

H H CCCC UUU 000 P EEEEE H H T  
 H H C U U O O P E H H T  
 HHHHH C U U O O PPPP EEE HHHHH T  
 H H C U U O O P P E H H T  
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Vol. II Issue 23; No. 75

New York, N.Y.

January 25, 1975

1974HJ (74-5) Fall 1901

1974GF (74-4) Fall 1902

RUSSIANS AIM SOUTH

RUSSIANS AIM SOUTH

Austria-Hungary (Eric Robinson): A Dud-Tri, F Alb-Gre, A Ser S F Alb-Gre. Ows: Dud, Tri, Vie, Gre, Ser. (5) BUILD TWO

Austria-Hungary (Will McCullam): A Tri S A Vie, A Vie S A Tri(-Tyo, Boh or elim). Ows: Tri, ~~Vie~~. (1) REMOVE ONE

England (Cary Fulbright): NMR; A Edi-Nwy, F Nth C A Edi-Nwy, F Nrg S F Nth. Ows: Edi, Lvp, Lon, Nwy. (4) BUILD ONE

England (John Weswig): F Nwy holds, F Wal-Tri, F Nat-Mid, F Eng S F Nat-Mid, A Bel S GERMAN A Mun-Bur(elim). Ows: Edi, Lvp, Lon, ~~Nwy~~, Nwy. (4) EVEN

France (Keith Dahnke): F Mid-Por, A Spa & A Pic hold. Ows: Dre, Mar, Par, Por, Spa. (5) BUILD TWO

France (Jim Bingle): A Bur-Bel, A Pic S A Bur-Bel, A Gas-Bur, A Par-Bre, F Mid-Eng(-Spa(nc), Spa(sc), Por, Wes, Naf or elim). Ows: Bre, Mar, Par, Bel, Spa, Por. (6) BUILD ONE

Germany (James Garzillo): A Kie-Hol, A Ruh-Bel, F Den holds. Ows: Ber, Kie, Mun, Bel, Den, Hol. (6) BUILD THREE

Germany (Greg Costikyan): A Ruh S ENGLISH A Bel, A Mun-Bur, A Den-Swe, F Bal S A Den-Swe, A Kie-Hol. Ows: Ber, Kie, Mun, Den, Hol, Swe. (6) BUILD ONE

Italy (Maat Diller): A Apu-Tun, F Ion C A Apu-Tun, A Ven holds. Ows: Nap, Rom, Ven, Tun. (4) BUILD ONE

Italy (Adam Gilinsky): F Ion-Tun, A Ven-Tri, F Adr S A Ven-Tri, A Gre S RUSSIAN A Rum-Bul. Ows: Nap, Rom, Ven, Gre, Tun. (5) BUILD ONE

Russia (Ron Kelly): F Bot-Bal, A Sev-Ank, F Bla C A Sev-Ank, A Ukr-Rum. Ows: Mos, StP, Sev, War, Rum. (5) BUILD ONE

Russia (Speedball Lipton): A Bud-Vie, A Gal S A Bud-Vie, A Rum-Bul, F Bla-Ank, F Swe-Nwy(-Fin, Bot, Bel, Ska or elim), A Lvn-StP. Ows: Mos, StP, Sev, War, Bud, Bul, Ank, Rum, Vie. (9) BUILD THREE

Turkey (Bob Spencer): F Con-Bla, A Bul-Gre, A Ank holds. Ows: Ank, Con, Smy, Bul. (4) +1

Turkey (Scott Rosenberg): F Eas-Ion, F Aeg S F Eas-Ion, A Ser S AUSTRO-HUNGARIAN A Tri, A Con-Bul. Ows: ~~Ank~~, Con, Smy, ~~Bul~~, Ser. (3) REMOVE ONE

Will David Wildman please standby for Cary Fulbright (Dave is at 25 Daly Cross Rd, Mt. Kisco, NY 10549). Also, Cary must renew; if he doesn't, Dave takes over.

(R)(E)(N)(E)(W)( ) (N)(O)(W)(!)(!)(!)(!)(!)

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The POUCH

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As you've probably noticed, we're trying out a new format up there; any comments?

I apologize for the smeary appearance this issue must have (I can't tell for sure yet); the problem is that I can obtain two different types of stencils from my supplier: white and blue. I never noticed any difference until last issue. The entire front section of the issue (except p.1) was done with white stencils. The rest was done with blue stencils, as will most of this issue. My typewriter cuts deeper through the blue stencils, causing more ink to be deposited on the paper, which then smears on the page which falls on top of it. This rarely happens with white stencils. If possible, all future issues will be done with the white stencils.

As some of you will be finding out officially soon, I have been elected I.D.A. Editor by a vote of 75 to 34 over Gordon Anderson. Gordon has complained about my eligibility, while Bob Sacks has pointed out that Gordon too is ineligible. Therefore, I don't anticipate any hassle here. Immediately after this issue of The POUCH is done, I will begin work on Diplomacy Review. I hope that you will bear with me if there is a temporary drop in quality in The POUCH. Once I get used to doing DR, things should go back to normal.

Fortunately for the entire hobby, any dying ambers of the Diplomacy World ruckus seem to be going out. Any misunderstandings between myself and Walt Buchanan have been cleared up. One thing that I should have made clear before and will now emphasize is that any criticism I have of DW is of the idea, or at least in its current form. I have no personal criticism of Walt's editorial policies, nor of the works of Rod Walker, Ernie Melchior, or anyone else. (Ernie seems to be especially offended. I wish to take this opportunity to express my desire to see more, not less of Ernie's work in DW and elsewhere. Any talk of New York having a monopoly of humor (or even its share) is pure and utter hogwash) I hope that this will settle things as far as I'm concerned.

COA's:

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I am afraid that I will be forced to raise the subscription rate sometime in the near future. With a raise in supply costs a few weeks ago, and postal hike coming up soon, I will be losing more money than I can afford at the current rate. The new rate will probably be five issues for two dollars (40¢ each). If your sub expires soon, I suggest you renew before the raise. Also, some subbers may wish to purchase subs far in advance to save money. Any subs purchased before the price raise is announced will be honored at the old rate.

subscriptions are six issues/\$2.00



75-3

FROZENCON III  
by Gil Neiger

The weekend after the I.D.A. elections, the weekend my school's intercession began, and the weekend I was supposed to do The POUCH and the playtestor, Robert Sacks and the M.I.T. Strategic Games' Society decided to hold Wintercon III. As you might have guessed, I went.

