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----- Vol. II Issue 22; No. 74 ----- New York, N.Y. ----- December 29, 1974 -----

1974CS (74-3) Fall 1903

BREAKOUT INTO GERMANY?

Austria-Hungary (Keith Thompson): A Bul R Gre; A Rum-Bul, A Ser & A Gre S A Rum-Bul, F Aeg S A Rum-Bul, A Bud-Rum, A Gal S A Dud-Rum, A Tri holds. Ows: Bud, Tri, Vie, Dul, Gre, Rum, Ser.(7)EVEN

England (Eric Verheiden): F Nth-Nwy, F Edi-Nth, F Iri-Eng, A Hol S FRENCH A Pic-Del(-Kie, Ruh or elim). Ows: Edi, Lvp, Lon, Kie, Nwy.(5)BUILD ONE

France (David Gladstein): A Pic S GERMAN A Del, F Dre-Eng, F Mid S F Bre-Eng, A Gas-Mar. Ows: Bre, Mar, Par, Por, Spa.(5)BUILD ONE

Germany (Frank Bero): F Ska-Nwy, A Swe S Swe-Nwy(sic), F Hel-Hol, A Bel S F Hel-Hol, A Lvn-Mos, A Pru-War, A Sil S A Pru-War. Ows: Ber, ~~Kie~~, Mun, Bel, Den, Hol, Swe, War.(7)EVEN

Italy (Wayne Gildroy): F Ion-Eas, F Tun-Ion, A Apu & A Pie hold. Ows: Nap, Rom, Ven, Tun.(4)EVEN

Russia (Goldman): F Sev-Rum, F Bot-Swe, A War-Mos(-Ukr or elim), A Mos-StP. Ows: Mos, StP, Sev, War.(3)REMOVE ONE

Turkey (Gary Peterson): F Bul(sc) holds (elim), A Con & F Bla S F Bul(sc). Ows: Ank, Con, Smy.(3)BUILD ONE

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BOURSE-17

1974LI (74-1)

BATTLE OF SEVEN ARMIES IN ISTRIA

Austria-Hungary (David Davies): A Alb-Tri. Ows: Tri, Ser.(1)EVEN

England (William Glankler): F Ska-Swe, F Bar S A Nwy, A Nwy S F Ska-Swe, F Nth-Lon. Ows: Edi, Lvp, Lon, Nwy.(4)EVEN

France (William Clumm): NMR; A Mar, A Pic, A Bur, A Gas & F Eng hold. Ows: Bre, Mar, Par, Por, Spa.(5)EVEN

Germany (Glenn Pape): F Bal S RUSSIAN F Swe, A Ber-Kie, A Kie-Hol, A Sil-Mun, A Mun-Tyo, A Del holds. Ows: Ber, Kie, Mun, Bel, Den, Hol.(6)EVEN

Italy (Donald Hov): A Tyo-Pie, A Ven & F Adr S AUSTRO-HUNGARIAN A Alb-Tri, F Ion holds. Ows: Nap, Rom, Ven, Tun.(4)EVEN

Russia (Fred Hyatt): A Tri S GERMAN A Mun-Tyo, A Dud & A Vie S A Tri, A Ukr S F Rum, A Lvn-War, A Mos S A StP, A StP, F Rum & F Swe hold. Ows: Mos, StP, Sev, War, Bud, Rum, Swe, War.(8)EVEN

Turkey (Jonathan Jacobs): A Ser S AUSTRO-HUNGARIAN A Alb-Tri, A Bul S A Ser, F Con S A Bul, F Aeg-Gre, A Gre-Alb. Ows: Ank, Con, Smy, Bul, Gre, Ser.(6)Builds F Smy.

Don Hov is temporarily at his home; see mailing list; will Wayne Gildroy (see pg.2 and mailing list) please standby for France. Next moves are Spring 1904.

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

'Tis the season to be jolly....and late. But actually, this tardiness was all pre-planned, about a day after the last issue came out. As those of you who subscribe to Carn Dum know, Ray Heuer has moved up his entire schedule two weeks to accomodate the Christmas mail bog. I am doing likewise to keep our schedules synchronized. Shortly thereafter, huge amounts of work piled up at school (also because of this time of year), and I decided to ~~delay everything~~ a couple of weeks, including production and mailing. Please note that the deadlines were not moved up, and any moves that arrived after the deadline printed last issue were not accepted.

Glancing through what's going to be in this issue, I see that our games department is (I hope) getting a little more up-to-date. The bourse is here, although several players missed their moves (tradings?). Game 74-4, now is Spring 1902, has a Boardman Number, 1974GF. And our new game, 1974HJ should be under way.

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As most of you readers know, things have been quieting down, vis-a-vis Diplomacy World. After all, the IDA subsidy will not be renewed, and GRI is going to take over the whole shebang. Furthermore, in the past issue or so, DW has become more entertaining than in the past. So you can no doubt imagine the surprise of everyone involved when Rod Walker comes out with an editorial in his 'zine, EREHWON, blasting everyone within a five mile radius of New York City for their recent attacks on DW and their attempts on Walt Buchanan's public life. He does not advocate the total ostracization of New York by the rest of the hobby, but I think he would prefer an old-fashioned blockade. At this point there seem to be two possible reasons for this, both of which are probably correct, partially. One

subscriptions are 6/\$2.00

page two

is that Rod is doing all this merely to precede the annual IDA elections. This is borne out by his statements elsewhere in the issue supporting Len Lakofka and himself for President and Ombudsman respectively. Rod realizes that large numbers of New Yorkers have joined the IDA since DipCon ("there ought to be a law!") and sees no reason they should be given equal representation on the IDA Council. The other possibility is that this is all a carry-over of the recent arguments between Rod and Bob Lipton. Both of them believe that their arguments automatically imply that everyone in New York will get involved. No, Bob, don't rest assured that the eight million residents of New York City will support you in everything you say. Nor the fifty-odd postal Diplomacy players here either. And Rod, you are under the impression that we are all saying the same things as Bob, whether or not we print them or say them. Now, some of you may ask, "How can Bob Lipton say something in his 'zine without everyone else in New York agreeing to it?" Don't ask me.

Rod is out to start another to start another one of his proverbial feuds as is his wont. I don't know who he's after this time, but he's not going to get me. I recently got an enigmatic letter from him, trying to change my mind about Doug Beyerlein, which doesn't fit in with what he's been saying elsewhere. He also says that he plans to mail my trade copies to Nick Ulanov. This seems even more strange, since we don't trade.

About the Boardman Numbers. As all you readers know, this 'zine acknowledged Doug Beyerlein's custodianship a few months ago. There was still some discussion after that, over Conrad Von Metzke's saying that handing the Boardman Numbers to Ray Heuer would be handing them to TDA. Conrad said that he meant it, and wasn't going to retract it. Rod Walker said that Conrad never said it, despite the fact that it was printed in a public letter to all gamesmasters and publishers. But a new statement from Rod Walker, printed in the latest Pocket Armenian should bring things to light: "The real reason Conrad changed his mind was Ray's intransigent attitude toward other people in the hobby and his threats against other GM's.

