

Politesse

The Fecund Journal of Dale City Negotiational Nonwargaming
Serving the Fertile Soil of PoliDom since November, 1982

January, 1984

Tomorrow there will be apricots.

--Kenneth Peel

Greetings

I'm not really like this. I'm really nice.

--Kathy Byrne

Astute readers of our ever-amusing headers will note two anomalies this month. Of primary importance is the absence of the adjective "apostal." *Politesse* will enter the seamy world of postal Diplomacy with a demonstration game of Mark Stegeman's World Diplomacy. The game will actually be run on flyers with Stegeman as GM. Reports of the game, including commentary by Ken Peel, will appear in *Politesse*. A bourse will also be offered so that every PoliSubber may participate. See the article in this issue. The second anomaly is of little consequence.

HAVAGAME

Sean Vessey, 2623-102 Windbreak Drive, Alexandria, VA 22306, will host a Fibwinter game January 14, 1984, starting at 11:30 a.m. The subject will be a multi-player game of some substance, perhaps Diplomacy or Machiavelli or Junta or Titan or Civilization, depending on attendance. Write Sean or call him at 768-1285 to reserve a spot. Bring food and drink and several free hours.

MiniMaryCon will be held January 28 and 29 at Mary Washington College, Fredericksburg, VA. No registration fee necessary. Accomodations for out-of-towners will be informal, so bring your sleeping bag. The game will be Diplomacy, probably a variant such as World War IIIb. This is a casual warm-up for the June 1-3, '84 MaryCon (which will include a one-day VariMaryCon on June 1, with a choice of Dip variants). No awards or scoring system for the MiniCon but you might have your picture taken. Contact Ed Wrobel for a reservation c/o Politesse.

Our telephone standard Dip game has new life. We came within a hair's breadth of beginning but lost a player to California. There are now six signed and two "maybe's" pending for January, but if there's anyone else with a D.C. metro area phone who would like to play, let us know. Turns will be weekly, called into Ed in Dale City, with adjudications mailed out the day after deadline. See Peel's plea inside.

FRESHMAN ZINE POLL

Fiercely loyal PoliSubbers will wish to give Politesse a "10" in Scott Hanson's poll of new DipZines. Send your ten to Scott at 233 Oak Grove, Apt. 306, Minneapolis, MN 55403. As a matter of editorial policy we view these popularity contests with a degree of distaste. Quality is rarely measured by the multitude with any accuracy. Help prove us wrong. Our competitors include Battle Stations, Alpha & Omega, Bersaglieri, Cathy's Ramblings, DIJAGH, The Diplomat, Festungs Hof, Hai!Jakai!, Manifest Destiny, Midlife Crisis, Ouinipique, Raging Main, The End Justifies the Means, 30 Miles of Bad Road, Weismark Dip-Press, and Who Cares? There are also 21 "subzines" but we won't bore you. Regrettably "Maggie's Zine" was omitted from the list. You can still write it in. Before mid-March. Rate zines and subzines from 0 to 10.

Politesse is a journal of Diplomacy and other games. You may purchase a subscription for a price you consider fair from Ed Wrobel, 3932 N. Forestdale, Dale City, VA 22193

Either SEX or WORLD DIPLOMACY IV: Shocking Facts Revealed!

by Mark Stegeman

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WORLD DIPLOMACY IV* and its predecessors have been played for five years completely outside of the "regular hobby." (It has no connection to FINAL CONFLICT, or any other global variant.) We discovered Dipdom only a few months ago, and Ed Wrobel has generously offered to help us introduce WD IV by running a demonstration game in Politesse. We have five players as of this writing (including Ed) and need three more. We also need standby players and are hoping to run a bourse, which is a game of financial speculation that runs along with a game of Diplomacy.

The eight great powers are the USA, USSR, China, Australia, Western Europe, the Arab Block, Black Africa, and South America. The map shows the starting positions; solid stars indicate neutral supply centers and hollow stars home supply centers. Fleets are underscored. (In reporting the results we will use a distorted map that makes the smallest spaces larger.)

There are two major changes from regular DIPLOMACY rules. First, players can build air forces as an alternative to fleets and armies. (There are no air forces in the starting positions.) Air forces are useful for supporting ground units, and move through a parallel board of spaces above the regular board. They move according to the regular DIPLOMACY rules and are unaffected by the movements of ground units, except that they must stay within two spaces of friendly or allied ground units or supply centers. They have an additional movement option that allows them to make an unsupported redeployment to any space on the board.

The second major change permits the creation of additional "home" supply centers. One way is to build bases on supply centers that have been held for two years. Each base built incurs a one-year one-unit building penalty. The second way is to capture all of the original home centers of another great power, which then become part of the first player's empire. The original owner can maintain a government in exile.