After much planning, unplanning and replanning, we all met at Edi Birsan's house the night of the 17th (Friday). Already there when I arrived at about 10:30 were Matt Diller, Joel Klein and Mike Rocamora. Edi was asleep. We spent a couple of hours playing bumper pool and darts, watching Mike Joel play Napoleon at Waterloo (Mike lost, strangely enough), and I tried to figure out the rules to World War Three. We all went to sleep at about 1:30, so that we would be all rested and refreshed when we woke up.....

.....at a quarter to three. John McKeon had called to say he was leaving his house and would be over in about forty-five minutes. We ate a hurried "breakfast" and left at about four---Matt and I in John's car, Mike and Joel in Edi's. The Great New York to Boston Car Convoy had begun!

After picking up little Ricky Phillips in Manhattan, we left the city for the wilds of upstate New York. That wasn't so bad, but when we hit the Connecticut Turnpike we started having troubles. About three hundred nasty Connecticut Toll Trolls tried to make sure we were all broke before we escaped into Rhode Island. Shortly after the sun rose over the highway we noticed that John's car's heater wasn't working very well. Actually, it wasn't working at all. It was 12° when we passed through Providence and we didn't need the radio to tell us. While frostbite started moving up our legs, the car's windows started fogging over. John's rear-window defogger turned out to be just an ornament, and wiping with a rag was no good, as the fog had all frozen up. Fortunately, by the time we got into Massachusetts the temperature was up to 16°, and at least the windshield was clear.

We were coming up to an exit that said something like "TO BOSTON", but John insisted that Edi had said that we should continue along #95 till it met #98 or something equally unintelligible. And none of us noticed all the signs that said "#95 ENDS IN 2 MILES" and "DETOUR HERE FOR BOSTON". So we missed the Boston exit, went through half a cloverleaf to get onto #95 (going the other way), down two miles, through another half-cloverleaf back onto #95 (going the right way) and finally off at the Boston exit. Even then, things weren't so easy. The Boston signs kept disappearing and we weren't sure if we had passed the city or not. Matt kept screaming about the "Boston Brothers", because the signs all said things like "MILTON-BOSTON" and "QUINCY-BOSTON" and "NO. BOSTON" and "SO. BOSTON". And when we finally got to Boston we had to ask directions for getting to M.I.T. at a gas station. All we got was something like "tuhnpahk down to massaff and tek the hahvahd bridge". We got to the M.I.T. student center at about 9:30-10:00.

After a few minutes of meeting people, we herded by Bob Sacks into the Diplomacy part of the room for the TOURNAMENT! Bob and Howard Mahler (who were old high school classmates) got into a ten minute argument on how to randomly determine country assignments. Then we just picked pieces out of a box. I ended up as Germany on

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the third board. The only other postal players at the table were John Hendry and Glenn Reed, who were Austria and Russia, respectively. They immediately attacked each other (or to be more correct, Glenn attacked John), while I was left alone to fight a French-English alliance which didn't bother to attack me until 1904. In the meantime I had worked out with Russia, Austria, Turkey and Italy a stalemate which would result in a seven way draw. We would have had it, but it turned out that the Turkish player had known the English player for ten years, and threw the game to him. We all jumped Turkey (except me, of course), and gave France and England a 17-17 split.

Somewhere in the middle of the tourney there was a lunch break during which John (McKeon), Edi, Joel, Howard and Mike went to a hotel to register. It was then that they found out the John's car couldn't be made to start. Matt and I (who were still trying to figure out World War Three) didn't exactly relish the idea of walking home, so we planned to take the bus home, while Ricky would go with Edi, Joel and Mike.

Saturday night, after the first round of the tourney (the second round was on Sunday) we just hung around, met people (like Burt Labelle, Drew McGee, Peter Berggren and Jim Massar), played games, &c. Matt and I tried to figure out the rules to World War Three, while Peter and Glenn (who are high school students, just like the rest of the hobby) played Battle of the Bulge. We also tried to have a game of Hartley Patterson's LotR variant, but too many of the players (Scott Rosenberg, Matt Diller and Jim Massar, for example) wanted to play with some pinball machines instead. Mike Rocamora doesn't lose on pinball machines either.

At about a quarter to ten, Matt and I went to Harvard, where we stayed with POUCH subscriber, Eric Robinson. We left there the next morning at 8:15 as the second round was due to start at nine. However, since most people had not shown up yet, we had some free time on our hands and.....we tried to figure out the rules to World War Three and even got to set it up! We were about to start a game when the second round started. Matt, who had drawn with Mike in the first round, was in the top board with Mike, the two who had drawn on my board, and three others (the latter five being defined as "duds" by Matt). Edi, Joel, Howard, John McKeon and Drew McGee were all on the second board. Scott Rosenberg was on the third board with Glenn Reed, and Pete Berggren and I were on the fourth (there were only four) with Jim Massar. Peter and I as Germany and France got a 17-17 draw, using special civil disorder tactics (get the other players interested in other games so they'll go into civil disorder). The first board ended up in some sort of draw, while the second board conceded to Drew McGee (which is strange, since he had already been eliminated). Because of this, Drew won the tournament, the two "duds" who won on my first board coming in second and third, Mike and Matt being tied for fourth, myself sixth, Pete right behind me (by .025 points), closely followed by Joel, Edi, and John McKeon (I don't remember what order). They were all followed by the 'thundering herd', including Howard and Scott Rosenberg (of course Scott) as the only New Yorkers. Of course, this all means nothing, since Bob Sacks wrote at the bottom of the list "These results have no meaning and will not be verified nor certified."