His printed reasons relating to the IDA and TDA factions are a complete put-on. He made the statements he did in the hope of provoking a feud between those two groups. I am not guessing about this—Conrad himself told me exactly that. He has succeeded in provoking exactly that kind of feud, but between two slightly different groups of people." The feud that Rod is referring to is no doubt the one between himself and Bob Lipton. But anyhow, this explains the entire controversy that has shook the hobby in the past few months. As I suspected in the last issue, the 'phone call' from Walt & co. to Conrad was a fake, and it was all a plan of Conrad and/or Rod. My apologies go out to Walt and others, and they are due from Conrad (but will not be received).

Speaking of Walt, I recently sent him a letter asking him to make a joint statement with myself and Scott Rosenberg, reprimanding Rod and announcing that anything needing it was patched up between us. As expecting, Walt said that he did not want to get involved, but agreed that Rod's statements were excessive and he was getting out of hand. In a public letter to major publishers, Walt says that the latest issue of DW will be delayed due to Carol's pregnancy (again!) and his stint in the Naval Reserve this year. In the future, DW will probably be going quarterly, and the average issue size and quality will go up. The new rate will be \$4/year, with a non-IDA-subsidized discount of \$1 to IDA members. Furthermore, novices may obtain a copy of DW simply writing to Walt Buchanan, R. R. #3, Lebanon, Indiana 46052.

THE BOURBON OPENING

by Jonathan Jacobs

Ever want to play the War of the Spanish Succession, when the Bourbon family gained control of Spain and Naples, in addition to France? But you say you have trouble fighting Italy in the cramped Western Mediterranean Sea? And, you think England and Germany will overrun you? Well, how about this opening which I think Edi Birsan almost mentioned in the 1973 Diplomacy Handbook?

Last question first. As is customary in openings articles, I will assume you negotiating power is unlimited. It's easy - just get England and Germany to either fight over Belgium or to both attack Russia. Either way, you don't have to worry about an English F Eng or a German A Bur during 1901. Then, to further reduce the chances of conflict, you can move F Bre-Mid, A Mar-Spa, A Par-Gas. Note: you can protect against any one attacker (A Gas-Bre or A Gas-Par or A Gas-Mar or A Spa-Mar or A Gas-Mar & A Spa-Mar).

Now, in Fall 1901, the key move. To avoid problems entering the Mediterranean, do it early (and often). F Mid-Wes, A Gas-Spa, A Spa-Por.

Assumeing continued northern peace (remember what I said about openings articles), you build F Mar and A Par. Italy should have F Ion, not Tyn, so F Mar-Lyon will be unopposed. Now, can you outguess Italy? Convoy A Spa-NAf. If A Tun holds, great. You get Tunis or the Tyrrhenian in the Fall, I hope. If A Tun-NAf, convoy A Gas-Tun. If A Tun-NAf, F Ion-Tun, you can still get Tyn in the Fall. Also, in Fall, you can convoy A Spa-Tus. Well, it's a threat. Remember, Italy'll be pressured from the other side. One final thing - if you can't get a build, move A Spa-Gas. You're going to have problems up north.

Remember this opening, please, next time you're France and I'm Germany.

TELSTAR DIPLOMACY

1. All rules of Diplomacy as per the 1971 rulebook hold except:
2. After each spring and fall set of moves, as well as retreats and Winter adjustments, the gamesmaster merely reports the current positions on the board, and, in fall, the supply center ownings. True, this does not alter play considerably from the regular game, it adds a bit of secrecy to the moving, and if your ally stabs you by not supporting you, you can never be sure. In addition to the positions, each player will individually be informed of where his dislodged units may retreat to. The general mass of players will only be informed of which units are dislodged, and to where they retreat when they do. Fall moves and/or winter adjustments may be made conditional on retreats if necessary.
3. Each moves turn each player may designate one province or body of water to be 'scanned'. Following that set of moves, that player will be informed of all moves into or out of that space (i.e., the actual orders of the unit starting in that area, any units moving or supporting into that province, and any armies being convoyed across it in the case of a body of water). Also, any unit dislodged from that space will have its retreat options revealed to the scanning player, and if a unit retreats there, its starting space will be revealed to the scanning player (other players will have to deduct or guess this).
4. This variant is based on the assumption that each head commander will not receive enough info to determine what happened each turn. Each country has one satellite, which can scan the entire board once every six months, and can only intensively scan one space at a time.

ALLIANCES AND WINNING

Ever since the idea of ratings systems came up, the controversy over what is the best way to finish has raged. Most players will agree that a clean first place win is the best, and that a seventh place elimination in 1901 is the worst. But as to how to rate what's in between has never been agreed upon. And enough people seem to care about ratings that their individual decision as to what's best will have a massive effect on a game's outcome. The biggest arguments come over what's better: a strong second place or a two(or three)-way draw?

Part One - Harry Drews

In issue #71 of The POUCH there appeared an analysis of game 73-GK written by John Stevens. Now, I am only a recent subscriber to The POUCH and I have not been following this particular game at all. Despite all this, this article still made quite an impression on me because it revealed the essence of John's concepts of what are the objectives (perhaps mores?) of playing a game of Diplomacy.

Now, John and I have played together postally for several years and he is first rate alliance material. So, first, his analysis indirectly gave me one more "handle" on the guy, one more piece of the mosaic of which we all are composed. Secondly, John illustrated one particular approach to playing Diplomacy. In the remainder of this article I shall concern myself with the second point. There has been floating through the pages of the hobby this old chestnut that: once it becomes apparent that you cannot win what do you do? Take a strong second place (which likely means remaining loyal to your present ally) or do you try to force a draw just to ensure that you get a slice of the cake. Over the course of my tow years in postal play I have vacillated over my ultimate intentions. I now speak from bitter experience. The good player will enter a game with the determination to be the sole winner. Out of necessity he must have the ability to neutralize danger points and form one strong alliance. When the middle stage of the game is reached and a couple of weak players are knocked out the real problems begin. Do you maintain your alliance and go for a two-way draw; do you stab in the hope of taking the winner's cup by yourself; or, do you try to scramble the alliances or alignments in the game so that you will be part of a multi-player draw or so that the game will become so fragmented that you can still sneak a victory? Like a fourth down play and goal to go on the one yar line: kick the field goal for the safe part score; run over the middle and hope you line has the power; run the outside or try the pass? Once again let's spell the options out: the sure thing, the muscle, or the finesse.

Back to my own sad experiences. I have had the good fortune to form excellent alliances in almost every game. And I blew most of them by trying to go for the solitary win - I stabbed. It didn't work a high enough percentage of the time but in some cases I was able to settle for a multi-player draw. To relate this article to 73-GK. John proposed a similar type of alliance with me in 73-CI in Liasons Dangereuses. After a bit of vacillation on his part (he was Russia and I was Italy) we wiped out Austria and Turkey in quick order. At the same time we were supposedly swearing allegiance to this idea of the allies' "race to victory". The race was to be in western Europe and let the better tactician win. At the time I said fine but deep inside I knew that if he started pulling ahead I would have to stab him. No way was I going to just sit there and let him walk to an easy victory. I And I honestly

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believed that he felt the same way that I did. I now know different. So you see John apparently has added a new twist to the options available to an alliance: race for victory. Equivalent to sitting down in a pub and seeing who can down the most pints of beer in a certain period of time.