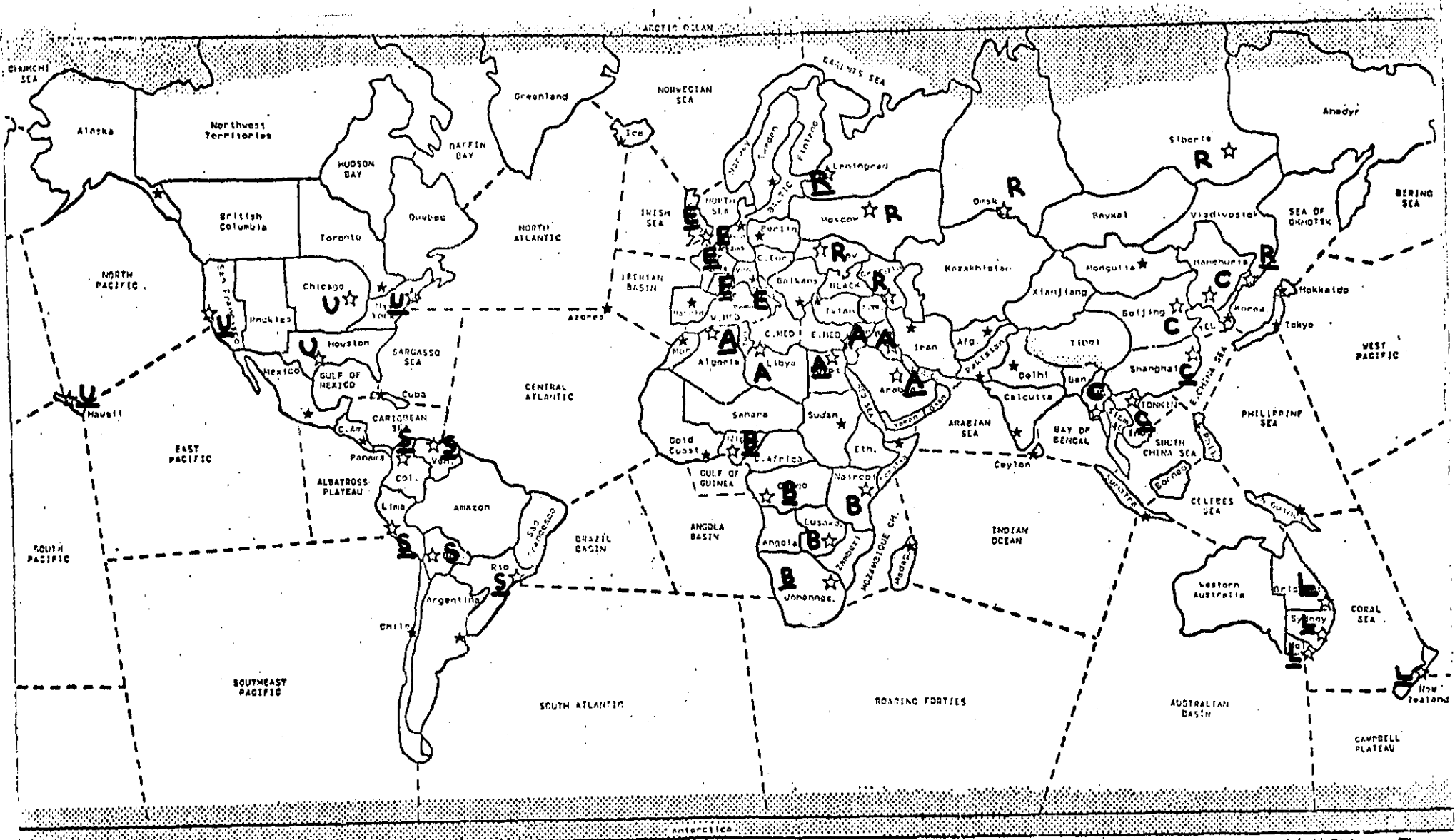
Games often start with the four "central" Eurasian powers fighting each other and the four remaining "peripheral" powers fighting each other, but the peripheral powers must eventually make inroads against the central powers, since their natural spheres of influence encompass fewer than half the supply centers.

As the game proceeds we shall have more to say about the rules and strategy of WD IV. The game itself shall be conducted by flyers, with approximately three weeks for Spring/Fall turns, and 1 1/2 weeks for winter turns. Retreats will be resolved immediately, using conditional retreat orders. Results and press will be reprinted in Politesse, together with game commentary by Ken Peel. We also hope to run the bourse through Politesse; bourse players who do not want to wait for Politesse for game results will be able to get these directly from the GM by including a self-addressed stamped envelope with their transactions.