During the lunch break on Sunday, Bob Sacks held a meeting of

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75-5

Multiple Worlds, and the Appearance  
of an Ideology, in the Game of Diplomacy  
by William B. Galhamer

I. Measure, Counter-Measure, and Counter-Counter-Measure

Years ago, when I played face-to-face Diplomacy frequently with the same small group, two of the players began the practice of allying with each other in every game. With the other players allying here and there according to no set pattern, these two players obviously had an advantage, since, in the event that a war developed at uneven odds, they were far more likely to be on the long than on the short side of the odds.

Of course, the pattern in their play was noticed after a few games. It was then quickly mentioned to all the other players at the start of a game. The remaining five players then swarmed the offending two and knocked them out, after which their play returned to a more nearly typical pattern.

On another occasion, a friend of mine and I made a personal alliance to extend over all our games. We then considered all the possible combinations of countries we could draw (for countries were always assigned by chance, as per the rulebook, in those groups). There are 21 such combinations. We decided that nine of the 21 combinations lent themselves to the particular chicane we had in mind. For each of those nine combinations, we devised first moves which would get the two countries off to a good start as allies. Using these moves, we not only always had a good alliance, but were relieved of the necessity of negotiating it. We usually went out together, for appearances' sake, only briefly at the end of the first negotiating period, and sometimes came back in looking angry.

I do not know whether the crowd sensed the pattern or not, but they were pretty good players, and about the third time we used this "super-alliance", as we called it, we began to run into tough resistance on every front. Finally the other partner decided that I must have a "super-alliance" going with someone else on the board, conflicting with his; which notion was wrong, but in any case he spilled the beans and the "super-alliance" came to an end.

In a sense, one might regard alignment and realignment based upon positional considerations as the measure, the permanent alliance as the counter-measure, and the swarming of the permanent alliance as the counter-counter-measure. It is then apparent that the succession of measure and counter-measure need not stop at any given point; but there is hardly any need to develop and prepare highly sophisticated counters, where there is little likelihood that one will be faced with the corresponding measures.

The evolution described above occurred in face-to-face groups, where the same or nearly the same seven players played in one game after another. Such an evolution is not so likely to occur in postal Diplomacy, where there are many more players in the pool, and a player does not play with the same opponents so often.

II. The Appearance of an Ideology

A result similar to that of the permanent alliance can nevertheless be arrived at in Postal Diplomacy by developing a group of players who will continually ally with one another, large enough that two or three

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members can be expected to appear in each game. It is hard to assemble such a group, and hard to assemble it secretly. However, an ideology which has the effect of assembling such an ingroup will also carry with it all the advantages of such ingroup.

Thus it is not so strange as it seems at first glance, that a game as abstract as Diplomacy should give rise to an ideology.

The adherents to this ideology apparently hold as their major principles, that alliances should not be violated under any circumstances, and that they will not ally with any players with whom they have had unfavorable experience in this regard. They will thus gravitate into alliance with each other, and they prefer to ally with each other anyway, as some of their letters have indicated. It is obvious that many games are necessary in order for this ingroup to develop. They must proselytize; they must build up a file of experience on other players they must adhere, at least to a degree, to their ideology, themselves, as a confidence builder, in games in which they could do better by discarding it or holding it in abeyance. They must lose this game, to win that.

This ideology then requires multiple worlds, that is, many games including overlapping personnel. It is, of course, subject to the criticism on grounds of realism that the nations fighting the First World War did not have the option before them of losing the first nine in order to win the next six.

### III. Certain States into Which the Competition May Fall

Let us first consider two simple states into which the competition may fall, depending upon the attitudes of the players toward the ideology just described:

State I: All the players generally treat all agreements as void when no longer appropriate to the situation; or, in other words, they "stab".

State II: All the players strictly adhere to any agreements they make.

Now first of all we note that in neither of these two cases does any advantage over the others, based upon the given facts alone, since they are all playing the same way in each game. It is, of course, true, that this player may feel more at home in State I, while that player has had more experience or done more thinking in State II; this player may enjoy a State I game more, although he does better in State II games, while State I games drive that player up the wall, although he loses his State II games, and so on; but all these situations require new facts, frequently of an arbitrary, evenescent, or complicated character.

The only State we will consider which does not make use of multiple worlds is State I. Conceivably a hundred games of State I could be played by the same group, the play in each game being in no way dependent upon the course of any previous game. However, it is not likely that any group will play State I games continually, because, for competitive reasons, sooner or later the permanent alliance, in one of its guises or another, will arise, carrying the competition into State III:

State III: Certain players adhere strictly to the agreements they make, and others do not; those who do, so nearly as

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And now, for part two of

STAR DREK  
by Penelope Naughton Dickens

((As you may recall from last issue, the crew of the USS Untouchable, headed by Captain Kork and 1st Officer Schlock were on the planet Karum, where they were trying to settle the Giant Bunny Rabbit problem.))

"We must communicate with these Giant Bunny Rabbits and explain to them what it means to be horny! Do you agree Schlock?"

"Whether or not I agree is inconsequential, Captain, at this point. Look." Schlock pointed. And Kork couldn't believe his eyes.

They couldn't believe their eyes when they saw what walked into the colonist's camp. It was ugly, it was disgusting, revolting, and many other yecch adjectives. To be simple though, it was a bald rabbit with a human head and long hairless ears. See what I mean? And worse, it spoke English.

"Hello Papa," it started, "who are these strange people?"

"They're friends, son," one of the colonists answered.

"Will they help me turn back into a rabbit? You know that my mother has said that we will continue to kill colonists until you do. And so far you haven't. Not only that, it's bloody cold on this planet and I don't have a fur coat."

"Schlock," Kork began, "can you attempt a Vodkan mind-meld with this half-rabbit/half-human? Perhaps we can find out what's going on then."

"I can try, Captain, with the creature's permission."

"You have it," the half-man/half-rabbit answered, "I will not use my mind to harm you, although I could."

Carefully, Schlock advanced to the creature and slowly put his hand on its head. Then, all of a sudden, he fell back on the ground, screaming in agony.

"I thought you said you wouldn't harm him!" Kork exclaimed, running to his fallen crewmate.

"So I lied!" the creature answered as it, and his fellow rabbits walked away.

Schlock slowly got up, apparently unharmed. Kork knew they would have to come up with an answer, and quick.

