

**\*\* POLITESSE \*\***

\*\*\*\*\*  
The officious journal of the Washington Area Retinue of (Tactily)  
Highly Organized Gamesters. Editrae, Ed Wrobel and Ken Peel  
\*\*\*\*\*

**GREETINGS!**

I'm pleased to announce that subscriptions here have increased 1,500% since last month. I might note, however, that the "new" Politesse started last issue from a subscription base of one. This issue will be the last promotional mailing to Politesse's old mailing list, and obviously, we've a ways yet to go climbing that mountain. So if you have any interest at all in this rag, be sure to act now to keep Politesse arriving at your door every month at the ridiculously low rate of 30c per issue. A five cent rate increase is being considered after February 15, but any subscriptions received before that date will be honored at the old rate.



Schreiner / Suddeutsche Zeitung / Munich

The last few months have been wonderful on the congressional home front. The longest recess in years (from early October to late January) is now coming to an end, and life as a congressional aide will soon be back to long hours -- working hours, that is. Will Congress find the political will to buck the Administration's game of fiscal chicken and deal squarely with the \$200+ billion deficits that in the last four years have almost doubled the national debt? (It took 200 years to run up a national debt of nearly \$1 trillion, and four years to add another \$740 billion.) Such massive deficits threaten to compound into the stratosphere the most uncontrollable and least productive of all federal expenditures: interest on the national debt. Will future historians look back on the middle 80's the way we now look back on the late 20's? ("Well, it sure must have been fun while it lasted...")

**HAVAGAME:**

1829, Saturday Jan. 26. A gaming session of the terrific rail game 1829 (a game of early rail building and stock manipulation in England) will be held January 26 by the good Dr. Choo-choo (Ed Fahremeier) at his very own estates, 4001 Fords Lane, Baltimore, MD 21215 (301-358-8355). I'll be there, as will Doug Byrnes, a couple other players from Baltimore, and possibly Dick (& Julie?) Martin, and Tom Andahl. There's room for several more. Contact Ed Fahremeier if you can make it, and if you need a ride from the Washington area contact me (I'm working on the same problem -Ken). The game is set to get underway about 11:00 am.

MiniMaryCon, Sat. & Sun., Feb. 2 & 3. Final notice for the Dip happening of the winter! This two-day World Diplomacy gaming extravaganza will be held the first weekend in February at the campus of Mary Washington College in Fredricksburg, VA. The games begin around noon on the 2nd. To get to MWC, take Route 95 south from  
(more HAVAGAME, next page...)

\*\*\*\*\*  
Politesse is co-edited by Ed Wrobel, 3932 N. Forestdale Ave., Dale City, VA 22193 (703-670-3489) and published and co-edited by Ken Peel, 8708 First Ave. #T-2, Silver Spring, MD 20910 (301-495-2799). Subscriptions are 30c an issue, 35c come Feb. 15.  
\*\*\*\*\*

(...HAVAGAME, cont.)

Washington and get off at the Fredricksburg Route 3 exit. Turn left onto Route 3 (Williams Street), turn left onto College Ave., and turn right at College Dr. into the College. Dipsters will assemble at the Department of History, Monroe Hall. Contact Dick Warner at R.R. 8, Box 99, Fredricksburg, VA 22401 (703-786-6789) for further information. Some accomodations available -- make reservations with Dick.

WoodyCon, Sat. & Sun., Feb. 9 & 10. WoodyCon will feature a smorgasborg of multi-gaming, manic personalities, and postally diplomatic superstars. Consider it a ByrneCon in abstentia. A WARTHOG delegation (including me, Ed, Dick, and possibly Doug) is already planning to attend. The con itself will be held at Woody's sister's house in Philadelphia. Contact Steve "Woody" Arnawoodian at 602 Hemlock Cir., Lansdale, PA 19446 (215-699-7659) for directions to the con site.

\*\*\*\*\* HAVAGAME is your stairway to the stars. If you are thinking of hosting a multi-participational non-wargame, well, COME ON DOWN! Contact Ed or me, and next month bask in the glory of seeing your name in print.

