to DW.

The other awards are pretty easy to pull out. Best variant is 1600: The Thirty Years War; L&T should get it, but it's too old a variant. Best player comes down to Rocamora, Ver Ploog and Verholden (perhaps even Ronald Kelly!). Best GM will probably be Conrad von Metzko. (The best game awards are hard to pick. It's all a matter of opinion. Best PR series, I think should be for Kimball Drek, but Len Lakofka's Dream Master in IMPASSABLE will easily win. I really don't know for single PRs. Best variant 'zine should be REMAINS, even tho' it's now defunct. The award for meritorious service will go to Conrad, obviously.

Perhaps the judges will be smart and give a special award and give the winners the awards they deserve. Otherwise a lot of good 'zines will be cheated this year.

((Please note that Duncan's article was written before the awards' nominations were published. Of his best 'zines, only COSA GUANA was nominated. MIKU-MAXU GAZETTE was not nominated. Neither was 1600, nor Verholden and Ver Ploog.

((Duncan does not point out the most obvious reason that 'zines like DW, EL CON & FIGHTER'S HOME should not win the awards they've been nominated for: they're not good enough to win. They have massive potential to be great 'zines, but they're all messed up. They're all incredibly boring; I don't mean any offense to the publishers, only

the 'zines. My opinion on the awards is as follows: Best 'zine should be either COSA or ETHIL, GM could be any of them, but my vote is for John Boardman. Variant 'zine should be REMAINS. I'll leave games and press alone. Outstanding player... I vote for Ronald Kelly; he's a very good player, but furthermore, he is the most outstanding player, being in what must be almost a hundred games. THE MC CALLUM AWARD MUST GO TO CONRAD!!! If it doesn't, there's something seriously wrong with you people. I'll leave variants alone, and best new 'zine is either ALTERNATE REALITY or DOMINATION; I haven't seen enough of D. to be sure.

((Actually, I think there's something wrong with the system of the awards.

I think that the players should get to nominate. Only two POUCH GM's got nomination forms, and all should. D. Boyer ain't a GM (to my knowledge) and I'm sure he got one. The system needs reworking! GN))

THE PROPOSAL GOES THRU IN BOTH THESE GAMES!!!

1973JC (73-12)

Fall 1903

page fourteen

WARSTURGS HOLE UP IN BELGRADE

Austria-Hungary (Scott Rosenberg): A Ser S A Alb; A Alb S A Ser.
Owns: ~~Bud~~, ~~Tri~~, ~~Vie~~, Ser.(1)

England (Evan Jones, 1): F Swe holds; F Nrg S A Nwy; A Nwy S F Swe;
F Eng-Nth. Owns: Edi, Lvp, Lon, Swe, Nwy.(5)

France (Mike Ritter, 1): F Tun-Tyn, F Wes S F Tun-Tyn, A Pic-Bre,
A Bel holds, A Bur S A Bel. Owns: Bre, Mar, Par, Bel, Por, Spa.(6)

Germany (David Hoy, 1): NMR; A Mun, A Kie, F Hol & F Den hold. Owns:
Ber, Kie, Mun, ~~Vie~~, Den, Hol.(5)

Italy (Russ Nekorchuk, 2): A Ven-Tyr, A Tri S RUSSIAN A Bud-Ser,
F Tyn-Nap. Owns: Nap, Rom, Ven, Tri, Tun.(5)

Russia (David Johnston, 1): A StP-Mos, A Fin-StP, A Vie S ITALIAN A Tri;
A Gal-Rum, F Rum-Bla, A Bud-Ser ((dislodged F Swe was removed). Owns:
Mos, StP, Sev, War, Bud, Rum, Vie.(7)

Turkey (Scott Robinson, 1): A Bul-Ser, A Gre S A Bul-Ser, F Ion-Apu,
F Aeg-Ion. Owns: Ank, Con, Smy, Bul, Gre.(5)

Separate builds season, of course. Everyone note (the players
have been informed) that I am now GM of this game for the moment.
Will Ronald M. Kelly (#210, 225 Virginia Ave. SE, Washington, DC 20003)
please standby for Germany?