Schlock knew the answer.

"Here's the logical answer, Captain. You know that 2+2 is 4, but did you also know that 2x2 is 4? So logically we can deduce that since 3+3 is 6, then 3x3 is 6. And therefore, all we have to do is to poison 3,000,000,000.78 tons of carrots with cyanide and kill every giant bunny rabbit on this planet. Isn't it logical, Captain?"

"Yes, Schlock, it is, but do you mind explaining to me how you got 3x3 is 6 when everyone knows it's 64?"

The crew of the USS Untouchable waited patiently for the Federation to send them 3,000,000,000.78 tons of carrots in order to wipe out the rabbit population of Karum. Of course, none of them realized that by killing all the rabbits they would be disobeying the prime directive; but then again, what's a dead rabbit? When I say that the starship waited peacefully for the carrots, I only mean relatively peacefully.

Schlock had to receive a transfusion of Vodkan blood after a little incident with Ensign Checkmate. It seems that while Schlock was resting in his room, Ensign Checkmate had entered his room and drained

(continued on page eight)

his body of three pints of Vodkan blood, bottled it, and sold it on the open market for ten credits a bottle, as Schlock's Vodka! No one was surprised more than Schlock when it was discovered that Kork had gotten bombed on one of the bottles. Other things resulted from this incident. Lt. Whoareyou got bombed and did a Swahili head hunter's dance on the bridge complete with heads (from some poor crewman's body!). Scotchy was indignant that so many people were drinking vodka instead of scotch, and turned off life-support in revenge. Only three people died of that, but still Scotchy was denied the right to drink any more scotch for two weeks. But finally the carrots arrived, and the crew got to work.

Do you know how long it takes to poison 3,000,000,000.78 tons of carrots? Luckily they had plenty of cyanide as Doc MackToy had mistakenly filled a prescription of aspirin on Gamma 3 with  $2\frac{1}{2}$  tons of cyanide. That little incident cost only four crewmen's lives. Do you know how long it takes to beam down 3,000,000,000.78 tons of carrots? Anyway, after six months of preparation, "Project Rabbit Stew" was ready. Still they made a mistake, a very big mistake! Cyanide worked as an aphrodisiac on big, giant bunny rabbits!

Before the USS Untouchable realized that, 2000 colonists had been raped by sex-hungry Bunny Rabbits. Even worse, they discovered that Bunny Rabbit excrement acted as an aphrodisiac on humans. For six months Karum became the scene of the first extraterrestrial mixed race orgy. No member of the USS Untouchable's crew was safe to beam down to the planet for six months, till every person or giant Bunny Rabbit had fallen from exhaustion.

One of the unfortunate victims of this orgy was the half-rabbit/half-human who it seems was impotent, and had been killed by three giant Bunny Rabbits and two human beings who were angry because of his refusal to take part in the sexual activities. So in the end, a sort of truce was made between the giant Bunny Rabbits and the colonists. Now the USS Untouchable had been ordered to make peace with the rabbits. And so Captain Kork and Schlock beamed down to Wabbit City, the capital of Giant Rabbitdom.

Immediately upon beaming down Kork became sick. The first thing he saw was a huge Bunny Rabbit wearing a human skin coat (a 2000 credit one, at that). Unfortunately for them, the foreign Minister of Giant Rabbitdom also got sick (Schlock was wearing his favorite pink dyed Rabbit fur coat). And out of that sickness was born the famous treaty: The Wabbit Treaty (/aka/ "The Tweaty Boid"). The agreement stated that both sides would cease to wear coats made out of the other side, and both sides would trade 2000 tons of aphrodisiacs to the other side every year, and that interracial sex was to be legalized as long as your daughter didn't marry one.

And so the crew of the USS Untouchable flew through space to another mission, this time to solve the troubles between the colonists and the Teddy Bears of Blabum III, and as usual the crew just grinned and beared it.....THE END

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Just enough room here to stick in a plug for TURNABOUT, edited and published by Peter Berggren, Davistown Schoolhouse Road, Orford, New Hampshire 03777. I simply cannot recommend this 'zine sufficiently. The printing is beautiful (some sort of photo-offset) and very neat. Subs are 10/\$2, and he has plenty of game openings in regular Dippy, plus four different variants for \$1 or \$1.25 plus a sub! More later-----



The BOURSE (1974HJ) Fall 1901

MARKS AND RUBLES RUNNING NECK AND NECK

Tradings	Crowns	Pounds	Francs	Marks	Lira	Rubles	Piastres
Diller	-344	-490	0	364	2154	-490	-490
Gladstein	0	0	0	0	0	0	0
Glankler	300	-500	400	400	448	-500	0
Gnall	57	-500	250	250	1000	-500	32
Goldman, NMR	0	0	0	0	0	0	0
Grossman	105	-200	282	1000	0	-500	-400
Katzoff	708	-500	0	500	0	0	-500
Keeping, VOID	0	0	0	0	0	0	0
McDonough	0	-500	1100	1000	0	-500	-500
Stamm, VOID	0	0	0	0	0	0	0
Verheiden	0	0	-200	300	-200	381	-500
<b>Net Trade</b>	<b>916</b>	<b>-2790</b>	<b>1832</b>	<b>3814</b>	<b>3402</b>	<b>-2109</b>	<b>-2358</b>

New Value/100    100    93    103    124    115    123    72

Holdings	Crowns	Pounds	Francs	Marks	Lira	Rubles	Piastres
Diller	906	10	750	1114	3254	1410	260
Gladstein	1000	1000	1000	1000	1000	1000	1000
Glankler	3000	500	1400	1400	1448	500	1000
Gnall	1057	500	1250	1250	2000	500	1032
Goldman	500	3500	500	500	500	1000	500
Grossman	995	500	1082	1800	1000	1500	400
Katzoff	1708	0	1000	1500	500	2000	500
Keeping	1000	1000	1000	1000	1000	1000	1000
McDonough	500	1000	1600	1500	500	1500	1000
Stamm	1000	1000	1000	1000	1000	1000	1000
Verheiden	1000	1200	700	1300	300	1881	400

Net Worths: Diller, 8732; Grossman, 8089; McDonough, 8078; Gnall, 8017; Katzoff, 7993; Glankler, 7943; Verheiden, 7395; Keeping, Stamm, Gladstein, 7300; Goldman, 7055.