Our players so far include Ed Wrobel, Terry Tallman (Seattle), Ken Eklund (Phoenix), Doug Brown (Penngrove, CA), and Francis Small (Santa Rosa, CA). Doug and Francis live in the same metropolitan area, but both are veterans from our postal tradition and earned seats long before the decision to "go public." The game fee will be \$10, including \$4 that will be refunded in case of no NMR's (No Move Received). Anyone who wants a copy of the rules or to play in either the game or the bourse should write to Ken or me:

Mark Stegeman
15 Dartmouth St., #2
Somerville, MA 02145
(617) 625-9135

Kenneth Peel
8708 First Ave., #T-2
Silver Spring, MD 20910
(301) 495-2799



HadaGame

World Diplomacy IV was played 11/19/83 at the home of Ken Peel. The result was a 6-way DIAS draw.

	84	85	86	87	88	89
USA (Dick Martin)	9	10	10	11	14	15
South America (Steve Fleischman)	8	10	9	10	9	10
Western Europe (Dave Billington)	9	6	3	3	0	
Arab Block (Steve Ralston)	10	11	14	14	13	11
Black Africa (Ed Wrobel)	9	9	9	12	13	10
USSR (Tom Andahl)	11	14	15	14	14	17
China (Ed Fahrmeier, Ken Peel)	9	11	12	9	10	10

USSR

My quasi-victory proves, I think, that nice guys can finish first, if other powers co-operate. So we happened to stomp all over Europe and ended the game occupying such widely separated states as Afghanistan and France- I broke no treaties. The Chinese and Arabs were unimpeachable allies and I thank them for their loyalty. As for the Americans- they deserve Siberia; obviously part of their plan to corner the world ice cube market. At least that's one way to implement a nuclear freeze. But seriously, it was only a matter of time before an Afro-Soviet or Amer-Soviet alliance would have taken control- maybe next time?

--TA

BLACK AFRICA

WD is a fascinating game, despite its origin in "nowhere" (i.e., not in "The Hobby"- oh, the arrogance of these postal pubber types!). The air forces keep the game quite fluid, allowing for a plethora of tactical solutions to any given problem. And since the AFs can be dismantled and replaced by A's or F's, they act as a strategic reserve. In the event of a stab, especially a poor one, the victim has an easier time defending the homeland. I discovered this the hard way- in the school of hard knocks. My attacks on South America, China and the Arab Block were all miserable failures. Curiously enough, South America and I successfully disengaged immediately and actually became allies, working together against China. The high point of the game for me was the early china campaign. I picked up 3 builds and was preparing to deploy 2 additional air forces. Then the Arab Block moved into the Atlantic, ostensibly to threaten the USA. My new friend, South America, felt uneasy about such a move into his hemisphere against his game-long ally. USA was also the only counterforce to the rapidly expanding USSR. The Arabs had no interest in fighting the Soviets at that time. As I envisioned Soviet tanks hurtling down the Burma Road to relieve me of my Asian holdings, and a Jihad unleashed against deepest Africa, I made the decision to strike out against Steve Ralston. Such a decision is not undertaken lightly. Ralston is one of the most trustworthy players in the area. In retrospect, I'm convinced I made the wrong decision. I gained nothing from my attack and lost Black Asia anyway. China recovered but showed great restraint, considering my earlier attack. Had I continued against China, Ralston might well have turned on the Soviets after his American campaign as he promised. The USSR and AB shared a long frontier and I might have joined the attack from Asia. Then again, the game probably wouldn't have lasted that long-- but an Afro-Arab-Soviet draw might have been attainable. Ah...debts and regrets. --EW

USA

I've been trying to think of a good endgame statement for WD, but no success. --DM

GAMESMASTER AND CHINA: a cogent critique

Ah, the trials and tribulations of face-to-face (FTF) Diplomacy. Hey, I'm not knocking the milieu. FTF and postal Dip each have their strengths and weaknesses, and they require somewhat different skills. One form is highly personal and acute; the other is chronic and remote. FTF's intensity demands strength, yet flexibility of character. Maybe that's my problem. It requires the ability to remain nimble in face of the inertia that tends to build in campaigns and alliance structures. In FTF play, one does not get breaks merely for persistence: there is no equivalent to influencing others by sheer volume of mail, or getting a jump on the competition by being lucky enough to border a country that frequently NMR's (No Moves Received). But perhaps the greatest advantage to FTF play is that you don't have to wait a year or two (or more!) just to find out the result of one goddam game.