### OH, YES...

Let's not forget a few more items here. Ed Wrobel has declined being volunteered as GM for a local, WARTHOG-only game of postal Diplomacy. Okay, okay, I'll do it, but that means that the deadlines will be monthly, and results will come out here in Politesse only, no fliers. We have two signed up: Ed Wrobel and Tom Andahl. This would both be a good way to experience the fun of postal Diplomacy with press releases et al, and to get to know better other loyal shoats in the fraternal WARTHOG organization. At the very least, it will offer a golden opportunity to stab Ed in a real-live Dip game. Now, who could pass up that?

I should also mention that Bob Masso may still be interested in putting together a Dip game to run by electronic bulletin board on weekly deadlines. If it sounds good to you, contact Bob at 8102 Harte Pl., Vienna, VA 22180 (703-698-0147).

The final ad hoc item here is a plug for Diplomacy World, a somewhat semi-pro quarterly publication on, you guessed it, the game and hobby of Diplomacy. I'll be upfront about the fact that I may soon be taking a position on the DW staff, but DW, as opposed to most other "dipzines," is of interest to all sectors of the Diplomacy community, whether face-to-face, play-by-mail, or play-by-electronic mail. Reprinted later this issue is an article Ed Wrobel and I wrote for DW on Politesse and WARTHOG. The parts I wrote said such nice things about Ed that he demanded a "bb" (blind byline). But don't worry, I stoked him over the coals some too. I appreciate the editors of DW allowing this reprint, because actually it is likely to be more of a "preprint." I bracketed the article with other DW plugs, but I might as well suggest here too that you contact Diplomacy World's managing editor, Rod Walker at 1273 Crest Dr., Encinitas, CA 92024 (619-753-7657) and request a copy of the Winter '85 issue. The cost is \$2.50. Subscriptions are \$8/year third class, or \$10/year first class.





Have you ever wondered where railroad games could be played in Baltimore? Been curious about how such games might be turning out, and wheather you might be able to get into one in the near future? Well, welcome to the column that tells you all you never wanted to know and more about these and other burning topics, welcome to .....

\*\*\*\*\* CHARM CITY CHOO-CHOO \*\*\*\*\*

Come one, come all to the home of Ed Fahrmeier where RR games are played almost always once, usually twice, and occasionally even three(!) times a month. On weekends, that is. Advance reservations, potable donations, and determination to play 'till the bitter/glorious end are appreciated. See directions below. In the planning stage is a Jan. 18th Rail Baron game and a Jan 29th session of the incredible English import, 1829. Both games are filling rapidly, so make your reservations NOW.

The Rail Baron games are especially competitive, and regularly feature such gaming greats as Matt Ellis (ORIGINS Rail Baron champion), Fahrmeier (ATLANICON Rail Baron champion), Tim Tilson (member: Baltimore Society of Model Railroad Engineers) and Doug Byrnes (1st in Illumaniti and 2nd in Diplomacy at ATLANTICON, and the only known gamester to have won 2 [two] games of Rail Baron in the same day). Byrnes, in addition, has won the last 2 [two] games held at Fahrmeier's. The latter with as lovely a four railroad system as you could imagine- the PA, SOU, CRI&P and the SP. But he will have his work cut out for him this Friday, because none other than "Fast Eddie" Wrobel is slated for attendance. See next issue for results.