The following players have been dropped from the listing because they failed to submit moves for either trading session: Fulbright, McCullam, Gildroy and Neumann. If they get their next tradings in, they will be returned; if not, they will be dropped. Anyone may join the Bourse at any time, but from now on, one must pay a \$1 game fee. Note that Ron Keeping's and Ken Stamm's moves were voided because they tried to sell over 500 of a certain currency, which is not allowed. William Glankler is asked by the boursemaster to put his name on his moves so that they can be identified. There are no bourse tradings due next issue, as 1974HJ will be in winter.

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To continue about TURNABOUT (see page eight): The following things speak up for TURNABOUT and Peter Berggren: articles by John Boardman have been reprinted, and I get the impression that John has written one especially for TURNABOUT; Peter is in high school, so you know that he's reliable; Peter is a member of DNYMPS; his game fees and sub rates are cheap. TURNABOUT's circulation is only 28, which is ridiculous, since it should be more around ninety or so. So why don't you do yourself a favor and subscribe?

The Imperial Diplomacy Association (TIDA), which was attended by myself, Paul Bean, Burt Labelle, Peter Berggren, Glenn Reed, Scott Rosenberg, and Matt Diller. Matt, Scott and I petitioned Bob to grant a charter to establish a Realm of New York (which would not be subordinate to the Realm of New England), and Bob promised that he would (although we never did get the charter). Matt started screaming that New York should secede, and we had to explain to him that we had to join first.

Later that afternoon, I played Napoleon (Gamma Two's latest creation) against Peter Berggren and Cory Patterson, but lost. I watched some guys play World War Three on my set. After dinner, we left.

Edi and John McKeon had figured out some way to get John's car started, and Mike, Ricky and I rode in it ahead of Edi, Joel and Matt--- ahead in the event that something went wrong. It did: John made a wrong turn off Massachusetts Avenue (alias "massaff") and we rode two miles around Boston before we got on the highway (when Edi asked John if he saw the sign for the highway when he turned off "massaff", John said that he hadn't, but that it looked like the right way!). On the way back Mike told us how to play Russia and reminced about the "good old days" of Diplomacy (Matt says Edi did the same thing in his car). We joked about TDA, IDA, TIDA, NGC, told Ron Kelly stories, discussed the high price of The POUCH, and before we knew it were in the Bronx. We drove across the Triboro Bridge, and John left me off on my corner. I stayed up a little while, trying to figure out the rules to World War Three, realized I was falling asleep, and staggered off to bed.

And that, is why this issue is late.

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### Multiple worlds (continued)

possible, making agreements only with each other.

In this state, it is quite obvious that the players of the cartel, as I shall call it, have the advantage over the other players, just as they did in the face-to-face situation described earlier.

This situation must be regarded as intolerable by sensible players outside of the cartel. One obvious corrective effort, by analogy with the action taken in the face-to-face games, might be expressed in State IV:

State IV: Players threatened by the cartels of State III form cartels of their own for the limited purpose of defeating the cartels of State III.

To the argument that still a cartel results, of course, the answer is that the gage was thrown down by others, and this may be the only way it can be picked up.

((Since this article is much too long to be completed in this issue, this seems like a good place to stop. We will continue next issue, starting with IV. Cartels and Stabs, Stabs and Cartels.)

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Just a little note to let you all know that I think I've figured out SPI's new game, World War Three, and may review it in a future issue.



## 1974Yfh PRESS RELEASES

NEW YORK: Please note that the following press is for the first of the two Colonia games in the playtestor; because of the lack of room there and the fact that all players subscribe to The POUCH I am printing it here.

(The Hague, The Hague, Hague) Netherlandish Press International; Dan terRathers reporting. It's been dark and stormy all day here in The Hague, as Prime Minister Kurt van der Grouss pondered the news from the Minister of State, presently reported as conducting delicate negotiations in both London and Budapest.

Earlier today, several persons arrived in black limousines and were admitted by members of the 3rd Continental Army, now serving on security at The Hague. Rumor here says that these men and women were agents of the AIC, the international branch of the Ministry of State for unlegal actions, reporting on the results of the Minister of State's talks with London and Budapest.

Just a minute, the Minister of Public Information, Jerry terHorst is stepping out.....

terHorst: "Ladies and Gentlemen of the press, it is my sad duty to report that, in view of new disclosures, a state of war now exists between the sovrein states of the Netherlands and the oppressive French monarchy. We hold no fight with the French people, who are free to do as they please."

Gatsoff, Anglo-Saxon Press: "What new disclosures?"

terHorst: "Agents of the Ministry of State learned, early last week, that the French monarchy was a tool of the notorious international fiend, Jay Dee Elish. To remove this tremendous threat to European security, a realigning of the powers-that-be has occurred."

NEW YORK: The following press release was submitted with the Spring 1750 moves, but I believe it is still relevant.

CORFU: The Duke of Austria and the Sultan of the Ottoman Turks have entered into a comprehensive series of agreements, to be known as the Treaty of Corfu, governing their relationship and establishing guidelines for joint military and political action in carefully defined circumstances. The signatories of the Treaty are agreed that the contents of the Treaty will be made available to those governments requesting copies of the Treaty.

## 1972EN PRESS RELEASES

LONDON TIMES: The Defense Ministry announced today that the Armed Forces of England will not be caught off-guard by the "Gumps".

BERLIN DISPATCH: Open letter to the Prime Minister of England:

The Kaiser has decided to allow your forces to occupy those areas of France according to our previous agreement. However, the Kaiser has decided that Holland cannot be occupied by your forces. Thus, that part of our earlier agreement is null and void. Any military aggression in that area terminates our alliance. Furthermore, any attempt to militarize the Scandinavian area will result in their immediate annexation by Germany. Any action by you regarded by me as hostile will be countered twofold.

p.s.: I ain't stupid!



Well, no matter. "RBL was such a twerp."