Sorry for the momentary lapse in politesse. I do enjoy postal Dip for its epic feel, its sense of larger community, the fun of press releases, and its convenience. The problems of FTF Dip -- as I can attest to from the many games I have organized, and the many more I have attempted to organize -- reside merely in getting it planned, getting it started, and getting it finished! [Once planned and started with enough time to finish, the actual conduct of an FTF game has none of the problems of postal games with NMR's, dropped players, disappearing GM's, loss of interest due to the length of the game, or skewed play because of all the above.]

The November 19 game of WORLD DIPLOMACY was the first game I have organized since becoming an ardent Politesser. I found Politesse an incredibly valuable vehicle for planning a game, and everything was going so smoothly that I should have known that something was amiss. I had decided to gamesmaster (GM) the game, giving us, in effect, the cushion of a standby player. In the three days leading up to the game, disaster struck. We lost three players and only gained one. Let me assure all Polisubbers that if you drop out of a Diplomacy game with less than a week notice, the chances are very good that it will end up canceling the entire game. Unlike your polisub, a game of Dip is not fully adjustable. In all fairness, the last drop-out, Mike Cannon, which came the morning of the game, was more of a misunderstanding. I had asked all players to reconfirm, but did not consider the failure to do so as an automatic drop-out. I should have thought it out better, and made myself more clear.

But enough of that. The morning of the game I had a pleasant surprise. Ed Fahrmeier called from Baltimore and asked if he could come down to observe. He said that he couldn't play, though, because he had to leave early (5'ish). But because of late arrivals (another nemesis of FTF play) he was here before the game got underway. We decided to eliminate Australia and play a seven person version of WD -- instead of regular Dip -- with my humble self GM'ing and Ed Fahrmeier playing. I was to take over for Ed when he had to leave.

At the start of the game everyone remotely bordering Western Europe decided to attack. Russia and the Arab Block moved in from the east, and the U.S. and South America struck from the west. At this point Africa had the first of his (or should I royally say "their?") bright ideas. In the spring, from more than two moves away, he decided to "stab" at a South America who had tons of builds coming in the fall and peace to the north. Quickly realizing his mistake, Africa assured South America that they could probably (pretty please?) work something out. Much to the surprise of the rest of us, Africa proved persuasive, and the strongest alliance of the game was born.

As Europe tenaciously fought a losing battle against the hordes, China and South America fought mild Skirmishes over the vacuume of Oceania, and China and the U.S. took turns grabbing Japan from each other. Elsewhere, peace reigned.

Suddenly, Africa had another plan, and China found himself the target of the new African/South American combination. At this point, I took over China and (humbly speaking of course) my superior knowledge of the game rules and geography (remember the Burma road!), and my personal acquaintanceship with Russia (any port in a storm!) slowed down the attack to such a point that the rapidly growing Arab Block changed the complexion of the game.

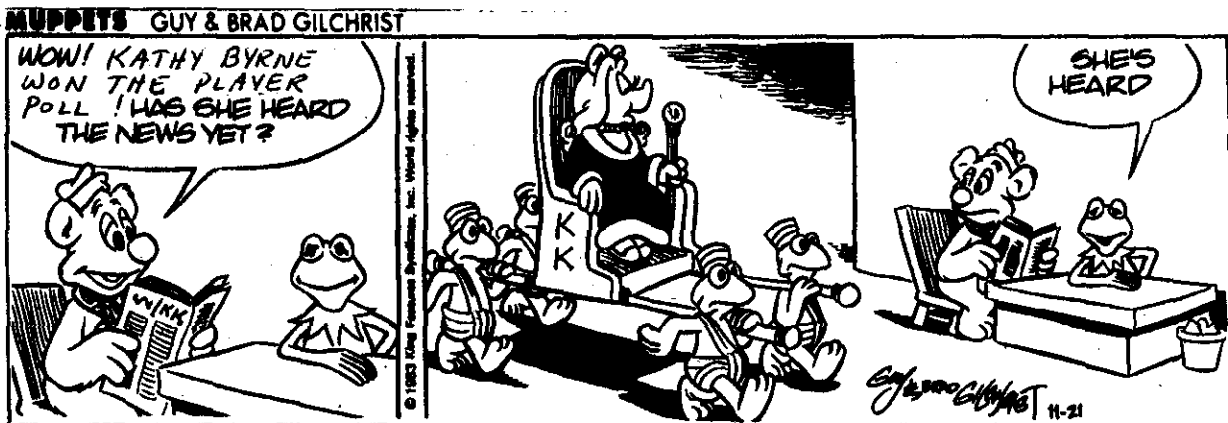
Once again, Africa waffled. Peace was negotiated with the Afro-American alliance, and they again sailed separate directions, this time to fleece the Arabs. Now we were at mid-game or beyond, and there were four countries in good shape: USA, South America, Russia and Africa. China was smaller with its new lease on life, but suddenly found itself under pressure by a drifting, schleping USA, that by game-end was to stretch in a one-force band across the top of the world. The Arab Block was still powerful, but besieged. The Arabs had not expected the perfidious stab, and with eyes glowing, and nostrils flaring, all the Arabs cared about was doing as much damage to the Africans as possible. "Ouch," mused Ed. Another brilliant judgement call...