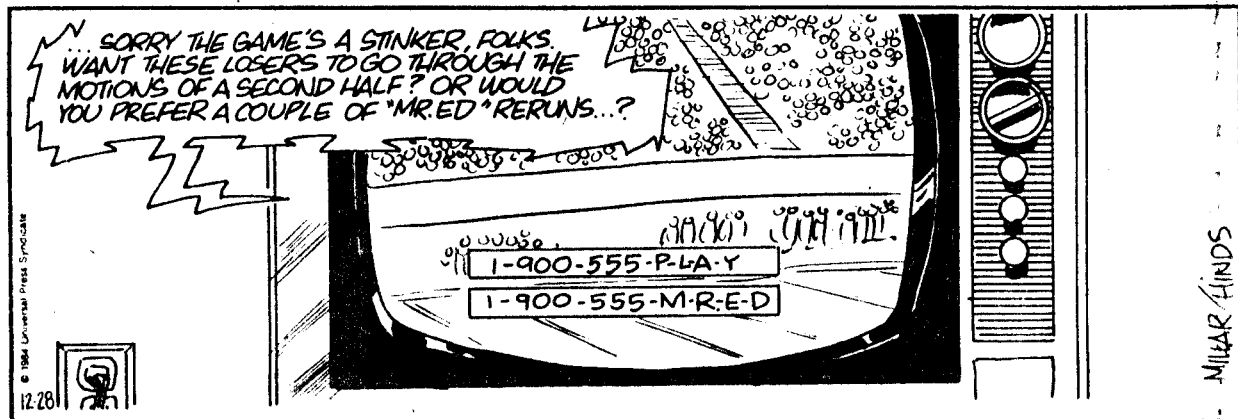
I have played in three "full rules" games of 1829, and the damn game is just as much a mystery to me as it was on day one. Each time the winner has succeeded with a different combination of strategy and fate (although there are no randomizers involved). I just can't seem to find the strategic principles. You see, there is a financial phase where you buy stock in the early British railways, then there is an operations phase where whoever owns the most stock in a railway gets to operate it and distribute the dividends to the stockholders- including himself, of course- unless he chooses to plow the money back into the railway to buy a better engine...

well, come over to Fahrmeier's and you'll see what I mean.

[Ken here. By the way, that was Doug Byrnes. Uncharacteristically shy, there, eh Doug? Anyway, to get to Ed Fahrmeier's get on the Baltimore beltway -- from 95 you take the beltway west toward Towson -- and take exit 20 (Route 140, Reisterstown Rd.). Take Reisterstown Rd. in towards the city 2-3 miles past Reisterstown Plaza, then turn left onto Fords Ln. Vital stats: Ed Fahrmeier, 4001 Fords Ln., Baltimore, MD 21215, (301) 358-8355.]

## TALK WITH MR. ED!!

## TANK McNAMARA MILLAR &amp; HINDS



You, too, can communicate with WARTHOG's most prominent hippophobe by writing to Ed Wrobel, 3932 N. FORESTDALE AVE., DALE CITY, VA. 22193.

Dear Ed,

There's a void where your magazine used to provide the best reliable information available to the McLean Diplomacy club. Sorry to see Politesse pass, but still hope to see you at MaryCon and hear about your gaming. As a parent I'm beginning to appreciate new limitations on my activities as well. Keep heart, and let's be hopeful that this period of transition will bring new areas of interest.

My group is contacting Dick Warner directly concerning miniMaryCon although it is difficult to estimate the size of our participation. With mid-terms looming, there might not be anyone going, although I will.

The World Diplomacy game has been increasingly popular. One group has been posting a daily situation map in my room and turning in an average of one turn a day for five weeks, they're up to 1991 and hope to reach a conclusion by December 21. I'm playing a precarious Western Europe with eighteen centers with an alliance with Russia (16), and South America (14). Australia (14) and Black Africa (13) are holding out but they will likely go the way of the Arabs, USA and China. Only the Africans have managed to get a nuclear force operational and this form of extortion has really caused their own downfall. The air forces have been a decisive factor and the most frustrating turn in the game.

At the start I had an alliance with the Arabs and the Chinese against the Russians and quickly pushed them out of eastern Russia. The Arabs grew too fast and the crippled Russians united Black African and North American aid at the last minute. A North American air force deployed to Iran broke the Arab defense and the Russians quickly overran the middle east while the Africans took North Africa. I avenged the Arabs by invading North America with South American help and have a stalemate line with the Russians. Australia ate china. By some miracle the Africans attracted everyone's attention by building "one" nuke. The australians are committed to a war with the South Americans all over the east Pacific and the russians just stabbed their Australian allies by taking three centers in China. I'm declaring the Mediterranean Sea a European lake and going into Africa with russian and South American support. Maybe they think they're going in with my support?