But, John's approach is too simplistic. First, suppose the remaining opponents are unequal in tactical abilities. Or, suppose one of them drops out and his country goes into civil disorder. So it becomes a matter of luck - who is lucky enough to have the weaker opponents(s). And in this case do we not need an equalizer? And that, regrettable as it may be, is the stab. The second objection to John's style of play is that most players are too damn suspicious. Suppose I have gotten ahead - would John offer his symbolic hand in congratulation, like a good fellow, and say well done? Doubtful, huh? No, John, I am afraid that your noble and, indeed, honourable aspirations of how Diplomacy should be played are in the vast majority of cases untenable. My stance is that the best player is the best diplomat and deserves to win unless his tactics or strategy are substantially inferior. And the good player will never accept John's philosophy of play unless he ends up winning. When you enter a game of Diplomacy you roll up your sleeves and prepare to "have a good go at it" as the British would be prone to say. And you don't stop or quit until your counted out. Fair blows or foul, winning is the thing. So no more of this prattle of "we'll each do our best old chum, and why if I can I'll even give you a boost over the top!" There is only one choice in successful Diplomacy: how much of a crowd will you tolerate in the winner's circle: only yourself, or others with you (as part of a draw)?

*

And now we have a letter, from Diplomacy's designer, Allan Calhamer. Allan's piece here was originally written as a letter negotiating within a certain game in progress, and was included with a copy of the letter his was responding to. I have not yet received permission from the other party to print his letter, and as the printing of these letters with reference to the game may influence that game, I will delete any specific references

Part Two - Allan Calhamer

Apropos of this hysteria, about the stab, coming from several other players besides yourself, there is much to say. First of all, the stab is as much a part of the game as the rook is a part of chess. You could get rid of the rook in chess, by getting the overwhelming number of players to agree to play without the rook; and the game can be played that way; but what would you have accomplished?

Diplomacy requires a blend of tactics, strategy and diplomacy; just as chess requires a blend of tactics and strategy. However, if the cartel ("holy alliance") players have their way, there will be very little diplomacy left in the mix; after the first move, virtually, there will be hardly any diplomacy at all, and you will have essentially just another game of tactics and strategy.

I think that sooner or later some of these players who complain about the stab are going to discover that the choice is either the stab or the cartel. You have just been hit by a stab; apparently you have never been beaten by a cartel. I have just been beaten by a cartel, in 1974CK. As between the two, win, lose, or draw, I would much

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rather play in a game full of stabs than a game dominated by a cartel.

For one thing, the stab is a creature of the single game; the cartel is almost certainly developed over a period of several games, which seems to me to be an unrealistic unit of play. For another thing, a game dominated by a cartel give nobody outside the cartel any chance; not so with the balance of power game. ((Joe Bloe)), for example, in this game, is now developing quite reasonable drawing chances, in spite of the fact that he has already been stabbed at least twice by me and possibly one or more times by yourself.

Herb Barents recently referred to 1974CK as "another boring demonstration game". True; it has been entirely dominated by a cartel. I think the game we are now in is a lot more interesting; but so far as I know, the only cartel player in it is ((Doe)), unless you are planning to go over to that policy, and he can't form a cartel all by himself.

If this hysteria against the stab continues, I think it might be a good idea to begin some propogandizing against the cartel. My experience in over-the-board play was that, if a cartel tended to develop within a group that played together frequently, just a single game in which everybody else swarmed them usually broke it up. Perhaps postal Diplomacy would be different in some way. In my most grandiose projections, I sometimes imagine that an anti-cartel faction would have to cartelize itself temporarily, to fight fire with fire. The result for a time at least, would be startlingly similar to a two-party system in politics. One of the worst features would be that the initial conflict, between the two factions, would be decided solely by which faction had the more players in the particular game (just as the elections are decided in essentially one-party states).

The two-party period would probably be bad for the game (by the way, another analog to politics; the two parties would probably differ rather more in philosophy than in practice); but the alternative, which seems to be to permit the cartel to shoot ducks on the pond without effective opposition, is too much like a one-party system for me.

*

Well, that's all I have for you now; any contributions along this vein will be gladly welcomed.

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Although John Boyer's IMPASSABLE seems to be picking up steam in that most of the old games have been cleared out and the new ones under way, he does seem to be a little desperate for material: last issue he printed a letter of mine! But seriously, folks, Impassable is a 'zine of the finest calibre and is one of the few that dares to top The POUCH in terms of circulation. Sub rate is 12/\$2.00, but if you're a newblood and you want to check it out, try 6/\$1. John also has three spots in his third experienced game and eight left in Newblood games at \$7, or \$8 and you'll still get the 'zine after you've been knocked out. A good buy.

It is my sad duty to inform my subscribers of the death of Harry Rilely. I didn't know Harry at all, and didn't trade with him either, but it is sad when one of the hobby passes one, especially as this makes the third (at least) in one year. One of Harry's best friends in the hobby was former POUCH subscriber, Frank McIlvaine, who is getting this issue gratis.

Ah, here it is! THE POUCH MAILING LIST

T-Trade, C-Complimentary, ##-sub to issue ##, XX-sub by game 197-XX

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And now we have something from someone from whom we've heard nothing in quite some time.....

STAR DREK: A Satire
by Penelope Naughton Dickens

Flying through space at warp speed is the USS Untouchable NC 1701. This is a United Federation starship. This magnificent warship is heading for planet Karum where the giant bunny rabbits have staged an uprising against the Federation colonists. The giant Bunny Rabbits are known for their bloodthirstiness. They show no mercy as they handle their Atomic Carrots on the women and children of the colony of Karum. The starship had to get there quick. The USS Untouchable had been picked because of its crew. It was the best in starfleet.

As we look on the bridge we see the great crew of the USS Untouchable. There is Capt. Jammy Teddybear Kork, First Officer Mr. Schlock, ship's doctor MackToy, First Engineer Scotchy, Communications Lt. Who-are-you, Navigation Lts. Checkmate and Sissy, and Yeoman Randy-as-hell.

Captain Jammy Teddybear Kork, the courageous captain of the USS Untouchable, responsible for all 400 of its crew, loved by them, looks god-like as he give orders. This captain is the most decorated in starfleet. He has the medal-of-honor for killing three defenseless Klingon children who had called him Pa-Jammy. Yes, the captain was a bulwark of admirability.

Standing at his side was First Officer Schlock, the Vodkan half-breed. The planet Vodkan was where all the men had blood of Vodka, and had trained their minds to think only logically, without emotion. Some men called him a computer, some a machine, and some went as far as saying he was a repressed fairy. Little did they know that they were all right.

And then there was ship's doctor MackToy, Kork's best friend. The greatest doctor in the galaxy they called him, and calling him the greatest butcher in the galaxy would have been more appropriate. He had the best collection of Tonka Toys in the galaxy. His collection of Mack trucks could only be rivaled by his collection of malpractice suits. There was no man who wouldn't have entrusted his life to Doctor MackToy, unless he was alive, of course.

Everyone admired Chief Engineer Scotchy, the man who loved the USS Untouchable's warp engines. Few knew however, that Scotchy would have been a starship captain by now if he hadn't been caught raping three innocent Dilithium crystals in some wild orgy. Everyone knew that Scotchy liked a drink every once in a while, but they were all wrong. Scotchy liked a drink all the time.