Now it was time for lasagne, lovingly prepared and served up by your humble host. Ed offered his highly-valued advice that it would heat up faster -- with no discernible side effects -- if I removed the aluminium foil. If I had the forethought to pre-prepare two lasagnes, I could have tested his theory properly, but I removed the foil anyway.

When we finished eating, and when Dick Martin finished picking up his wife Julie from work, we restarted the game. We all knew by this time, however, that there would not be time for a rulebook (Ed, read here: textbook) win, so the intensity lessened. Only a few more moves were made, and we finished off with a last fall move where everyone grabbed wildly for what they could get. The U.S. linked up its forces moving east and west at Omsk(?), Russia stabbed at the Arab Block, and everyone generally went crazy. Check out the supply center chart for ending force levels, but as partial GM-of-record, I hereby declare that whoever submits the longest game-end statement will be forthwith declared the winner. For those countries played by more than one player, statements may be combined, if applicable, for victory criterion.

Despite all the organizational problems, I had a good time, and I thank everyone for coming. This game was a particularly valuable experience to test out some of the rule changes in air force movement that were contemplated for the WORLD DIPLOMACY IV postal game announced elsewhere thisish ("fanish" talk for this issue). As a result of the November 19 WD IV FTF experience, those contemplated changes were modified somewhat ...definitely for the better. If anyone would like a set of the final rules, drop me a line, and I'll send you a set.

P.S. How about you potential teledippers? Ed tells me that we almost made it again this month. TeleDip allows personal, intense and quick (relatively) play, but also allows for careful strategy and tactics. It thus avoids most of the drawbacks of both FTF and postal Diplomacy!





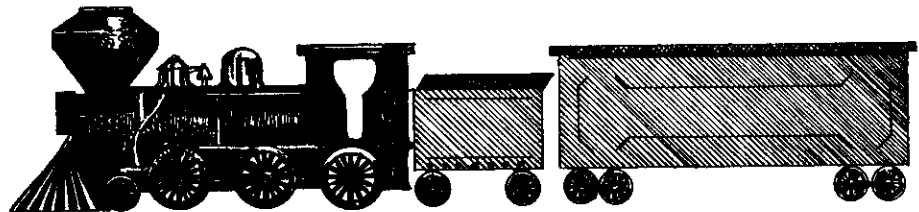
Martin and Wrobel arrive at ByrneCon, Friday, November 25, 1983

TurkeyCon in Flushing

A gamester's first ByrneCon is a strange and wondrous experience. Long before the smell of the crowds and the roar of the feuds, before sighting Shea Stadium, Industry City, the Statue of Liberty and the Brooklyn Bridge, before the long dismal trek along the New Jersey Turnpike, before all this, one's excitement begins building to a fever pitch. Imagine 3 days away from Dale City in Flushing, New York-- welcomed by the immortals of postal Diplomacy's East Coast Clique! PLUS raw gaming thrills! soul-stirring competition! startling revelations! ferocious infighting! metamorphic megadiplomacy! good clean fun!

With the exception of some unfortunate morning megadiplomacy and a bit of misplaced sympathy for our arch-enemy, we were able to avoid most of the unpleasantry and play games. Curiously enough, we cannot recall participating in a game of regular Diplomacy. Others did, of course, and we had a gunboat game and a variant (Tom Swider's "Final Conflict"), as well as Empire Builder, Nuclear War, Family Business, Naval War, Illuminati and Rail Baron. Ah, Rail Baron, noble competition! In a field of five, our system of SAL, PA, CRI&P, N&W, ACL, UP, SP, WP earned a concession. Eric Kane nearly purchased the SP but came up slightly too youthful on the dice. He did accumulate NYC, NYNH&H, CB&Q, D&RGW, NP and WP (before losing it to auction). Jim Makuc's B&O, SOU, IC, C&O, AT&SF, MP was a wide-ranging system. Steve Courtemanche purchased WP, T&P, CNSTP&P, SLSF, GM&O, RF&P, and B&M but lost WP. Pat Pakel's bad luck and trouble condemned him to GN, C&NW, MP and L&N. He lost MP. Unfortunately, Douglas P.