Local air superiority and nuclear devastation are very interesting variables.

Hope the rules haven't changed much by miniMaryCon.

Sincerely,

John Daniel

Dear John,

I think Politesse is going to be much better now, having rediscovered her roots and repudiated the Dark Side of the Hobby. Ken's choo-choo metaphor of last issue was quite apt. We all owe him a great deal of thanks for volunteering his time to rescue my favorite Dipzine. (And the best way to do that is participation!)

It looks like a promising turn-out for miniMarycon. Hope some of your students make it after all.

The account of your World Dip game was fascinating. Mark Stegeman is very interested in hearing reports of games in progress or completed. I am, too, so keep good records and keep us informed! My own WD game is continuing on a fortuitous course. Having eliminated Black Africa and Australia in the same year, I have begun conscripting volunteer subjects in Nigeria and incurring the wrath of Desert Fox Swider, our very competent Western European stand-by. Unfortunately, my game-long friends, Doug Brown's China and Jake Halverstadt's USA, seem to need to scratch their trigger fingers. (And they're pointing at the Panama Canal and the horn of Africa.)

Is it possible to have a true stalemate line in this game? An invincible one, given a certain defense? I can see how a particular situation in a limited area of the board could be so stable as to constitute a line of sorts.

I like the air forces a great deal; the nukes are okay. We don't use them in WD IV. Dont knowabout MMC. I believe the Fredburgers like the nukes.

In equus,

Mr. Ed

JUST A FEW POSITIVE WORDS ABOUT POSTAL PLAY

A couple of WARTHOG favorites are being offered for play-by-mail. Ernest Hakey III, 63 Medford Street, Medford, MA 02155 is starting up a zine called Microphage, with Civilization, Stellar Conquest and, if there's enough interest, Borderlands!

According to Robert Sacks' Known Game Openings (4861 Broadway 5-V, NY, NY 10034), Tom Swider (PO Box 1324, SUNY, Binghamton, NY 13901) will GM Titan and some other goodies, and still has openings in his megadip role-playing game, Dippies & Hippies. KGO is a good source for all kinds of postal game openings. Send Sacks a SASE and ask for it. Be sure to tell him you're a WARTHOG!

Mark Larzelere (7607 Fontainebleau #2352, New Carrollton, MD 20784) also aspires to GM postal Titan. Make his day and sign up, eh?

For humor and standard Diplomacy, get a sample of The Inner Light from Keith "Tro" Sherwood (8866 Cliffridge, La Jolla, CA 92037). Keither is one of the more fun elements in the Hobby and, unlike most pubbers, has a sense of amusing graphics.

The Gossip Column

From Bob Olsen (1/6/85):

Dear NeoPoliPub,

Enclosed please find three U.S. Dollars, coin of the realm, intended for the furtherance of an ideologically correct PoliSub in the name of the Kansas Babirusa. The restraints of decency and the dangers of the sort of hypertodyims one sees nowadays combine to prevent me from expressing my pleasure in the fact that Politesse, that rugged old trouper, has sprung off the ropes for another run around the cape, another charge up Marye's Heights, another attack of mixed metaphores.

I have advised the Provisional Vice-Premier of the immensely enhanced prestige of Warthog resulting from your charismatic presence at Dafcon, and your attainment of "Pick-of-the-Litter" status--surely this is (a bit of babirusa humor here) nothing to shoat about. Snort, snort, snort, as we like to say.

((It is a pleasure having you as a subscriber and a friend for the entire two issues I have published, Bob. You and others like you are the reason I am still going strong.))

From Phil Dancause (12/20/84):

Glad to see you're going to keep Politesse going. Here's \$7.20 for 24 issues. Keep up the good work. I expect to be at miniMaryCon if nothing else in January.