1973F (73-8)

Fall 1906

RUMORED UPRISINGS IN RUSSIA

Austria-Hungary (Jonathan Jacobs): A Gal-Rum, A Tyo-Boh, A Vie-Gal,
A Ven-Tyo, F Adr-Nap, A Ukr S A Gal-Rum, A Mos S A Ukr. Owns: Bud, Tri,
Vie, Mos, Rum, Ser, Ven.(7)

France (Eric Robinson, 1): A Par-Bur, A Mar-Pie, F Tyn S ITALIAN A Tun,
A Mun-Ber, A Bur-Mun, F Lyo & F Wes S F Tyn, A Boh-Sil, F Naf S ITALIAN
A Tun, A War S A Boh-Sil, A Pru S A War, A Kie & F Nth-Den. Owns: Bre,
Mar, Par, Bel, Ber, Edi, Hol, Kie, Lvp, Lon, Mun, Por, Spa, War.(14)

Italy (Lagerson, Duchy of): A Tun holds (sorry, Dave). Owns: Tun.(1)

Russia (Mike Honig): NMR; A Stp, A Lvn, F Bal & F Nwy hold. Owns: StP,
Den, ~~Vie~~, Nwy, Swe. (4)

Turkey (Duncan Smith): A Sev S AUSTRO-HUNGARIAN A Mos, F Bla-Con, F Gre
holds, A Tus-Pie, F Nap-Tyn, F Rom S F Nap-Tyn, F Ion S ITALIAN A Tun,
A Arm S A Sev. Owns: Ank, Con, Smy, Bul, Gre, Nap, Rom, Sev.(8)

Separate builds again. Will Matthew Diller (85-07 Avon St.,
Jamaica, NY 11432) please standby for Russia? Please note Robinson's
COA; pg. 14; Jacobs'; pg 4.

CRIMEA HAUNTED; RUSSIANS SPEECHLESS

Austria-Hungary (Keith Thompson): Δ Ser-Bul, F Gre S Δ Ser-Bul, Δ Tri-Ser, Δ Vie-Tyo, Δ Bud holds.

England (Bruce Chamberlain): F Den-Swe, F Lon-Nth, F Liv-Iri, F Nwy & Δ Yor hold.

France (Gery Peterson): Δ Mun-Kie, Δ Pic-Bur, Δ Par-Gas, F Spa(sc)-Mar.

Germany (Eric Robinson): Δ Ber-Mun, Δ Ruh-Bur, Δ Bel-Pic, F Hol-Kie.

Italy (Mike Gnall): F Nap-Ion, F Rom-Tyn, Δ Mar-Spa, F Tun-Wes, Δ Ven-Pie.

Russia (Fred Hyatt): NMR; F Swe, Δ Gal Δ War, Δ Stp & F Rum hold.

Turkey (William McDonough): F Smy-Aeg, Δ Bul holds(-Con), Δ Con-Sev, F Bla C Δ Con-Sev.

Will David Lagerson (19017 Vanowen, Reseda, CA 91335) please standby for Russia? Note Eric Robinson's COA's:
 From July 21-28: HOLD FOR ERIC ROBINSON, c/o La Piata Motel, 2002 Main Ave., Durango, CO 81301. From July 28-August 18: HOLD FOR THE ARRIVAL OF ERIC ROBINSON, Parkview Manor, c/o E. 714 Mission, Spokane, WA 99202. From August 18-September 2: Bright Angel Lodge, Grand Canyon, AZ 86023. Proposal from last issue succeeds.
 1973GR (73-10) Fall 1905.

HAPSBURG REIGN COME TO END; KELLY GOING UNDER

Last time; Russian move to Warsaw failed; Turkish move to Alb succeeded. Proposal from last issue fails.

Austria-Hungary (Gary Peterson, -1): Δ War holds(-Gal). Owns: ~~War~~. (0) Bye, Gary.