Byrnes, heir-apparent to the PoliRailBaron crown, was nowhere to be found, despite the similarity of his surname to that of our extraordinary hostess. Thus, this game could not be con-



sidered a championship match but is rather in the nature of an east coast qualifier. We doubt, however, that Mr. Byrnes will dare to defend his title without benefit of an American League play-off game and a case of Wiedeman's Beer to distract his opponents.

We were pleased to be introduced to Empire Builder, a multi-player, rail competition not inferior to our beloved Rail Baron. In EB players construct their own lines and carry various kinds of freight (ranging from coal and oil to tourists and fruit) from supplying cities to demanding cities, collecting pay-offs in the millions. An element of challenge is provided by the randomly-distributed "demand cards," which limit one's paying destinations. In the ByrneCon game, a subdued Mark Larzelere surprised a very

self-assured John Caruso to win with \$250 million. Your editor was able to learn the game three turns before Larzelere won and avoided the cellar by amassing \$59 M. Tom Mainardi won the "Funniest-Looking-Rail-Lines" award for his zig-zag pattern through Arizona and his amazing Happy Face design in the Rockies. Good Show, Tom! Steve Courtemanche and James Woodson filled out the table with creditable but lackluster performances. An attractive feature of this game is the opportunity to draw on the laminated map with the "special" easy-off crayons. Our readers who write to Politesse in crayon should find Empire Builder of particular interest.

Two lengthy games of the highly intriguing "Titan" were played by John Caruso, Mark Larzelere, Tom Mainardi, Dick Martin, Tom Swider and Steve Courtemanche. Titan is a fantasy conflict game. Players move their armies, composed of creatures such as cyclops and gargoyles, around a strategic-level board, attempting to reproduce and recruit more powerful creatures, like a gang war set in Middle Earth. For example, "3 of a kind gets you a guardian in a tower." Battles occur on a separate tactical board when two groups meet. In such a case you may be left with "a few more dead guys and an angel to be recycled later." (These are actual game quotes.) The components of the game are quite fascinating but play is said to be somewhat ponderous.

The closest animal to regular Diplomacy we witnessed was a game played by Jim Makuc (Aus), Bob Olsen (Eng), Kathy Byrne (Fra), Carl Russell (Ger), Mike Mazzer (Ita), James Woodson (Rus) and Eric Kane (Tur), capably gm'ed by Robert Sacks of the New York Game Board. In Fall '01 there were French armies in Venice and Gascony, Turkish armies in Rumania and Bulgaria, and German armies on an Ostmarch. In Winter '01 the players' fancies turned to fleets as France, Turkey, and England each raised two and Germany took one. There were no Russian or Italian builds, of course. The mid-game saw an E/F/G alliance surviving "by the skin of our teeth" to quote the French leader until Olsen's England turned first on Russell's Germany ("I've just been stabbed by Olsen, of all people!") and then on Byrne's France ("Look-- Olsen's going for the win!!! He's got all these centers!!!!"). It was not to be: the game ended in a 6-way draw sans Mike Mazzer, a result which appeared to give Ms. Byrne an inordinate amount of pleasure. ("We got rid of Mazzer!") The creature most unlike standard Diplomacy was the amazing Everybody Play Gunboat Press Game, an ad hoc variant conceived by Kathy Byrne to entertain her guests when the action slowed. It began as regular gunboat, added press and then added everyone present. Bruce Linsey was eliminated from the game after Kathy added nuclear weapons and launched a first strike on the Voice of Doom.

Nuclear weapons were also featured in Tom Swider's global Dip variant, "Final Conflict," appropriately enough the last game we played before bidding adieu to Flushing. Your editor was proud to command the USA and to have exercised great restraint in the fever to destroy the planet. The same cannot be said for Brazil (James Woodson), China (John Caruso) and Australia (Tom Swider), who, jealous of the prosperity of South Africa (Carl Russell), launched a co-ordinated nuclear strike upon apartheid. Final Conflict also employs air forces and a more flexible economic system than standard Dip. Nations must pay for maintenance of their forces and can choose to build armies, fleets, air forces and/or nuclear-tipped ICBMs as their finances allow. They may also forego building to accumulate monies or lend a few to potential allies. Tom has tentatively agreed to GM a board of FC at VariMaryCon on June 1, 1984.

As you may surmise, ByrneCon is a unique event, a veritable smorgasbord of around-the-clock gaming, chock full of bizarre behavior, inappropriate affect and delusional material- a bit like an acute psychotic episode- not for the faint of heart, but unavoidably effective in breaking the tedium of your 9 to 5 routine. Don't miss the next one.