((I have to be the most fortunate person in this hobby, with friends and supporters like you and the others!))

From Randall Senn (1/1/85):


I'm glad to see you pick up Politesse. I'm enclosing \$5.40 for 18 months worth of the new publisher's efforts.

((Blush.))

From Jeff Breidenstein (12/20/84):

...I received the December Politesse (it came yesterday). Wow, my \$6 will get two years now instead of one! ...please keep the money, I need Politesse to keep gracing my ~~bitabag~~ mailbox.

From Steve Arnawoodian:

EDWARD J. WROBEL 1-83		473
3932 N FORESTDALE AVE		
WOODBIDGE, VA 22193		
		Nov. 21 1984
		68-7267 2560
PAY TO THE ORDER OF	Steve Arnawoodian	\$ 3.00
	Three and	00/100
		DOLLARS
 <b>Continental Federal</b> Northern Virginia 22030		
FOR	Refund - Politesse	Edward Wrobel
⑆ 2560 7267 51 ⑆ 190 1000 118 15 ⑆ 0473		

((Sigh. I can tell already that Ed's check book is going to be a bear to balance in the coming months...))

The following article on the history of Politesse and WARTHOG is reprinted from the winter 1985 issue of Diplomacy World.

7  
[Subscriptions to Diplomacy World are \$8/yr. 3rd class, or \$10/yr. 1st class. Contact Rod Walker at 1273 Crest Dr., Encinitas, CA 92024.]

ED & KEN TALK TO THEMSELVES

by Ken Peel (with a little help from a friend)

What follows is a largely unrehearsed, relatively spontaneous, marginally coherent conversation with Ed Wrobel on the establishment and growth of the Washington Area Retinue of (Tacitly) Highly Organized Gamesters. So what, right? Well yes, no big deal if you think that Diplomacy is a game that can only be played by mail across vast distances. (Lieutenant, have that man shot.)

It is ironic that the organized face-to-face play of Diplomacy, the medium for which the game was originally designed, is relatively new. Postal and FTF Diplomacy each have their advantages. The larger organized community of postal Diplomacy can make it an easier way to put together a game. Postal Diplomacy also provides the opportunity to meet new people from around the country and world, and can be a safe haven to those who find it difficult to tell a lie and keep a straight face. But many enjoy the personal contact of FTF play, and Diplomacy -- the prince of interactive games -- has an intensity of play that cannot be matched.

A number of postal players seem to be developing local FTF groups even without that as their specific intent, and in recent years cons of all types have been growing dramatically in number and in attendance. In consciously organizing a regional FTF group, there is no magic formula other than persistence, ingenuity, and fanatic avoidance of hexing and frping. Players can be recruited in numerous ways: through fliers or 'zines tacked up on the walls of gamestores, through direct invitations to postal players in the area, through DW and other plugs, from FTF cons, from friends and relatives, from colleges, through electronic bulletin boards, through fliers placed in games with the consent of local game stores, etc.

Once a certain critical mass is achieved, it is interesting to see how these various individuals interact. Postal players can be drawn into increased FTF play, FTF players can join the postal community, and local electronic mail games can both expand the interaction of the local group and draw in new blood from computer fans. The only requirements are: a monthly publication to tie the group together and connect it with Dipdom, and the persistent efforts of one or several individuals determined to make everything work. In WARTHOG, that publication is Politesse, and that individual is Ed Wrobel. And now... (drum roll please):

---

THE ORIGINAL WROBEL TWINS DISCUSS LIFE, THE UNIVERSE, AND THE  
WASHINGTON AREA RETINUE OF (TACITLY) HIGHLY ORGANIZED GAMESTERS

Ken: Okay, so who are you going to be?

Ed: What do you mean?

Ken: Are you going to be Ed or Ken? I've been confused ever since Kathy Byrne dubbed us "twins" in Kathy's Korner and stitched us together at the rib.