England (David Lagerson (sir)): F Eng-Bre, Δ Pic S F Eng-Bre, F Wal-Eng, F Nwy S F StP(sc) (it's allowed, Gary), F StP(sc) holds. Owns: ~~War~~, ~~War~~, ~~War~~, Lvp, Lon, Del, Bre, Nwy, Swe. (6) Even

France (Ronald Kelly, -1): Δ Gas S F Bre, F Bre S F Mid (elim), F Mid S F Bre. Owns: ~~War~~, ~~War~~, ~~War~~, Por, ~~War~~. (1) Removes Δ Gas.

Germany (David Claman, 2): F Bot-Pal, Δ Pru S AUSTRO-HUNGARIAN Δ War, Δ Mar-Spa, Δ Dur-Mun, Δ Par S ENGLISH F Eng-Dre. Owns: Ber, Kie, Mun, Den, Hol, Par, Spa. (7) Builds Δ Mun, Δ Der.

Italy (Kevin Gallagher, 1): Δ Pic-Mar, Δ Ven-Rom, F Tyn-Nap, F Adr-Ven. Owns: Nap, Rom, Ven, Mar, Tun. (5) Builds F Nap.

Russia (Wayne Gildroy, 1): Δ Tyo-Mun, Δ Tri-Tyr (-Vie), F Rum holds, F Lvn-Pru, Δ Ukr-War, Δ Mos S Δ Ukr-War, F Nrg-Edi. Owns: Mos, Stp, Sev, War, Bud, Edi, Rum, ~~War~~, Vie. (8) Builds Δ Sev.

Turkey (Zane Parks, 1): A Ser-Tri, A Alb S A Ser-Tri, F Eas-Ion, F Ipu S F Eas-Ion, F Aeg S F Eas-Ion, F Bla holds. Owns: Ank, Con, Smy, Bul, Gre, Ser, Tri. (7) No builds received; owed one.

1973EI (73-7) 1907 BUILDS

Austria-Hungary (Ronald Kelly): Removes A Boh; has A War, A Ukr, A Dud, A Tyo, A Ser & F Ven.

France (Don Pitsch): Builds F Bre; also has F Spa(sc), F Por, A Dur, A Gas, A Wal & F Eng.

Germany (Mike Ritter): Builds A Kie, A Ber; also has A Mos, A Lvn, F Bal, A Sil, A Mun, A Ruh, F StP(nc).

Italy (Gary Peterson): Has A Nap, A Rom.

Turkey (John Stevens): Builds F Ank, A Con, A Smy. Also A Rum, F Wes, F Iyo, F Ion, F Aeg & A Sev.

Proposal from last issue voted

1973HN (73-11) 1903 BUILDS

out.

Austria-Hungary (David Lagerson (Esq.)): Builds A Vie. Also has A Rum, A Gal, A Bud, A Ser, F Gre.

England (Mike Ritter): Retreats F Nth-Ion; also has F Lvp, F Wal.

France (Ken Muszynski): Has A Ruh, A Bel, F Eng, F Iri, A Dur & A Gas.

Germany (Gary Peterson): Retreats A Ruh-Kie; removes F Dcn. Has A Kie, F Nth, F Hol, A Ber.

Italy (David Tutacko): Builds F Nap; also has A Mun, F Ion, F Tyn, A Ven.

Russia (Paul Neumann): Has A Sil, A War, A Ank, F Bla, A Swe, F Nwy, A Sev.

Turkey (Mike Honig): Removes F Smy; has A Con, F Aeg, A Bul.

Proposal from last issue voted in.

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Did you people all know that most of The POUCH staff are geniuses? Cary Fulbright & Gil Neiger both scored very highly on this year's Advanced Placement examinations in American History and Calculus respectively. They are both only juniors in H.S. (becoming seniors next year). Stephen Tihor did well on two of those exams, and is going to Princeton next year. Jerry Paulson is going into Queens' College's pre-med program next year. Ray Heuer's not that dumb.

1974AI (74-1) 1901 BUILDS: HYATT LET'S TEM RIDE

Austria-Hungary (David Davies): No Builds

England (William Glankler): F Edi

France (William Clumm): NBR; Ronald Kelly, #210, 225 Virginia Ave. SE

Germany (Glenn Pape): A Mun A. Kie Washington, DC:::Standby

Italy (Donald Hov): F Nap, F Ven

Russia (Fred Hyatt): NBR ;Wayne Gildroy, 4850 S. Lake Park, Chicago, IL 60615::: standby.