Ms. Byrne terminates a cumbersome alliance with Mr. Linsey during the Gunboat Press Game

- WE'RE GRATIFIED TO SEE
SO MANY OF OUR MANY GOOD
FRIENDS IN THE MEDIA HERE.

GOTALETTER

Must be that politime of the polimonth again. I love getting polimail! The poli-graphs look excellent! The polisponse to Linsey was superb! The whole of Politesse was a good poliread. Perhaps poliday I shall make my poliway to visit the poli-people and partake of their poligames. Have a poliday,

Mark Luedi

Our correspondent is a noted midwestern vegetable and the editor of 30 Miles of Bad Road, P.O. Box 2424, Bloomington, IN 47402. He was recently acquainted with the prefix "poli-." --EW

I just thought I'd tell you that I stand with you on your conflict with that "son of a Brux," Mr. Linsey. Granted, I do not like him but this has nothing to do with that. I am greatly upset that this hobby is turning into a Communist one. When I say communist, I mean that it is becoming SO rigid that individuality is frowned upon, and thinking while GMing is considered heresy. I realize that I am far from being a good pbm GM but I, for one, would have accepted your orders. I would also accept A NAP S A TUS-ROM without needing a A TUS-ROM. Common sense is necessary for a GM to have and Mr. Linsey seems to tell his players that he lacks any and thus demands the "SEE SPOT RUN" order-writing-style.

Before you know it, Mr. Linsey will issue a sheet to all players which is non-reproducible and which is the only accepted type of paper. If you don't use it, too bad; if you lose it, too bad; if you don't approve, too bad, because houserule number 3501 paragraph 4, sentence 3 says you must comply or be NMRed.

At any rate, I feel that houserules should be short, concise, and just plain sensible. No doubt someone will laugh over my reference to "Communism," but that type of centralized organization is exactly what this hobby is heading for. Either that, or fascism- neither of which I want to see. To hell with Linsey's incredibly boring houserules, to hell with Peery's "DipTax" (we have enough taxes already!), and to hell with anyone who seeks regimentation within what is SUPPOSED to be a hobby, not just a place for power-hungry jerks to get their rocks off. This is supposed to be only for fun.

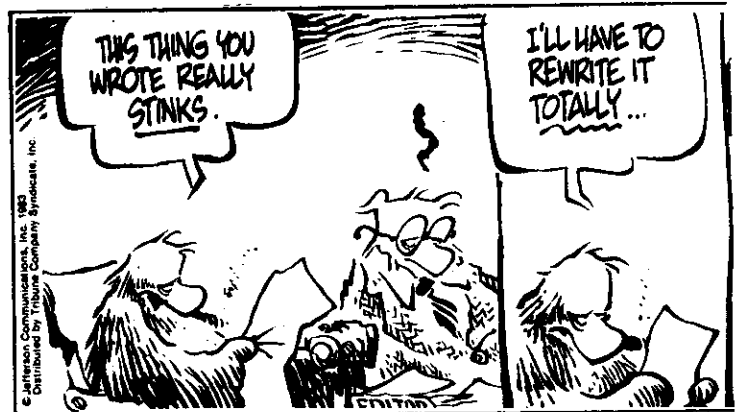
Politesse is a very good zine. Believe it or not, The Modern Patriot was originally going to be similar to Politesse when I started it 18 issues ago for our Teledippy club, Radpo, which has entered its 2nd year of life. No, we have no organization at all, and all 30+ members like it that way. No dues, no fees, no fuss. The way wargaming was meant...

America's Forever,

Bill Highfield

Our correspondent is a noted nationalist and the editor of The Modern Patriot, 2012 Ridge Road East, Rochester, NY 14622. He is presently researching the 1981-82 DipCon Administrative Committee working papers in preparation for an expose on the communist conspiracy to control the DipCon Society. --EW

Yes, indeed, my letter published in the most recent issue of your reknowned (sic) publication was nearly...inarticulate. I offer to your readership my humblest apologies. How much easier it is to rationalize a faulty position than to admit, even to oneself, that an error has been made...that yours is the only correct ruling in our dispute. Very well. I will concede the point...in light of the irrefutable evidence. Moreover, I must confess that I did indeed choose the ombudsman who ruled



in my favor, and that the 61 people who responded to a poll question on the matter were "(my) own people"...these revelations lend...validity to your implied conclusion that my adjudication was in error...I tend to think (of)...the decision of the ombudsman and...my adjudication as "radical."...I chose the ombudsman and...the people who polled on the question...they are incapable of reasoning independently...your suggested adjudication (is) perfectly reasonable and consistent with the rules of the game...(t)his possibility did occur to me...one must ask whether the arbitration process has any value whatsoever...what function would be served...? None, in my opinion...the arbitor's ruling exceeded the bounds of good sportsmanship...and to top it off...the decision rendered was necessarily erroneous, rather than merely another reasonable interpretation of a questionable set of orders...three dozen hobby members...having been presented with the arguments of both disputants, agreed...your (sic) right...you have the justification...I must admire your tenacity.