And then there was Lieutenant Whoareyou, the witch doctor who spoke Swahili and was communications engineer. She did such a good job on communications that she was guaranteed a job with Bell Telephone the minute she got back to Earth. Yes, people called her an Aunt Tom, but when she flaunted her femininity, people changed their minds and called her Uncle Tom.

Navigations wouldn't have been navigations without Lieutenant Checkmate, the Russian who thought he was Spassky, but was only spastic. He was the man who loved Schlock for his blood, the man who could become a Vodkan vampire at a moments notice.

Ah, here is poor abused Lieutenant Sissy. Abused because he likes to wear dresses instead of pants. He had the admiration of all the female members of the USS Untouchable's crew. He always wore the new Paris style.

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Of course right next to the captain stood Yeoman Randyashell, the woman madly in love with Jammy Kork. Some people thought she was a sex starved nympho but they were wrong. She was a nympho but she certainly wasn't sex starved.

This was the crew that would save the colonists on planet Karum. Maybe.

Five of them beamed down onto the planet's surface: Kork, Schlock, MackToy, Sissy, and Bit Character Jensen. The planet was one gigantic forest with trees all over, and unmowed grass. Kork divided the landing party into two parts: Kork, Schlock and Jensen in one and MackToy and Sissy in the other. Off they went to find the colonists and the bloodthirsty Giant Rabbits.

Kork had been walking along peacefully when all of a sudden he went went sprawling. Schlock made not attempt to catch him.

"Why didn't you catch me, Schlock?" Kork asked.

"It was logical for you to fall captain, otherwise how could I tell you why you tripped?"

"OK, Schlock, why did I trip?"

"You seem to have tripped on what can only be described as a giant Rabbit turd."

"A giant Rabbit Turd!" Kork exclaimed as he noticed the odor and started gagging on it.

Before he could fully gag though, he was interrupted by a screaming Jensen. "I see one of them, I see one of them!" he screamed.

"One of what Jensen? Another turd?" Kork asked.

"No, one of those rabbits....." Jensen tried to say as he was hit in the back by a shot from the rabbit's Atomic Carrot. "Oh my God it hurts...." Jensen screamed.

"The wound?" Kork asked.

"No, I just fell into another rabbit turd." Jensen answered

"Call Doctor MackToy on your communicator, Mr. Schlock." Kork ordered.

"No! NO! Anything but that...." interrupted Jensen, "Don't let that butcher get his hands on me. Please! Kill me first. That butcher will kill me!" But it was too late, Doctor MackToy had arrived.

After supplying a sedative, Doctor MackToy asked Scotchy to beam them up. Sissy, Kork and Schlock went on their way. Little did they know that they would never see Jensen again. He died one hour later when his heart was accidentally removed by a very sorry Doctor MackToy.

About one hour later, the USS Untouchable's crew finally came unto the colonists' camp. Strangely, they were all male.

"Can you tell us what started this war?" Kork asked them.

"You see, it's really very simple," began one of the colonists, "When we arrived here, we didn't get our quota of females, and so one fine day, three of us went out and raped a Giant Bunny Rabbit. Unfortunately for us, she happened to be the chief rabbit's daughter. Basically, that's the whole story. You can understand why we did it Captain, can't you?"

"Well, yes and no; what do you think, Schlock?" Kork asked.

"I think it must have been a very interesting session. I figure that it takes 19.73249876503 seconds for a female giant Bunny Rabbit to be pregnant, therefore these three men are fathers of a whatchamacallit!" Schlock explained.

"Hey, watch what you call my son!" a colonists interrupted.

"There seems to be only one answer then. We must communicate with these Giant Bunny Rabbits!"TO BE CONTINUED

74-11

ARE THE BOARDMAN NUMBERS REALLY IMPORTANT?

by Lewis Pulsipher

Various comments I've recently read, especially in The POUCH #73, prompt me to ask the title question. We see people talking about the Boardman Numbers and the Custodian as though it were a matter of life and death. It is my own opinion, and that of a majority of the hobby, I think, that the BN are much less important than these people seem to think, and in my own opinion it might be better for the hobby if there were no numbering system now, though it served a purpose in the past.

There is an illusion that control of the BN gives someone "power" in the hobby. What can he or they do with the BN? In most cases it won't make any difference to the GM whether he has a BN or not; a few players might not care to play if they thought that this would mean that the game would not be rated, but most people are interested in playing the damn game, not in running up a rating. If a game is not given a number because the GM is considered to be a Charles Reinsel type, that may be a deterrent, but at present this is not done, and it is unlikely that such a selective system could be established without offending a large segment of the hobby, large enough that the numbering system would become a means of identifying which side someone was on rather than a means of ostracizing a particularly reprehensible GM.

Custodianship carries with it a great deal of prestige, but this is offset by the tremendous amount of work involved. Despite this and the real lack of power involved, the BN have become a political football. IDA's worry that a TDA will get control, and anti-clubbists worry that a club will get control. We read that someone (San Diego in this case) may be planning a "takeover", either of the numbers or of the hobby (perhaps they were not differentiated?). This is nothing but rot. For a short time the numbers could be used in an attempt to coerce the newer and more impressionable elements of the hobby, but why bother with them?

The hobby is almost the same without the numbers as with them. The numbers are used to uniquely identify games, but in itself this is not necessary. Each 'zine would name each game, and these names could be used just as well as BN. In fact, the major purpose of the BN Custodian is to collect data for ratings. Would the hobby be crippled if there were no ratings? Hell, no. Wargamers get along fine without ratings. The ultimate objective of wargaming, including Diplomacy fandom is TO PLAY GAMES. This is a hobby, and the reason for the existence of the hobby is the game DIPLOMACY, and the reason most people participate in the hobby is because they want to play postal DIPLOMACY. The people who talk about the "power" of the BNC, and of "takeovers", and of rival numbering groups tearing up the hobby, are forgetting that vital fact. True, if another set of numbers were established the hobby would be disturbed by a conflict between a few individuals, but most people would continue to play games as before, unless they were so offended by the claims and counter-claims that they gave up. Establishment of another number system would only mark openly a break that already existed. It would not of itself be the cause of a rift, because without a basic disagreement in the beginning no one would want to establish another system.

I've said that the BNC collects data to be used primarily for ratings. Very little non-rating data is printed, though there are many that would probably be quite interesting (such as, for example, a correlation of the relationship between the army:fleet ratio and the success of various powers in a game). Ratings are interesting to some, but the

(continued on page twelve)

results of the NADPS, which is certainly skewed in favor of those interested in more than just playing games (since only those people will be willing to reply to the survey), indicates that the majority of the hobby does not have much interest in ratings. Specifically, I said the existence of ratings contributes to my enjoyment of the hobby. 29 strongly agreed, 40 agreed somewhat, 38 disagreed somewhat, and 42 disagreed strongly. Six did not answer, some because they did n't know what ratings are. (By the way, 116 knew who the BN Custodian was in August-- 41 did not know.)

The BNC job takes one of the best workers in the hobby, as well as considerable hobby funds, and devotes them to a purpose (ratings) which most of the hobby, especially the newer people who don't even know what ratings are, couldn't care less about. It becomes a political football, creating bad feeling by its very existence. I don't presently advocate abolition of the BN, but I intend to ask more questions on the next NADPS to determine what the attitude of the hobby is as a whole.