Turkey (Jonathan Jacobs): F Smy

The proposal from last issue succeeds. Glenn Pape's renewal is over--due; in case he does not renew, will Mike Honig, 1494 E. 96th St., Brooklyn, NY 11236 please standby for Germany.

1973CU (73-13) 1905 BUILDS

Austria-Hungary (John Boyer): Has A Tri, A Ser, A Bud, F Gre.

England (Charles Maylen): Builds A Lon; also A Pic, A Par, F Nat, F Mid, F Naf, F Bre, F Eng, F Hol & F Nth.

Italy (Gary Petterson): Builds A Rom; also has A Ven, A Gas, F Por, F Spa(sc), F Tyn, F Ion; Gary, Ray Heuer is GM of this.

Russia (K.L. MacDonald): Builds A War. Has A Tyr, A Var, A Boh, A Vie, A Rum, A Ukr, F Dot & F Bld.

Turkey (Tihor or Fulbright): Has A Dul, F Aeg, F Eas & F Con.

The proposal succeeds. Yes, the German moves last time did fail.
1972EN (72-2) 1907 BUILDS

Austria Hungary (Wayne Gildroy): Has A Bud.

England (Richard Meyer): Has: E Mid, E Naf, F Mar, F Spa(sc), A Gas, F Nat, F Eng, A Eur, F Nth.

Germany (Lee Greenwood (I wasn't serious about the stationery, Lee)): Builds A Der; also has A Gal, A Vie, A Boh, A Mos, A Ukr, A Pic, A Tyo, A Mun & F StP(sc).

Italy (John McBride): NMR; GM removes F Lyo; has A Tri, A Ven, F Apu, F Hes, Will Jonathan Jacobs (.3780 Eastway Rd., S. Euclid, OH 44118) standby.

Turkey (Greg Greer): Builds F Smy, A Con. Also has A Ser, A Bul, A Rum, A Sev, F Tus, F Tun, F Bla.

1973GK (73-9)

WINTER 1905 BUILDS

page eighteen

Austria-Hungary (Keith Dahnke):NER; GM removes dislodged F Gre.
Has A Bul, A Tri.

Yeah, sure.

France (John Stevens): Removes F Ion. Has A Bre, F Tri, F Mid,
A Mar, A Apu, F Tyn & F Tun.

Germany (Ronald Kelly): NOTE: owns Lon. Builds A, Mun, A Kie.
Also has A Edi, F Cly, F Nth, F Eng, A Par, A Bur, A Bud, A Vie,
A Boh, A Tyo, A War & A Ber. Owed two.

Italy (K.L. MacDonald): Has F Adr, A Ven.

Russia (Jonathan Jacobs): Builds A Sev. Also has A Ser, A Rum
& A Mos.

Turkey (Robert Krypton): Builds F Smy; also has F Gre, F Aeg,
A Con.

Will Scott Rosenberg (182-31 Radnor Rd., Jamaica, NY 11432) please
standby for Austria-Hungary?? The proposal from last ish succeeds.

1973DY (73-6) Spring 1906

THE great GAMESMASTERS' GAME!!!

Austria-Hungary (Jeff Key): A Tri-Ser, A War S RUSSIAN A Mos,
A Ber S A Sil-Mun, A Ven S F Nap-Rom, A Bud S A Vie-Gal, A Sil-Mun,
A Vie-Gal, F Nap-Rom, F Apu-Adr.

England (John Boyer): A Hol S FRENCH A Kie, A Nwy-StP, A Lon-Bel,
F StP(nc)-Bar, F Ion-Nap, F Tyn S F Ion-Nap, F Swe S FRENCH A Den,
F Nth C A Lon-Bel, F Bel-Eng, F Mid-Wes.

France (David Staples): A Bur-Mun, A Den S A Kie, A Pie-Tus, A Kie S
A Bur-Mun, F Lyo holds.

Germany (Edi Birsan): A Mun holds.

Italy (Robert Krypton): A Rom holds(elim, -Apu)

Russia (civil disorder): A Mos holds.