Sincerely, BRUX

Our correspondent is a noted disciplinarian and the editor of Voice of Doom, Apt. 3, 73 Ashuelot Street, Dalton, MA 01226. We regret that we were able to print only the salient points of Mr. Linsey's missive due to space limitations and an uncontrollable urge to commit an act of mischief. --EW

Received the latest Politesse yesterday; as usual, your format is well-designed, although I must admit that 90% of the content really doesn't do much for me, mired as I am in the Vast Outback of South Carolina. For the ECC (East Coast Clique -ed.) folks, though, I'm sure Politesse brightens up the mundane times in their lives. Continued success to you. Don't sweat over sending me many more "? issues" of the zine; it would be better if you sent future copies to people who could use them more than me. Happy harvests, Mr. Wheat,

Chaff Fassio

Our correspondent is a former PoliSubber and the editor of ESAD, 145 Rhodes Ave., Shaw AFB, SC 29152. He is currently attempting to overcome the limitations of severe cultural deprivation. --EW

I am editor, chief contributor and publisher of The Wordworks, which I call an "on-line" magazine. It is an electronic magazine, published on my home computer and distributed only to people who call my computer with their computer. The zine is published continuously, in that anyone can call in at any time and read the latest publications of the Wordworks; in practice, this means that the content is substantially changed every week or so, but "back issue" material is kept on-line for a considerable period.

The inaugural Wordworks game has just been completed, and I am now busily contacting anyone who might be interested in playing in Wordworks II. The subscription rates to the Wordworks are unusual: there are none. All someone needs is a computer, a modem to connect it to the phone lines, and the willingness to pay moderate long-distance charges (you can call late at night to take advantage of the low rates). Call (919) 723-5275, at 300 or 1200 baud, with 8-bit words, one stop bit, and no parity. After a short introduction, the Wordworks will ask you for your password- if you don't have a password (and a first-time caller won't, of course), then just bypass this question. If you don't enter your password, the system will ask you for your first and last names, and then will check the list of all registered callers to see if you're known. Either way, you're then "in the system" and able to read the zine. You can write messages to the other players, or to the world at large, using either your real name, your head-of-state alias, or any pseudonym you want to dream up. First-time callers will often use the(H)elp features, to find their way around the system. If you have any questions or don't have a phone and would like to get a monthly posting of activities from the Wordworks (there's a charge for that, to cover postage and hassle), just write to me: Wes Ives, 500 Lester Lane, Winston-Salem, NC 27103-0130.

MY TURN

While Austria "Schlepped": A Hapsburg Rebuttal to the Dancausian Analysis of Myers Game 10/83H, "BooCon"

by Richard Warner, Ph.D.

The Byrnes victory in Myers 10/83H was not the result of some English failure to break through the Straits of Gibraltar. Anyone familiar with eastern diplomacy during this historic BooCon game would acknowledge Turkey's debt to Austria. Indeed, it was Hapsburg diplomacy and the heroism of its frei corps that tilted the balance for Porte.

The Austrian government in exile will not allow this Dancaustic rhetoric about "schlepping" and "charity-survival" go unanswered. Our valiant troops have been held up to ridicule in the pages of Politesse in the most ignoble way.

Beset by enemies on every front (i.e., an R/T alliance and an Italian anxious to share in the spoils) the Hapsburgs accomplished the impossible. By the end of 1901, Serbia was under occupation, a Russian invasion of Galicia had been thwarted, home supply centers were secure, and Venice was in Austrian hands. Yet, the master stroke was the Austrian support of the Turkish invasion of Greece which unleashed the Ottomans on the Italian and led to agreement in the East on a RAT alliance.

Later, the Russian in concert with Germany brutally stabbed Austria. We were doomed, but what a glorious finish! Hapsburg troops captured two enemy capitals, personally finished off both Italy and Russia, and survived until the final year of conflict in 1910- all while "schlepping around in Central Europe."

(Editor's note: Dr. Warner practices revisionist history at Mary Washington College and writes invective in lieu of grading examinations. In an off-the-record comment, he admitted that the failure of his negotiations was caused by his choice of costume. He was attired as an early twentieth century vagrant.)

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Gary Coughlan on Politesse:

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