Someone also suggested a question concerning the selection of the BNC which I intend to use with a couple additions. The original was, "the Boardman Number Custodian should be selected by: predecessor____, IDA committee____, hobby election____". I have added "independent committee____, TDA committee____". Perhaps many people aren't going to like this question, but it will be interesting to see what the results will be. The IDA has the inside track to any new selection process because it provides the funds which help keep the BNC afloat. The BNC might resist any attempt to change the process as well. But tradition is no reason in itself for continuing the present process, and the von Metzke mess has given us reasons for considering other processes.

((Gil here: first of all, for the benefit for some readers who may not know: the Boardman Numbers, or BN, are numbers which are assigned to every postal Diplomacy game played (supposedly), such as the notations "1973DG" and "1974HJ" you will find above games in this magazine. The Boardman Number Custodian or BNC is the person responsible for assigning these designators, currently Doug Beyerlein. The NADPS is the North American Diplomacy Players' Survey, which was conducted by Lew this fall, the results of which I hope will be available soon.

((Just as a few notes of correction to Lew and probably a few other people: any allusions I (I'm saying nothing about other people) made to a "San Diego Conspiracy" to "take over" the hobby were supposed to be mere mockings of Rod Walker's recent ravings in EREHWON and elsewhere; see The POUCH #72 for what is probably an accurate portrayal of what Rod Walker believes is going on in New York.))

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The other British Diplomacy 'zine received here is RETIEF, "the wonderzine", published by Craig Nye, 56 Meadow Drive, Lindfield, Sussex, ENGLAND. I'm not sure what method of duplication Craig and the other British publishers employ, but it's something fantastic, and the very rare mistakes in the copy always look good (that didn't come out right, did it?). In addition, Craig's typewrite is cool, similar to that of David Davies. Craig is carrying five regular games, none further on SO3, lots of fun press (with plenty of editor-interruptions), letters from funny people in England, and lots of exposes about the British Diplomacy Playing Public. His price is 3p plus postage per issue and figure that out in real money for yourself!

1974AI PRESS RELEASE

ROME: Little Tommy Nodvoh, 4½, was found crying in an empty room in a Catulus Street tenement yesterday by local police. Apart from his name police were only able to get a half-story from him about how his father lost all of his money in a magazine fraud, and another enigmatic story about his brother, little Ai, who was expected on March 11, 1974, but was not actually born until three weeks later. The child Ai was apparently a slow maturer, because by December the boy had only attained the size on a normal 21-week-old. Police are anxious from anyone with information concerning those legally responsible for Tommy's predicament. They are still searching for Ai, but doctors who have been consulted seem to think that the advanced state of malnutrition alluded to in Tommy's story makes the chances for the little tyke very slim.

ROME: An anonymous informer, known only as "Gilberto" has given the police here a lead on their search for the Ai child. He is supposed to be alive and well and living in ~~Siberia~~ his parents' house.

1974GF PRESS RELEASE

HEAVEN: "But, boss! I haven't finished my mission yet! You can't call me back in the middle of a mission!" cried Huerian to his astral master known only as 'Apollo'.

"You have failed. You not only let the Boardman Numbers slip through your fingers, but you lost your temper when you found out."

"But I had a contingency plan worked out. I had an operator in Metzkeburg read to kill Metzke if he should waver from our agreed course, and steal the records and send them to me airmail, so that it would look like his last act was to turn them over to me, then he committed suicide in remorse."

"If this is true," said 'Apollo', "then how did Beyerlein get the Numbers?"

"You tell me, you're the one who sits up here and watches all day."

"Don't get cure," said 'Apollo', narrowly missing Huerian with a lightning bolt.

"Hey! I though only Zeus was allowed to do that sort of thing."

"Never mind! Let's check the viewer and see how things are going down below."

The viewer was tuned to wavelength Far Echmiadzin and turned on. "Nyahahahaha. Little do they of the Big Apple dream first Huerian..... next..."

The viewer focused on Yerevan, showing the proud symbol of Huerian flying at half mast.

"Get that back! Get that back! That was my killer!" screamed Huerian.

"Control yourself, you're losing your temper again. You know the viewer cannot be re-tuned after it is turned on."

"Forgive me sire, I had forgotten." whimpered Huerian.

The scene was one of great remorse. Neigerian, Smythe, Dickson, Bohrdmann, and others. Even Campbell and the Warlord of La Poso Aramianano were in attendance. A lawyer who was known as "Bucky" read the will of Huerian, "...and I leave all of my games to Neigerian, who I know will continue them in the style they are used to. I also leave to him the mimeo which I borrowed, lo these many months ago."

This was the signal for the women to start wailing, but they were drowned out by the agonized wailing of Neigerian. "How am I going to run fifteen more games in addition to my own forty-eight?"

(continued on page fifteen)

Alex Katzoff, 162 West 54th Street, New York, New York 10019:C
Ronald Keeping, 2308 Sunset Lane, Henderson, Kentucky 42420:76
Ron Kelly, #210, 225 Virginia Avenue SE, Washington, DC 20061:HJ
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Glenn Pepe, 5514 South University Avenue, Chicago, Illinois 60637:78
Zane Parks, 37-C University Houses, Madison, Wisconsin 53705:78
Jeremy Paulson, 63-60 98th Street, Rego Park, New York 11374:C
Gary Peterson, 1068 Leckie Street, Sarnia, Ontario N7s 1B6 CANADA:75(Airmail)
Don Pitsch, 931 Jonathan Court, Apt. 306, Wheeling, Illinois 60090:76
Roland Prevot, 14 avenue Theophile Gautier, 75016 Paris FRANCE:75
Gene Prosnitz, 200 Clinton Street, Brooklyn, New York 11201:76
Robert Reichel, 144-45 Charter Road, Jamaica, New York 11435:76
Mike Ritter, 332 West J Street, Brawley, California 92227:79
Eric Robinson, (school)Stoughton Hall #12, Harvard College, Cambridge, MA
02138:HJ (home)10 Washington Mews, New York, NY 10003
Scott Robinson, 1920 North 49th Street, Kansas City, Kansas 66102:81
Scott Rosenberg, 182-31 Radnor Road, Jamaica Estates, New York 11432:T
Robert Sacks, 15-F Tang Hall, Cambridge, Massachusetts 02139:75
Karl Schuetz, 20 Toledo Lane, Willingow, New Jersey 08046:76
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Miles Smith, 9 East 10th Street, New York, New York 10003:c
Robert Spencer, 1701 Magnolia Street SE, Apt. 2-B, Lacey, WA 98503:HJ
Ken Stamm, 15 East 91st Street, New York, New York 10028:96
David Staples, 63 South 1st East, Rexburg, Idaho 83440:DY
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Jeanne Stearn, 15 Bishop Hollow Road, Media, Pennsylvania 19063:C
John Stevens, 57 Joralemon Street, Brooklyn, New York 11201:77
Allen Stevenson, 785 Del Norte Drive, Livermore, California 94550:79
Keith Thompson, Route 5, Box 848-A, Bremerton, Washington 98310:78
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08540:C (home)32 Washington Square West, New York, New York 10011
David Tutacko, 530 Emlyn Place, East Chicago, Indiana 46312:78
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Eric Verheiden, Marks House, Cal. Tech., Pasadena, California 91109:76(Airmail)

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Campbell palced a reassuring hand on Neigerian's shoulder. "I as sure you will have no trouble. Little do you know what secret strength you have within."