"It was that attitude," said the psychiatrist, "along with a multitude of others, that lead to the RBL portion of the personality to revolt against the dominant personality."

"What does that mean?" asked Gil.

"It didn't help any."

There was a moment of silence.

"He'll be happy at the Woodmere Home for the Mentally KooKoo. They design strange variants there."

"A great pity," said Gil. "A great mind, gone like that."

#### THE END

#### EPILOGUE

The Evil Genius wrote in his diary:

"With Superdiplomat out of the way I can now take over the hobby without fear. At last the admiration that should be mine will be mine. My action was for the entire hobby, all cast under the shadow of that bastard. It is done. It was only necessary to know his alter ego which my closer s

The Evil Genius lay down his pen and locked his diary. A tight smile crossed his lips. He turned to the other person in the room and said, "We have a little time to waste...."

Perry said, "Yes...Gil..."

#### 1973JC PRESS RELEASES

BERLIN: In an official announcement today, Rat L. Sword, the Imperial German Foreign Minister, warned the nasty armies of Big Blue and Co. that the German forests are full of lions, and tigers, and, most especially, bears (OH, MY!)

(It is rumored that Blue forces are considering an invasion of Germany)

#### 1973GR PRESS RELEASES

LONDON: Die Russian Dog! Claman, will write as soon as I can, write when you can...

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Just thought I'd stick in a plug for THE TIMES, which, as many of you probably know, is the new 'zine put out by Nick Ulanov, former editor of The POUCH. Although Nick is not running any games, he has printed several articles in his first issue, including one on Monty Python, and a Lord-of-the-Rings parody based on Diplomacy, written by Evan Jones. Nick is trying to present as good a crop of articles as possible, and is even planning to print press releases (no games, but press!). If you like the style of The POUCH, you'll like this; it's a best-buy for articles (besides The POUCH, of course). Nick's price is a mere \$2 for six issues (where have I seen that before), and is well worth it.

I just want to use this space to remind all traders that they should send any spare copies of their 'zines to Joel Klein, 62-60 99th St., Rego Park, NY 11374, for the IDA Novice Packet. This is like giving yourself an automatic plug, and will help out newcomers to the hobby.



1972EN (72-2) Spring 1910

## THE WAR IN THE NORTH BEGINS!

England (Richard Meyer): F Lyo-Tus, F Tyn S F Lyo-Tus, F Wes & F Tun S F Tyn, F Kaf-Mid, F Spa(sc)-Mar, A Lon-Yor, A Gas-Par, A Bel-Pic, A Ruh-Hol(-Bel or elim).

Germany (Lee Greenwood): F Ber-Kie, A Mun-Ruh, A Bur S A Mun-Ruh, F Kie-Hol, A War-Ukr, A Sev S A War-Ukr, A Gal-Bud, A Vie S A Gal-Bud, A Tri-Ven, A Pie S A Tri-Ven, A Tyo S A Tri-Ven, A Boh holds.

Italy (Jonathan Jacobs): A Ven-Tri(-Apu or elim), F Rom S  
TURKISH F Tus, F/476 S A Ven-Tri(no such unit), F Adr, un-ordered, holds.

Turkey (James Garzillo): F Tus-Rom(elim), F Aeg-Gre, A Rum-Bud, A Ser-S A Rum-Bud, A Bul-Rum, F Bla-Con, F Alb-Ion, F Ion-Nap.

NEXT DEADLINE IS NOON, TUESDAY 10 FEBRUARY 1975

1973CU (73-13) Spring 1908

## LEND-LEASE ROUTE TO MURMANSK OPENED

England (Charles Maylen): A Mar-Pie, A Gas-Spa, F Spa(sc)-Mar(elim), A Bur S F Spa(sc)-Mar, A Edi-Den, F Nth C A Edi-Den, A Lon-Bel, F Eng C A Lon-Bel, F Mid S A Gas-Spa, F Bre S F Mid, F Lvp-Nat, F Nwy-Stp(nc).

Italy (Gary Peterson): A Pie-Mar, F Kaf-Mid, F Por-Spa(sc), F Lyo & F Wes S F Por-Spa(sc).

Russia (K.L. MacDonald): A Vie-Tyo, A Mun S A Vie-Tyo, A Tyo-Ven, A Bud-Ser, A Bul S F Con, F Con & A Rum S A Bul, A Tri-Alb, A War-Gal, A Mos-Sev, F Sev-Bla, F Bot holds.

Turkey (Robert Goldman): F Aeg & F Ion S F Gre, F Eas-Smy, F Gre holds.

NEXT DEADLINE IS NOON, THURSDAY 13 FEBRUARY 1975

1973DG (73-4)

## 1907 ADJUSTMENTS

Austria-Hungary (Kieth Thompson): Builds A Bud; also has A Arm, A Sev, A Rum, A Vie, A Ser, F Gre. Owed one.

England (John Stevens): Builds F Lon, F Edi; also has F Bre, F Eng, F Hol, F Nwy, A StP.

Germany (Jonathan Jacobs): Removes A Gal; has F Nth, A Boh, F Pic, A Tri, A Bel, A Far, A Ruh, A War.

Italy (Ronald Kelly): Removes F Spa(sc), F Lyo, A Alb; has F Mid, A Gas, A Mar, F Tun, A Tyo, A Ven, F Adr.

Russia (Paul Neumann): Has A War, A Mos.