Ed: I can't really say. Lawsuits, you know... By the way, all this is off-the-record, isn't it?

Ken: Sure, Ed! (Heh, heh...) So, how did WARTHOG get started?

- Ed: I remember you came up with the acronym. And I filled in some of the words, including "retinue" and "(tacitly)." Who had "highly organized gamers?"
- Ken: I think I had that.
- Ed: Well, it's hard to say, but I had the idea to create a quasi-organization, right?
- Ken: Yes, and you had been collecting shoats way back when they thought of themselves as simple gamers.
- Ed: And I was around before you.
- Ken: Only in the sense that you're older. I've been dipping since junior high and playing World Dip postally for several years. Just because Dipdom didn't know about our group doesn't mean it didn't exist.
- Ed: So you believe that a wooden block being dislodged makes a noise even if no one's around.
- Ken: No question about it. What does it take to make a go of a gaming club?
- Ed: Persistence, but not too much. Commitment, but not too much. Love, but not too much. And a coterie of creative, energetic individuals who avoid taking themselves too seriously or becoming too clique-ish. And lots of humor.
- Ken: But how did you get started? Did WARTHOG hatch full-blown from your mind and step out upon a clam shell?
- Ed: Not at all. I started hosting Dip games when I lived in Baltimore, with the usual story: it's tough to find seven to fill a board. I would make phone calls, ask people when they wanted to play, juggle dates and line-ups, suffer last minute cancellations and no-shows, etc., etc. The trouble is that six is too few and eight is too many.
- Ken: The scenario is similar to Dip games I organized -- or as often, attempted to -- in the area from 1980-83 before meeting you.
- Ed: The problem is that if you host a game planning for eight to provide "insurance," you need somebody willing to suspend reality and pretend there is actually some use for a GM in FTF Diplomacy -- that is, if everyone does show. I wanted to play. So I developed a mailing list and I sent out fliers. I had a number of names then in the Baltimore area, many quite marginal. I used to ask the players to submit end-game statements, and I would photocopy them and send a set to each player.
- Ken: Ah, the embryo stage of a publication.
- Ed: Right. Then in August of '82, I got a job in Arlington on the south coast of the Holy Potomic River. It was a long drive from northwest Baltimore, so I moved to Virginia.
- Ken: So much for the infant Dip network from Baltimore.
- Ed: Almost. A former co-worker offered to host a game in October. It was held in Columbia, Maryland, and was the first game reported in Politesse, which debuted in November.



Ken: So now you had a 'zine but you were a long way from your player population.

Ed: Yes. I knew my marginal face-to-facers wouldn't drive to Dale City, Virginia, of all places, so I took the logical next step...

Ken: Which was?

Ed: Write Mark Berch. He sent me a list of Dipsters in the Washington area. Curiously, he included his own name on the list, although he has never been particularly interested in non-tournament or non-postal play. Of course, we're all kids compared to Mark.

Ken: What's the average age of WARTHOG?

Ed: Chronologically most seem to be in their 20s. I'm 31. Phil Dancause is middle-aged and Ed Fahrmeier is well over the hill. These two constitute the Indefinite People's Junta, Southern and Northern Swinehers, respectively. Our youngest member in age is Andrew Vessey, who has not even out grown D&D. Functionally, the young turks are Doug Byrnes and Sean Vessey, our up-and-coming Area Tusks. Emotionally, however, we all seem to suffer the Peter Pan Syndrome -- especially me -- but for a group that spends hour upon hour hunched over a table pushing around colored blocks and pieces of cardboard, we're amazingly mature. And really a lot of fun, if I do say so myself.

Ken: You just did. But back to history. How many "hits" did you achieve from Berch's list?

Ed: Disappointingly few, but it was a starting point. I chose about a dozen names from the list and wrote letters explaining that I had recently come to the area and wanted to play Diplomacy. Only one or two replies came back, but one of them was Dave Lilley of Fredericksburg.

Ken: Fredericksburg, Virginia, the site of Marycon?

