

Politesse

Journal of the Washington Area Retinue of (Tacitly) Highly Organized
Gamesters.
#45 January Happy New 1987

Greetings

Congratulations to Sean & Kathy Vessey who also expect to double the patter of little feet around their

household next summer. Despite our own ideological incompatibility (Sean has a beard, is a notorious hex-game enthusiast, works as a lackey for the military-industrial complex and is a proponent of the 6,000,000 ship navy, while I have a moustache, play only nonwargamers, labor within the hive of the social-welfare bureaucracy and favor construction of low-income housing in somebody else's neighborhood), the Vessey and Loebach/Wrobel family units operate on similar schedules. The first-borns arrived on the same fortnight and both second-borns are next summer. One member of each couple underwent back surgery to remove a herniated disc within the past two years. Each family purchased a Ford motor vehicle this year and an RCA video cassette recorder last year. It could be a simple matter of keeping up with the Vesseys (or Loebach/Wrobels) or we could be caught up in larger social patterns dictated by a hidden conspiracy of alien beings employing highly sophisticated orbital mind control devices who subsist on psychic radiation generated by human procreative activities, surgical care and purchases of certain consumer goods.

(Greetings cont., next page...)



HavaGame

Dead of Winter Games, January 10 & 11. Open gaming beginning Saturday, 10 am at the apartment of Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910, (301) 495-2799. Look for at least one Magic Realm clinic, sponsored by Professor Richard Dale Martin of the Greater Rockville Institute for the Study of Titan for Less Experienced

Players and other Indomitable Games (GRISTLEPIG U). After four games and 36 continuous hours (breaks only for food and sleep) of Magic Realm at the Institute from New Year's eve through New Year's day and slightly beyond, I am beginning to think that the game's not really al that difficult, once one gets beyond the poorly-written rules and the unorthodox game system. And It's a lot of fun. If there is time, I'll try to put down my impressions elsewhere thisish.

Northern Virginia Adventure Gamers (NoVAG) Convention '87, February 7 & 8. This is a semi-professional gaming convention at Tyson's Westpark Hotel, Tyson's Corner, VA. An article on the convention follows, and an entry form is enclosed. While primarily a miniatures and role-playing convention, our very own Ed Wrobel will be running the con's two-round, single elimination Titan tournament, with the rounds starting Saturday at 10 a.m. and Sunday at 9 a.m. There may also be other multi-player game offerings, which will be posted at the convention itself. For more information, contact NoVAG c/o Wargamers Hobby Shop, 101 E. Holly Ave., Suite 16, Sterling, VA 22170, (703) 450-6738.

Postal Magic Realm. Diplomacy, Dick Martin, 26 Orchard Way North, Rockville, MD 20854, (301) 762-4267. No game fee, just maintain a subscription to Retaliation, Dick's monthly postal gaming 'zine, at three issues for \$1.

(HavaGame cont., next page...)

Politesse is published and edited by Kenneth Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910. The founder and editor emeritus Ed Wrobel, 3932 Forestdale Ave., Dale City, VA 22193. Send gamefest announcements, articles, letters and subscription monies to Ken, and send friendly cards and letters to Ed telling him what a wonder job he did as managing editor and wishing him a speedy return. Subscriptions cost 39¢ per monthly issue. Stick around, eh, ducky?

(...*HavaGame*, cont.)

Postal Civilization, Third Reich, Diplomacy, Roy Fleming, 9 E. Eager St., Baltimore, MD 21202. Costs are one-time game fees of \$4 for Civ and Dip, \$5 for 3R, and subscription to Roy's postal gaming 'zine, PBM, \$12/yr.



(...*Greetings*, cont.)

That was Ed, this is Ken. As you may have noticed from Ed's statement below, his vacation is starting a little earlier than originally planned. As of this issue, I am Politesse's publisher and managing editor. But since Ed is calling this a "leave of absence," let's give him a suitably officious title like, say, founder and editor *emeritus*. Ed founded and single-handedly ran this operation—both as editor and as coordinator of the gaming group—from 1982 until 1985. And even over the past year or two, since I came on board in one capacity or another, he retained a key substantive and organizational role. Go ahead, Ed. Take a vacation and dabble in these parts as much or as little as you would like. But hurry back.

But in the meantime, we have a little problem. I both have published and edited Politesse once before, and tell you me, it wasn't a pretty sight. I'm not the writer, organizer, and spark plug that Ed is. What is worse, starting next month, and lasting through May or June, will be most intensive period at work for the entire two years of the 100th Congress. In short, I can't make any promises about my ability alone to produce Politesse with the standards and quality that Ed has achieved. I'll give it my best if I must, and who knows...maybe we would discover the dawning of the age of Aquarius. But I would like to reissue the call last for a new managing editor (I assume Ed remains willing to advise and assist as needed) who could carry on with this publication in Ed's absence through most of 1987. I would be glad to help with typing, layout and production—in addition to my regular publishing duties—as time allows. The understanding Ed and I had was that he would get the substance of the 'zine to me by the last weekend of the month, and I would publish and mail the final product the first weekend of the month. Anyone interested?

WARTHOG PROFILE:

Phil Dancause

Programmer-Analyst, former world-traveller; current ring-master of three-ring circus (ages 11, 8 & 7).

Favorite Games: Titan, Iliad, Illuminati, Sports Games, Rail Games.

Hobbies: Reading, music, cooking, illegible handwriting.

Philosophy: Be prepared to appreciate what you meet.

Last Game Played: British Rails

Quote: "Ed, why is this a profile when you took the picture head on?"