At this Huerian jumped to his feet. (He had already been standing, but this realization made him hopping mad.) "Apollo! You must let me return to Yerevan! It's my right as a newly released spirit!"

"Stop speaking in exclamatories. You're giving me a headache. Very well, but remember. You must complete your mission in one year or you shall be doomed to roam Yerevan forever. Now, you may choose only one person who will be able to see and hear you. Your choice?"

"Neigerian. I must save him from the evil briskness of Campbell."

1973GK PRESS RELEASES

THE ADVENTURES OF SUPERDIPLOMAT: THE RETURN OF THE EVIL GENIUS (IDUNNO):

"...!t's..."

NEW YORK: The phone went dead in Superdiplomat's hand. "Gil!!" he shouted. "Gil, what happened?" The Big Green Cheese stood for a moment looking at the receiver, then cradled it. "Well," he murmured, "lost my first game. And Gil didn't even get a chance to tell whom to. There's something funny going on here."

Out of some strange otherworldly impulse, Superdiplomat dropped to the floor and examined the telephone jack. "Ah, just as I thought!" he exclaimed triumphantly, as he held up the severed telephone cord for the benefit of our home viewing audience. "The cord's been severed!" Superdiplomat's facility for belaboring the obvious was famous. "perhaps some fingerprints...?" he asked no one in particular. Not surprisingly, nobody in particular answered.

The answer to the mystery was obvious: he had to find the greasy fingerprints the untidy (imagine, not cleaning up after himself!) culprit had doubtless left upon the cord. He rushed to the darkroom to develop the prints.

Shortly thereafter, Superdiplomat emerged grumbling from the darkroom. No recognizable prints but his own; not Buchanan's, nor Beshara's, nor Birsan's nor even those of the terrible Walker, head of the notorious San Diego machine (pretty good for someone who only gets a couple 'zines, no?) ((No)). But then again, who could there be who could defeat him in a fair game of Diplomacy? Nobody. Then maybe ~~XXXXXXXXXXXX~~...no, I don't know him well enough to slander him.

The clock struck, and there was suddenly a great rustling in the chimney. "A rustler!" cried Superdiplomat emphatically. Then there was a loud thump from the basement and a yelp of pain, along with European profanity. Then things got quite quiet.

"The furnace of course!" yelled S-D. "it's the Evil Genius, I know it is! I must get to the bottom of this!" And without further ado, Superdiplomat threw open the door to the basement only to see Someone climbing the stairs. A Chill ran down his spine and outside to its nest. "Who are you?" demanded Superdiplomat (of the figure, not of the Chill).

The intruder stood about five-nine. He wore a conservative black suit, with matching wide-brim Old World hat, from under which his black hair hung free in back. His beard was bushy, and black as his long side-curls. Slung over his back was an empty sack. "My God," thought Superdiplomat, "it's a..."

"You were expecting maybe Saint Nickleclaws?" demanded the stranger. "Now, where's your Hannukah bush?"

(continued on page sixteen)

"My what?!"

"Oy, vey iz mir. Don't you know what tonite is?"

"Right now? Why it's, um, Sunday night, December 8."

"Which is?"

"I really don't know. You see, I was brought up a foundling in the Middle East, so I don't really know all these American customs. You see, I really owe my life to a couple of Arabs."

"Seems like I've heard that a lot lately. Look Superlaundromat, or whatever you call yourself..."

"Diplomat, Superdiplomat."

"Diplomat, schmiplomat. So long as you're healthy."

"Excuse me, but are you what they call one of the, uh, evil minyans of the International Jewish Banking Conspiracy?" The stranger's forward movement was thrusting towards RBL's room.

"No, no, no. Now where's your Hannukah bush---ah, there it is!" The stranger pointed to a Bansai spruce tree.

"What?" wondered Superdiplomat. "How? The only one who could get in there is....."

((That's all I have room for now; sorry.))

1974CS PRESS RELEASES

London: If I didn't know better, I would say that the inner powers are engaged in a good old-fashioned triple alliance. Edge powers unite! Crush the insurgents!

Pressed: Germany to Russia, I accept the title "Foot Prinz" that you have bestowed upon me. I hope that I can make an impression on you that will be worthy of my new name.

Moscow: In a ~~sharp~~ burst of ~~amazing~~ diplomatic activity the Czar has today announced a new policy of cooperation with the English and one of "death to the fascist reactionary Rumanians who in amazing act of duplicity have stolen the color of the proletariat and are marching under the red flag."

Eastern Orthodox Church: Down with the horrible Austrian policy of 'Old Long Sin' (for the benefit of any fellow morons, THIS IS A PUN!!!!)

MOSCOW: When last we left our her (?) Comissar U. Damfool of the dreaded Soviet secret police - the NKVD - he had gone to contact his best informer, Ime S. Toopigeonoff. They met in a secluded corner in a nightclub of Petrograd (St. Petersburg).

"Who was it?" asked the Comissar.

"Can't be sure, but I think it was Gill Neiger - may his fishy soul rest in hell forever - with the Argoontenin millionaire El Eechsehente."

"When and how?" was the next question.

"Hit man - man from Uncola - in a pocket----". But U. Damfool was never to hear the end of that sentence, for as the stoolie fink was uttering those words there came a low phut! from the back of the room, the stoolie made a croaking noise and slumped.

As the Comissar turned from the table - he could tell from one look at the body that his undercover man was good and dead - he saw a strange man in a fish mask leave the room. H pulled out his automatic with silencer (faulty) and no safety catch out of his shoulder holster and ran out of the joint. What will happen to our hero. Was this Gill Neiger and if so, what was he doing out of Austria?? (Yes I know very well that you don't give a damn.)

THE BOURSE (1974HJ)

Spring 1901

page seventeen

Tradings	Crowns	Pounds	Francs	Marks	Lira	Rubles	Piastres
Diller	250	-500	-250	-250	100	900	-250
Gildroy, NMR	0	0	0	0	0	0	0
Gladstein, NMR	0	0	0	0	0	0	0
Glankler	0	0	0	0	0	0	0
Gnall, NMR	0	0	0	0	0	0	0
Goldman	-500	2500	-500	-500	-500	0	-500
Grossman	-200	-200	-200	-200	0	1000	-200
Katzoff	0	-500	0	0	-500	1000	0
McCullam, NMR	0	0	0	0	0	0	0
McDonough	-500	500	-500	-500	-500	1000	500
Neumann, NMR	0	0	0	0	0	0	0
Stern, NMR	0	0	0	0	0	0	0
Verheiden	0	200	-100	0	-500	-500	-100
Net Trade	-950	2000	-1550	-1450	-1900	4400	-550

New Value/100 91 120 85 86 81 144 95

I think that the current holdings are sort of obvious if you figure that everyone had 1000 of everything at the beginning of this turn. If the "NMR's" do not get their next tradings in, they will be dropped. Anybody may join the bourse at any time for the fee of \$1.