Ed: That's the place! In December, I went down there to play. The game included Dick Warner and a couple students from his Diplomacy club at Mary Washington College.

Ken: Professor Warner, the god father of Marycon...

Ed: The very same. I told them about Politesse and got their names and addresses for my mailing list, and Dick recruited me into his scheme for an annual Dip convention at Mary Washington College. It was an historic occasion.

Ken: I see your incestuous but unofficial relationship with Marycon was established early, and Politesse was present at the creation. But at that time, it must have been no more than a dinky flier...

Ed: Ah-hem. I'm sure the first Xenogogic didn't top 100 pages. But you're right. It was usually four pages and boasted the reprographic clarity of Give Me a Weapon before Konrad got his new "typer."

Ken: But it was a start.

Ed: It was a start. Month by month we gather new enthusiasts from ever more surprising sources. You, Sean and Doug arrived via Diplomacy World/Rod Walker. Phil saw Politesse on a gamestore bulletin board. I'm always on the lookout for Maryland and Virginia addresses in dipzines, and we also recruit from Marycon and Atlanticon.

Ken: Just a few months before I joined you in September 1983, you helped sucessfully promote the very first Marycon. First weekend in June each year, isn't it?

Ed: Yes... nice of you to mention that...

Ken: And aside from our more or less monthly games, since last April we have sponsored two all-weekend gaming extravaganzas -- the Fools Games and the Gaetano Games -- and a Saturday of wild simutaneous multi-gaming -- the Alves Games. Marycon '84 was an even greater success, running seven boards with virtually no dropouts on the second day. The growth in participation of postal players at Marycon was also significant; the con was a who's who of east coast dipsters. There's even a rumor afoot that Dipcon may come to Marycon in '86. All this, Ed, in just two years of Politesse and in less than three years since your first dip game!

Ed: Thank you, Ken. I'm glad this is totally spontaneous and unrehearsed. Otherwise, some might accuse us of conspiratorial twinlike self-boosterism.

Ken: But after all these accomplishments, what is left?

Ed: Well, we've begun organizing in Richmond, and I have high hopes for Philadelphia.

Ken: I see... Setting yourself up as head of an east coast syndicate, eh?

Ed: Oh, no, I'm just another swinelet. Someday these regions will spin off into independent groups with publications of their own. Furthermore, should someone (nudge, nudge)...

Ken: Ouch!

Ed: ...wish to set up a committee to present an annual award in my name for outstanding service to the FTF community, well, I guess I would be deeply moved...

Ken: Thank you, Ed, for letting me come by...

Ed: ...and there's also the possibility of creating a charitable tax-deductible foundation able and willing to receive sizable cash donations. Small bills would be best...

Ken: Ed, I think our time is about up...

Ed: ...and of course, there is more! As long as there are those who dip in isolation there will still be dragons to slay... opps, I mean shoats to recruit...

---

At this point I left Ed still musing incoherently to himself. I didn't mean to be rude, but he had, after all, said that naughty "D" word...

## WORK ORDER

Politesse Historical Document #101

### CONTRACT WHEN SIGNED

COD

DATE & TIME DUE 11/5/84

NAME Jack Wrabel

ADDRESS \_\_\_\_\_

P.O. # \_\_\_\_\_

DATE RECEIVED 11/5/84

CITY \_\_\_\_\_

JOB # \_\_\_\_\_

STATE \_\_\_\_\_ ZIP \_\_\_\_\_

ORDERED BY \_\_\_\_\_

DEL'Y. INST: MAIL  DEL'R

PHONE \_\_\_\_\_

CWR  WC

QUANT.	8 1/2 x 11-14 PRODUCTS	DESCRIPTION	1ST-ADD'L AMOUNT	EACH	TOTAL
1920		24 orig, 80 copies	24	.10	2.40
			1896	.05	94.80

QUANT.	2080 PRODUCTS	DESCRIPTION	1ST-ADD'L AMOUNT	EACH	TOTAL
	WIDTH _____	MATERIAL _____			
	_____	_____			
	_____	_____			
	_____	_____			

QUANT.	ADDITIONAL SERVICES	DESCRIPTION	1ST-ADD'L AMOUNT	EACH	TOTAL
80		Stapling @ .03	80	.03	2.40

REMARKS \_\_\_\_\_

JOB EST:

Collection costs and attorney's fees: Any account which is referred to an attorney for collection shall hereby be increased by all the reasonable costs of collection of the account, including, but not limited to, 25% attorney's fees.