1973DY (73-6) Fall 1908

BOLSHEVIKS STILL INTACT

Austria-Hungary (Brian Johnston): A Ven R Tyo; A War-Ukr, A Bud-Ser, A Gal-Rum, A Ber-Mun(-Pru or elim), A Tyo-Ven(-Tri, Vie, Boh or elim). Owns: Bud, (Tri), Vie, War, ~~Boh~~. (3 or 4)\*

England (John Boyer): A Kie-Ber, F Bal S A Kie-Ber, A StP S. RUSSIAN A Mos, A Hol-Kie, A Swe-Fin, F Mid-Ves, F Adr S FRENCH A Tus-Ven(nc), F Ion S F Adr, F Nap S F Ion, F Tun S F Ion, A Bel, A Den & F Nth hold. Owns: Edi, Lvp, Lon, Bel, Bre, Den, Hol, Ber, Kie, Nap, Nwy, StP, Swe, Tun. (14) BUILD ONE

France (David Staples): A Bur-Mun, A Sil S A Bur-Mun, A Pie-Tyo, A Ven S A Pie-Tyo, A Tus S A Ven, F Rom-Tyn. Owns: Mar, Par, Mun, Por, Rom, Spa, Ven. (7) BUILD ONE

Russia (civil disorder): A Mos holds. Owns: Mos. (1) EVEN

Turkey (Burt Labelle): F Ion R Gre; A Ukr-Gal, A Rum-Bud, A Bul-Rum, F Gre-Ion, F Aeg & F Eas S F Gre-Ion, F Tri-Alb, A Ser S A Bul-Rum, A Ser S A Rum-Bud (one at a time, Burt!), A Sev, un-ordered, holds. Owns: Ank, Con, Smy, Bul, Gre, Rum, Ser, Sev, (Tri). (8 or 9)\*

\*if Austria-Hungary retreats to Tri, he gains that, and has one removal; if he does not, he has two removals: Turkey is minus one and even, respectively.

Builds condition retreats by NOON, THURSDAY 13 FEBRUARY 1975

1973EI (73-7) Spring 1910

Austria-Hungary (Ron Kelly): A Pie S TURKISH F Lyo-Mar, A Ven S TURKISH A Tri-Tyo.

France (Don Pitsch): A Edi-Yor, A Lon-Pic, F Eng C A Lon-Pic, F Bre-Gas, F Mid S F Spa(sc), F Mar S F Spa(sc), F Spa(sc) S F Mar, A Bur S F Mar.

Germany (Mike Ritter): A War-Lvn, A Sil-Tar, A Mos S A Sil-Tar, A Ber-Sil, A Bel-Edi, F Nth C A Bel-Edi, F Cly S A Bel-Edi, F Hol-Bel, A Ruh S F Hol-Bel, A Mun-Tyo, A Boh-Vie.

Turkey (John Stevens): A Con-Rum, F Bla C A Con-Rum, A Rum-Ukr, A Gal & A Sev S A Rum-Ukr, F Ion-Tun, F Lyo-Mar, F Tus-Lyo, F Res-Spa(sc), F Rom-Tyn, A Alb-Tri, A Tri-Tyo, A Bud S A Gal.

There has been a proposal for a three-way draw to be declared between France, England and Turkey. However, this cannot be put into affect of voted on until Austria-Hungary is eliminated, as all surviving players must share equally in a draw. Once Austria-Hungary is eliminated (if!), a vote will be taken.

NEXT DEADLINE IS NOON, 13 FEBRUARY 1975

1973FJ (73-8) Spring 1909

Austria-Hungary (Jonathan Jacobs): F Ven-Apu, A Tri-Ven, A Rum-Gal, A War-Lvn, A Mos S A War-Lvn, A Boh-Sil, A Tyo S A Tri-Ven, A Vie S A Tyo.

France (Eric Robinson): F Nwy-Bar, F Nth-Nwy, A Swe S F Nth-Nwy, F Mid-Nat, A Ber-Pru, A Sil-Boh, A Mun-Tyo, A Ruh-Mun, A Pie S A Mun-Tyo, A Tus-Ven, A Mar-Bur, F Lyo & F Tun S F Tyn, A Lvn-StP, F Ang-Nth, F Tyn & A Der hold.

Russia (Matt Diller): F Ska-Den.

Turkey (Duncan Smith): A Ank-Arm, A Bul-Ser, F Aeg-Ion, F Ion-Adr, F Gre-Bul(sc), F Nap S F Rom, F Rom S F Nap, A Sev holds.

NEXT DEADLINE IS NOON THURSDAY, 13 FEBRUARY 1975

1973GR (73-10) Spring 1907

....FOR THE THIRD AND FINAL TIME....

I have decided that it is ridiculous to replay the Spring 1907 moves, since everyone had their moves in and Russia did not have an extra unit (Cary just forgot to tell me about his removal). It is not fair to let some players make their moves over again, after seeing everyone else's.

England (David Lagerson): A Edi-Cly, F Lvp S A Edi-Cly, F Nth-Nrg, F Nat S F Nth-Nrg, F Lon-Eng, F Mid-Wes, F Spa(sc) S F Mid-Wes, F StP(nc) S F Nwy, F Nwy S F StP(nc).

Germany (David Claman): F Bal-Lvn, A Mun S A Sil, A Pru S A Sil, A Sil S A Pru, A Bur S A Mun, A Por-Spa, A Par-Pic.

Italy (Kevin Gallagher): F Apu S F Nap-Ion(elim), A Rom-Nap, F Nap-Ion, A Ven-Rom(-Pie, Tus or elim).

Russia (Wayne Gildroy): F Lvn-Pru, A War S F Lvn-Pru, A Gal S A Boh, A Boh S TURKISH A Tyo, A Mos S A War, F Cly-Nrg(elim).

Turkey (Zane Parks): A Tri-Ven, A Tyo S A Tri-Ven, F Tun-Wes, F Ion-Apu, F Adr S F Ion-Apu, F Tyn-Nap, F Con-Aeg, A Smy-Con.

Last time (#72) Turkey's F Tun-Wes was not underlined, but I see no reason why it should succeed. NEXT DEADLINE NOON, 13 FEBRUARY 1975

1973HN (73-11) Spring 1906

Austria-Hungary (David Lagerson): A Gal-Ukr, A War S A Gal-Ukr, A Rum S A Gal-Ukr, A Ser S A Rum, A Bud-Gal, A Sil-Pru, F Gre S TURKISH F Bul(ec).

England (Mike Ritter): F Nrg-Nwy, F Yor-Edi.

(continued on page seventeen)



1973HN (continued)

(5) - page seventeen

France (Bob Goldman): Δ Bel S F Hol, Δ Bur-Mar, Δ Gas S Δ Bur-Mar,  
F Hol holds(7th cr elim), F Drø, unordered, holds.