Turkey (Burt Labelle):Ray is the GM, Burt; A Ukr S A Rum-Gal,
A Rum-Gal, A Sev-Rum, A Con-Bul, F Leg-Gre, F Smy-Aeg.

A concession to Margaret Gemignani has been proposed. No vote
received counts as no vote received. The proposal from last ish
succeeds.

TRADINGS	Piastres	Crowns	Pounds	Francs	Marks	Lira	Roubles
Fulbright	636	-469	-468	0	2842	-469	-469
Gildroy	400	-500	514	-500	-500	505	100
Gladstein	595	-500	-250	552	692	0	-250
Glankler	500	-500	999	-500	1494	-500	-500
Gnall (see below)	785	-500	0	-499	1579	0	-499
Goldman (see below)	0	0	0	0	0	0	0
Hov, NMR	0	0	0	0	0	0	0
Katzoff	0	0	0	0	910	-500	0
Neumann, NMR	0	0	0	0	0	0	0
Paulson	0	-500	-45	250	1000	0	0
Robinson	700	-500	700	0	394	-300	-300
Stamm	0	-500	-500	-400	4322	-500	-500
Net Trade	3616	-3969	950	-1097	12733	-1764	-2418
New Value/Hundred	114	128	115	74	194	105	93

Net Worths: Stamm, 14155; Fulbright, 12401; Glankler, 12078; Gnall, 11158; Paulson, 10507; Robinson, 9901; Gladstein, 9779; Neumann, 9437; Katzoff, 8868; Goldman, 8123; Hov, 7863; Gildroy, 7709.

HOLDINGS	Piastres	Crowns	Pounds	Francs	Marks	Lira	Roubles
Fulbright	1636	531	532	1000	3842	531	531
Gildroy	1500	0	1514	800	500	1505	1200
Gladstein	1595	750	750	1552	1942	500	750
Glankler	1500	2333	999	0	2494	0	1500
Gnall	1285	2310	0	802	2279	0	1851
Goldman	1630	500	1200	800	1000	1100	600
Hov	0	500	3500	500	0	1365	1500
Katzoff	0	0	0	0	910	6764	0
Neumann	750	4310	750	750	250	0	1250
Paulson	1957	1000	1205	1000	2000	500	500
Robinson	1000	1400	2100	1200	1494	0	825
Stamm	750	1166	1000	600	4822	0	924

Several notes, fellas. Both Mike Gnall's and Bob Goldman's moves were incorrect in that they did not balance (in Gnall's case) or violated rules of the game (in Goldman's case). In the former, the mistake was correctable by the gamesmaster; in the latter it was not.

Note the following rules: you may never sell more than five hundred units of any given currency on any turn. All player should make their calculations on their submitted orders, so that the gamesmaster can determine any arithmetic error without totally voiding a player's moves. Furthermore, when figuring, remember to drop all fractions before adding together the total worth of sold currencies. Copies of the rules are now available from the gamesmaster (Stephen Tihor, 32 Washington Square West, New York, NY 10011) for 10¢ and a stamped self-addressed envelope.

We have some changes in the roster. Alex Katzoff takes over for Tim Wood. Doug Reif's subscription ran out, and he is dropped. Cary Fulbright joins us here. Although he is gamesmaster of 1974AR, his moves are due 13 days before everyone else's to make sure that he won't have seen anyone's moves in the game.

No one sent in any entries to the contest in the last issue; thusly, I am both the first and second prize winners, and have credited myself with three free issues. The answer:

$$y = (319/390)e^{3x} + (161/390)e^{-2x} - (\sin 3x/78) - (5/78)\cos 3x - (e^x/6)$$

That wasn't that hard, was it now?

* * *

COMING YOUR WAY SOON:

***Transcripts of tapes from the house of our recently deceased subscriber, Sir David Lagerson.

**An article by Nick Ulanov on the British Diplomacy hobby!!

*All that other garbage!!!

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*
*

The POUCH
c/o Gil Neiger
300 West 108th Street
Apartment 11B
New York, N.Y.

rev10025

Address Correction Requested

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