Customer signature \_\_\_\_\_

I have seen and agree to the above terms

RUSH CHARGE \_\_\_\_\_

OVERTIME CHARGE \_\_\_\_\_

SUB-TOTAL 99.60

STATE SALES TAX 3.98

COURIER PICK-UP AND DEL'Y. \_\_\_\_\_

SHIPPING & POSTAGE \_\_\_\_\_

TOTAL 103.58

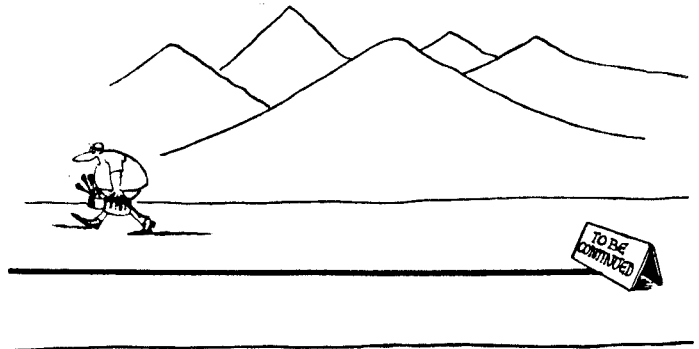
THE CONGRESSIONAL PAGE

WARTHOG and Politesse are dedicated to the east coast multi-participational non-wargaming community, particularly the Baltimore-Washington area. This ideologically correct organization is, however, ever expansive minded, and an ex officio Politburo meeting is to be held during the seemingly innocuous "WoodyCon" festivities on Feb. 9 in Philadelphia, to initiate WARTHOG cell formation in the city of brotherly love (well, we'll see about that). Want to host a game? Contact Ed or Ken. Want to subscribe or have a sample sent to a friend? Contact Ken. And let's not forget the "Stab Wrobel Invitational" WARTHOG-only postal dip opening!

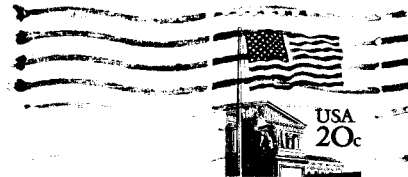
This issue inaugurates the new monthly column on rail gaming in Baltimore, "Charm City Choo-Choo," by Doug Byrnes with whatever assistance he can get from Ed Fahrmeier. Material for publication is gladly solicited, for which sub credit of one or two issues will be awarded, depending on the submission's nature and length (letters to "Talk to Mr. Ed" and end-game statements excepted). Remember that if you haven't subbed/resubbed yet, this is your last sample of the new Politesse.

INSIDE:

- 1,2 Greetings, HAVAGAME
- 3 Charm City Choo-Choo, by Doug Byrnes
- 4,5 Talk to Mr. Ed
- 6 Bruce Linsey Department
- 7-10 Ed and Ken Talk to Themselves
- 11 Politesse Historical Document #101
- 12 The Congressional Page



POLITESSE  
 c/o Ken Peel  
 8708 First Ave., #T-2  
 Silver Spring, MD 20910



*Ron:  
 I thought you might like to see another sample of Politesse. I'm really not pushing subs outside of the area because of the Ziare's local orientation. If you would like to sub, however, you are most welcome, esp. as a fellow ftf groupie. It was good to meet you at Dardoon!  
 - Ken*

Ron Spitzer  
 761 N. Bundy Dr.  
 Los Angeles, CA. 90049

FIRST CLASS MAIL