'80'65'85'76'65'44'32'73'32'83'84'73'76'76'32'76'79'86'69'32'89'79'85'33

Mailing list (continued)

- Duane Warnecke, 6211 Grand Avenue, Downer's Grove, Illinois 60515:74
- John Weswig, 2115 North West Elder Street, Corvallis, Oregon 97330:GF+25
- David Wildman, 25 Daly Cross Road, Mount Kisco, New York 10549:103
- Warren Wyman, 450 Hilltrail, Ballwin, Missouri 63011:75
- Lew Pulsipher, SOMEBODY GET ME HIS ADDRESS AT DUKE, PLEASE:76

thisisadumboheuerstylelinearseparatorwhichimtryingonforsizeandhejustcalled

1972EN PRESS RELEASES

BERLIN DISPATCH-The Greenwood Administration announce new defense measures to be taken beginning with an expansion of the Grand Fleet. Alarm will appear only where aggressive ideas exist.

AN OPEN LETTER TO LEE GREENWOOD:

Dear Lee,

Still have not received an answer to my letter. However, the tone of your last letter was not in the spirit of our agreement. Therefore, I can only say that I hope you do not do anything that will spoil our victory. We have won, unless you do something stupid, stupid. Keep in mind that you would not be where you are today if it were not for the English Navy (and Walker's great ability to do the wrong thing at the right time). So, now the finish will be written by you; I am quite content to win per our original agreement.

/s/ Richard Meyer

I believe I will be able to get hold of Lew Pulsipher's address later today.

1972EN (72-2) 1909 ADJUSTMENTS

England (Richard Meyer): Builds A Lon; also has F Tyn, F Wes, F Tun, F Naf, F Lyo, F Spa(sc), A Gas, A Bel & A Ruh.

Germany (Lee Greenwood): Builds F Ber, A Mun; also has F Kie, A Sev, A Gal, A War, A Bur, A Pie, A Boh, A Tri, A Vie & A Tyo.

Italy (Jonathan Jacobs): R F Tyn-Rom; has A Ven, F Adr & F Rom.

Turkey (James Garzillo): Remove A Arm; has F Tus, F Leg, A Ser, A Bul, F Bla, F Alb & F Ion.

1974HJ (74-5) Spring 1901

ZZZZZZZ

Austria-Hungary (Eric Robinson): A Vie-Bud, A Bud-Ser, F Tri-Alb.

England (Cary Fulbright): F Lon-Nth, F Edi-Nrg, A Lyp-Edi.

France (Keith Dahnke): A Par-Pic, F Bre-Mid, A Mar-Spa.

Germany (James Garzillo): F Kie-Den, A Ber-Kie, A Mun-Ruh.

Italy (Matt Diller): F Nap-Ion, A Rom-Apu, A Ven holds.

Russia (Ron Kelly): F Sev-Bla, F StP(sc)-Rot, A Mos-Sev, A War-Ukr.

Turkey (Bob Spencer): A Con-Bul, F Ank-Con, A Smy-Ank.

1973CU (73-13) 1907 ADJUSTMENTS

England (Charles Maylen): Builds A Edi, A Lon, F Lyp; also has A Mar, A Gas, A Bur, F Mid, F Spa(sc), F Bre, F Eng, F Nth, F Nwy.

Italy (Gary Peterson): Removes A Ven; has A Pie, F Por, F Lyo, F Naf & F Wes.

Russia (K.L. MacDonald): Builds F Sev, A Mos & A War; also has A Mun, A Tyo, A Vie, A Bud, A Tri, A Bul, A Rum, F Bot & F Con.

Turkey (Robert Goldman): Removes A Alb; has F Leg, F Ion, F Gre & F eas.

1973EI (73-7) 1909 ADJUSTMENTS

France (Don Pitsch): Removes A Pic; has A Edi, A Lon, F Eng, F Spa(sc), F Bre, F Mid, A Bur & F Mar.

Germany (Mike Ritter): Builds A Ber; also has A Bel, F Hol, A War, A Mos, A Boh, F Nth, A Bur, A Ruh, A Sil & F Cly.

Turkey (John Stevens): Builds A Con; also has A Rum, F Ion, A Sev, F Tus, F Wes, F Lyo, F Rom, A Alb, A Tri, A Bud, A Gal, F Bla.

Whew! Four games on one page!

1973FJ (73-8) 1908 ADJUSTMENTS

Austria-Hungary (Jonathan Jacobs): Builds A Vie; also has A Tri, A War, A Tyo, A Boh, F Ven, A Mos & A Rom.

France (Eric Robinson): Builds A Mar; also has A Pie, A Mun, F Eng, F Nwy, F Nth, A Ruh, A Tus, F Tyn, F Tun, F Lyo, A Den, A Sil, A Lvn, F Mid, A Ber & A Swe.

Russia (Matt Diller): Removes everything but F Ska.

Turkey (Duncan Smith): Builds A Ink; also has F Rom, F Ion, F Gre, F Aeg, A Bul, A Sev, F Nap.

1973HN (73-11) 1905 ADJUSTMENTS

Austria-Hungary (David Lagerson): Has A Gal, A War, A Rum, A Bud, A Ser, A Sil & F Gre.

England (Mike Ritter): Has F Nrg, F Yor.

France (Robert Goldman): R A Ruh-Bur; R A Mar-otb; builds F Bre; also has A Bel, F Hol & A Gas (and A Bur, of course).

Germany (Gary Peterson): Has A Ruh, A Kie, F Hel, F Edi.

Italy (David Tutacko): Builds F Rom; also has F Mid, F Spa(sc), A Mar, F Lyo & A Pie.

Russia (Allen Stevenson): R A Sil-otb; builds A StR; also has F Bla, A Mos, A Den, F Nth & A Sev.

Turkey (Mike Honig): Builds F Con; also has F Bul(oc), A Arm, A Ank.

1973JC (73-12) 1905 ADJUSTMENTS

England (Evan Jones): Builds F Edi; also has F Hel, F Den, F Bal, F Hol, F Nth & A Swe.

France (Mike Ritter): Builds F Mar; also has A Bel, A Pic, A Bur, F Tun, & F Wes (that's where F Tyn retreated).

Germany (David Hov): Removes retreating F Bel and A Ber; has A Ruh, A Kie, and A Mun.

Italy (Russ Nekorchuk): Builds F Rom; also has F Tyn, F Nap, A Tri, A Ser, A Gre.

Russia (Allen Stevenson): Builds F Stp(nc); also has A Ank, A Boh, A Lvn, A Sev, A Rum, A Bud & F Bla.

Turkey (David Lagerson): Removes A Con & A Smy; has F Ion, A Bul & F Aeg.

Note that Dave Hov until say, the first week of January (see mailing list).

Oh well, only three this time.

1974LR (74-2) 1903 ADJUSTMENTS

Austria-Hungary (Keith Thompson): Builds F Tri; also has F Aeg, A Ser, A Bul, A Ven, A Tyo & A Bud.

England (Bruce Chamberlain): Builds F Lvp, F Edi; also has F Hol, F Kie, F Mid, A Lon & F Nth.

France (Gary Peterson): Has A Spa, A Bur, A Gas & F Por.

Germany (Eric Robinson): Has A Par, A Ruh.