Germany (Gary Peterson): Δ Kie-Hol, F Hel S Δ Kie-Hol, Δ Ruh-Bel,  
F Edi S RUSSIAN Δ Den-Yor(nso).

Italy (David Tutacko): F Mid-Eng, F/Wes-Por(no such unit), F Rom-  
Tyn, Δ Mar-Spa, Δ Pie-Mar; F Lyo S Δ Pie-Mar, F Spa(sc), unordered,  
holds.

Russia (Allen Stevenson): Δ StP-Mos, Δ Mos-Ukr, Δ Sev S F Bla-Rum,  
F Bla-Rum\*, F Nth-Lon, Δ Den holds. \*(elim)

Turkey (Mike Honig): Δ Ank-Arm, Δ Arm-Sev, F Con-B la, F Dul(ec) S  
F Con-Bla.

1973JC (73-12) Spring 1906

England (Evan Jones): F Dal-Ber, F Hel-Kie, F Den & F Hol S  
F Hel-Kie, F Edi-Nrg, F Nth-Nwy, Δ Swe S F Nth-Nwy.

France (Mike Ritter): F Wes-Tyn, F Tun S F Wes-Tyn, F Mar-Lyo,  
Δ Spa-Mar, Δ Bel-Ruh, Δ Bur S Δ Bel-Ruh, Δ Pic-Bel.

Germany (David Hov): Δ Kie-Ber, Δ Mun S Δ Kie-Ber, Δ Ruh-Kie(elim).

Italy (Russ Nekorchuk): F Rom-Tyn, F Nap S F Rom-Tyn, Δ Alb-Gre,  
Δ Ser S Δ Alb-Gre, Δ Ven-Tri.

Russia (Allen Stevenson): Δ Rum-Bul, Δ Sev, Δ Bud & F StP(nc) hold,  
F Bla-Con, Δ Ank S F Bla-Con, Δ Boh S GERMAN Δ Mun, Δ Lvn S F StP(nc).

Turkey (David Lageron): F Ion-Gre, as Sultan draws sword, F Aeg S  
F Ion-Gre, as he cleans off same, Δ/Ser S F Ion-Gre(you dope, Lager-  
son! And who's terri?). Δ Bul, unordered, holds.

1974AI (74-1) Spring 1904

Austria-Hungary (David Davies): NMR; Δ Tri holds.

England (William Glankler): F Ska-Nwy, F Bar S F Ska-Nwy, Δ Nwy-Fin,  
F Lon-Nth.

France (William Clumm): Δ Mar-Pie, Δ Pic-Wal, F Eng C Δ Pic-Wal,  
Δ Gas-Par, Δ Dur-Mar. THANKS WAYNE!

Germany (Glenn Pape): F Bal S RUSSIAN F Swe, Δ Kie-Den, Δ Hol S  
Δ Del, Δ Bel S Δ Hol, Δ Mun S Δ Tyo, Δ Tvo S FRENCH Δ Mar-Ven(nso).

Italy (Donald Hov): Δ Pie-Tvo, Δ Ven S AUSTRO-HUNGARIAN Δ Tri,  
F Adr-Alb, F Ion S F Adr-Alb.

Russia (Fred Hyatt): Δ Bud S Δ Ukr-Rum, Δ Ukr-Rum, Δ Vie S Δ Bud,  
Δ War-Mos, Δ Mos-Sev, Δ StP-Nwy, F Swe S Δ StP-Nwy, F Rum-Bla.

Turkey (Jonathan Jacobs): Δ Bul-Rum, Δ Ser S Δ Bul-Rum, F Con-Bla,  
F Gre holds, Δ Alb-Tri(elim), F Smy-Aeg.

1974AR (74-2) Spring 1904

Austria-Hungary (Keith Thompson): F Tri S Δ Tvo-Ven, F Aeg-Gre,  
Δ Ser S Δ Bul, Δ Bul holds, Δ Ven-Rom, Δ Tvo-Ven, Δ Dud holds.

England (Bruce Chamberlain): F Lvp-Iri, F Edi-Nrg, Δ Lon-Bel,  
F Nth C Δ Lon-Bel, F Hol S Δ Lon-Bel, F Kie S F Hol, F Mid-Wes.

France (Gary Peterson): Δ Spa-Mar, Δ Mar-Dur, Δ Gas S Δ Spa-Mar,  
F Por-Mid.

(continued on page eighteen)

1974AR (continued)

page eighteen

Germany (Eric Robinson): A Ruh-Bur, A Par S A Ruh-Bur.

Italy (Russ Nekorchuk): A Pie-Tyo, F Lvo-Wes, F Ion-Tun.

Russia (Fred Hyatt): A Mos-Ukr, A Mun-Boh, F Bal-Ber, F Rum-Sev, A War-Gal, A Sev-Arm, A Ukr-Rum, A Ber-Mun.

Turkey (William McDonough): NMR; A Con, F Smy & F Bla hold.

Will Wayne Gildroy (1005 E. 60th St., 627 Mathews, Chicago, IL 60637) please standby for Turkey?

1974CS (74-3)

1903 ADJUSTMENTS

England (Eric Verheiden): A Hol R Kie; builds F Lon.

France (David Gladstein): Builds A Par.

Russia (Robert Goldman): A War R Ukr; removes F Bot.

Turkey (Gary Peterson): Builds A Smy.

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I got a letter from John McKeon (my chauffeur) today. It reads:

"After we left you my car died in the middle of Central Park because the wires got wet. I took the ether out of the trunk and sprayed the wires. Then I hot-wired the car and the engine started on fire. I put the fire out and then, luckily, started the car. What a trip."

The POUCH # 75  
c/o Gil Neiger  
Apartment 11B  
300 West 108th Street  
New York, New York 10025



Walt Buchanan T, PL(T)  
Rural Route # 3  
Lebanon, Indiana  
46052

3M

CLASS MAIL

Next deadlines:  
Dippy: 12N, 2/13/75  
Bourse: Who knows?

\_\_\_\_\_ This is a sample issue.

\_\_\_\_\_ This is your last issue.

\_\_\_\_\_ See page \_\_\_\_\_.

XX This is The POUCH (I know, I stole it from TURNABOUT).