Italy (Russ Nekorchuk): Removes F Wes; has A Pie, F Lyo, F Ion.

Russia (Fred Hyatt): Builds A Mos; has A Mun, F Bal, F Rum, A War, A Sev, A Ukr & A Ber.

Turkey (William McDonough): Has A Con, F Smy & F Bla.

Spring 1904 moves are on file for Austria, France and Turkey, but I suggest all players send in their moves to the NEW GAMESMASTER, Alex Katzoff, 162 West 54th Street, New York, New York 10019.

1973GR (73-10) Limbo

It appears that this game has his another snag; yes, Zane, I know I told you everything was alright; I thought so, then. But what the problem is is that Russia should have had a removal last Winter which wasn't called for or given; no one noticed till I did last night. So, I want everyone to send in Spring 1907 moves over again, conditional on the Russian removal to the NEW GAMESMASTER, Alex Katzoff, 162 West 54th Street, New York, New York 10019. Sorry, everyone, especially Zane.

England (David Lagerson): Has F Lvp, F Lon, F Spa(sc), F Nth, A Edi, F Nwy, F NAt, F Mid, F Stp(nc).

Germany (David Claman): Has A Mun, A Bur, A Par, A Sil, A Pru, F Bal.

Italy (Kevin Gallagher): F Nap, F Lpu, A Ven, A Rom.

Russia (Wayne Gildroy): Has A Boh, A Gal, A War, A Mos, F Lvn, F Rum & retreating F Edi (to Cly or otb). MUST REMOVE ONE

Turkey (Zane Parks): Has A Smy, A Tyo, F Tyn, F Tun, A Lib, F Ion, F Adr & F Con.

Everyone in this game gets one extra issue added to their subs.

You may have noticed that we have some new gamesmasters for some games; this is because Cary Fulbright, formerly gamesmaster of 1973GR, 1974AE & 1973DG, has resigned. He is replaced by Alex Katzoff in the first two and Ray Heuer in the third. We're all sorry to Cary leave us, even he was a pretty bad GM and didn't help collate as much as he should have. This gives all sub-gamesmasters three games apiece, and leaves me with five. Stephen Tihor retains the bourse, and isn't getting anything else.

1973DG (73-4)

Fall 1907

page twenty-one

BACK AT LAST!

Austria-Hungary (Keith Thompson): A Ukr R Sev; A Arm S A Sev, A Sev holds, A Bud-Rum, A Vie & A Ser S GERMAN A Tri, F Gre-Ion. Ows: Bud, Vie, Ank, Bul, Con, Gre, Rum, Ser, Sev, Smy. (10)UP TWO, ROOM FOR ONE

England (John Stevens): F Eng-Bre, F Iri-Eng, F Nth-Hol, F Nrg-Nwy, A StP S F Nrg-Nwy. Ows: Edi, Lvp, Lon, Bre, Hol, Nwy, StP. (7)BUILD TWO

Germany (Jonathan Jacobs): F Nwy-Nth, A Boh-Tyo, F Bre-Eng (-Pic or elim), A Tri S A Boh-Tyo, A Bur-Bel, A Gas-Par, A Mun-Ruh, A Sil-War, A Gal S AUSTRO-HUNGARIAN A Bud-Rum. Ows: Ber, Kie, Mun, ~~Wp~~, Bel, Den, ~~Wp~~, Par, Swe, Tri. (7)REMOVE ONE

Italy (Ron Kelly): F Mid S ENGLISH F Eng-Bre, A Spa-Gas, F Por-Spa (sc), A Mar S A Spa-Gas, F Lyo S A Mar, F Wes-Tun, A Pie-Tyo, A Ven S A Pie-Tyo, F Adr-Ion, A Alb-Tri. Ows: Nap, Rom, Ven, ~~Wp~~, Mar, Por, ~~Wp~~, Spa, ~~Wp~~, Tun. (7)REMOVE THREE

Russia (Paul Neumann): A Ukr-War, A Mos S A Ukr-War. Ows: Mos, War. (2)EVEN

Please note that the NEW GAMESMASTER is Raymond E. Heuer, 102-42 Jamaica Avenue, Richmond Hill, New York 11418. All builds/removals should go to him.

1974GF (74-4)

Spring 1902

WAR OF FIRST COALITION FOUGHT ON RHINE FRONTIER

Austria-Hungary (Will McCullam): A Vie S A Tri; A Tri holds.

England (John Weswig): F Lvp-Nat, F Lon-Wal, F Nth-Eng, F Nwy holds, A Bel S GERMAN A Mun-Bur.

France (James Bingle): A Bur holds, A Par S A Bur, A Bre-Pic, A Spa-Gas, F Por-Mid.

Germany (Greg Costikyan): F Den-Bal, A Kie-Den, A Hol-Ruh, A Mun-Bur, A Ber-Kie.

Italy (Adam Gilinsky): A Gre S TURKISH A Bul-Ser, A Ven-Tri, F Ion-Adr, F Nap-Ion.

Russia (Bob Lipton): A War-Gal, A Bud S A War-Gal, A Rum S A Bud, F Bla S A Rum, F Bot-Swe, A Mos-Liv.

Turkey (Scott Rosenberg): F Con-Leg, F Smy-Eas, A Dul-Ser, A Ank-Con.

Let's see; if I can fit 1973DY on the top half of the next page, I'll only have twenty-two of these buggers on my hands.

1973DYV(73-6) Spring 1908

page twenty-two

Austria-Hungary (Brian Johnston): A War-Ukr, A Ber-Mun, A Bud-Tri,
A Gal S A War-Ukr, A Ven S A Bud-Tri (-Apu, Tyo or elim).

England (John Boyer): A Kier & A Dotts A Hol; A Hol S A Kie, A StP S
RUSSIAN A Mos, A Fin-Swe, A Lon-Den, F Nth C A Lon-Den, F Nat-Mid,
F Nap, F Adr & F Tun S F Tyn-Ion, F Tyn-Ion, F Den-Bal.

France (David Staples): A Bur-Mun, A Mun-Sil, A Pie-Ven, A Tus S A Pie-
Ven, A Mar-Pie, F Rom pitches wine bottles at the Vatican.

Russia (civil disorder): A Mos holds...

Turkey (Burt Labelle): A Rum-Gal, A Ukr S A Rum-Gal, A Sev-Rum, A Ser-
Rud, A Con-Bul, F Ion-Nap (-Gre, Alb or elim), F Tri-Ven, F Aeg-Ion,
F Smy-Eas.

Well, this has been a fun issue, even tho' it's two weeks late
(on purpose), and probably a couple of days more, since I'm just get-
ting this typed up at about 4:30 Sunday afternoon, and I still have to
type up page one, and run it all off, and collate it and staple it and
fold it and staple it again and label it (and type up the labels) and
stamp it and.....

LAST MINUTE COA: John Stevens, 125 Carlton Avenue, Brooklyn, NY 11205

The POUCH # 74
c/o Gil Neiger
Apartment 11B
300 West 108th Street
New York, N.Y. 10025



Walt Buchanan T
RR #3
Lebanon, IN 46052

Handwritten initials: RA

CLASS MAIL

Next deadlines:
Dippy: 12N; 1/18/74
Bourse: 12N; 1/10/74