Back-up Quote: "I understand Maggie's giving you Advanced Squad Leader for Christmas..."



The Publisher's Corner

Ken Peel

Several months ago, the readers' survey pointed out something interesting: Diplomacy remains the most popular game by far for face-to-face play (not to mention postal, but that isn't our bailiwick). And yet, FTF Dip games at scheduled Warthog gatherings are rare. So my befuddled mind worked overtime, and I think I've got this thing figured out.

In the early days of Politesse, things were different. Generally speaking, they were worse. We were such a humble little operation (this was even before the arrival of class consciousness in shoatdom!), that getting seven—or even six or five—gamesters together on any given day was often an impossible dream. So the norm back then was for someone to offer in Politesse to host a single board of Diplomacy on a certain date. In addition to the HavaGame plug, phone calls would be made and postcards would often go out. About half the time, the process would result in critical mass and Diplomacy would be played. At other times, well, Civilization, Rail Baron, and Titan are also good games.

Now, however, because of our much greater numbers, the normal Warthog fare seems to be one- or two-day open gaming sessions (with space limitations being the controlling factor). Look back on the Garbleman games, the Hurwitz games, the Halloween games at Ed's place, and the coming dead of winter games at my place (January 10 & 11). In these environments, Diplomacy is an exceedingly difficult game to get going, ironically, because there are often so many people.

At open gaming sessions, people tend to drift into and out of different games, rarely in groups of exactly seven would-be dipsters. I did have success with Diplomacy at the heavily-attended Gaetano games of a year ago. In the HavaGame plug I announced that Diplomacy would be played at the beginning of the first day and gave a time, and requested those interested in Diplomacy to reserve their slots in advance. That seemed to work pretty well.

Judging from the survey responses, there is more interest in FTF Diplomacy than Warthog is currently fulfilling. Wait a minute. Did I say that Warthog is fulfilling? Warthog, after all, is no more than a revolutionary representation of the ideologically-correct activities of loyal shoats everywhere (well, let's say at least the Baltimore-Washington-Richmond area). Hankering for a game of Dip? The solution is simple: host one! Don't feel that there is any need for a multi-day or multi-game extravaganza—in

fact, such an approach could actually make the game *more difficult* to get going. Want to get a Dip game together without the lead time necessary for posting it in HavaGame? That's what the survey was all about in the first place. Working from the raw material of the survey, look for those who indicated an interest in FTF Dip. Then make some calls and send out some cards. It may be old technology, but it still works (and if you don't quite get seven, well, there's always Civ, Rail Baron, Titan & Co.).

I touch on this next subject with some trepidation. Earlier, I had felt that the mini-controversy of last issue and the mass-mailed response was basically over. There was a statement and there was a response, and the case was closed. I am talking, of course, about the mention last issue of the unauthorized reprinting elsewhere of an Empire Builder article from these pages, and Bruce Linsey's response.

Because the episode has created some confusion and hurt feelings, however, I thought it best to make clear just what the Politesse reprint policy is, and why. No article or major portion of an article published in Politesse (other than a brief citation) may be reprinted elsewhere without the express permission of the author. This policy does not represent an effort to place a shroud of secrecy over Politesse. It is simply intended to protect the rights of our authors. Many of the articles printed in Politesse are of sufficient quality that they could easily be reprinted or reworked for professional gaming publications (which, ehem, pay real money, as opposed to our token provision of one or two free issues—hell, the postage for sending the article to us in the first place pretty well wipes out that windfall). Clearly, the author should have the final say in whether and under what terms an article is released for reprinting.

As has become painfully clear, the recent incident carried with it much more baggage than just an exchange over a violation of Politesse's reprint policy. There is a long and complex history of personal relations involved, reaching way back to a difficult time in the postal Diplomacy hobby (a time which, thankfully, is long over). Ed is no longer involved in postal Diplomacy, but the reprint infraction stirred up some unpleasant past associations. Bruce then seriously overreacted, perhaps expecting the brief comment of last issue to build up into something much more. But as far as Politesse is concerned, the incident is now a dead issue.

Northern Virginia Adventure Gamers

**** Convention '87 ****

Mike Alvarado, President
c/o Wargamers Hobby Shop
101 E. Holly Ave., Suite 16
Sterling VA 22170
(703) 450-6738

➔ as edited (heavily) by Ken Peel ←

WHERE: Tyson's Westpark Hotel, Tyson's Corner, Virginia
WHEN: February 7 & 8, 1987
HOW'DWI GET THERE, ETC: See the enclosure, dummy!

In November, 1985, the Northern Virginia Adventure Gamers was formed to organize and provide information about adventure gaming in the greater Washington, D.C. area. To date the organization is composed of some 80 dues-paying members. It is chartered under a member-approved set of by-laws and is governed by a member-elected board of directors. The club is open to all persons interested in any form of adventure gaming from historical miniatures games of all ages to fantasy role-playing. Club meetings are held the first Wednesday of every month and club sponsored games are held weekends and most holidays. Benefits of club membership include a bi-monthly newsletter, free use of the club's two gaming tables and six different 6' X 12' terrain boards, club sponsored social events such as pizza and taco parties, museum visits, etc., as well as seasonal merchandise discounts through Wargamers Hobby Shop.

Club membership is available for a one time only initiation fee of \$5 and \$1 per month dues (to total \$15 first year). For more information, see any NOVAG member during convention hours or contact novag c/o Wargamers Hobby Shop, 101 E. Holly Ave., Suite 16, Sterling, VA 22170 (tel.# 703-450-6738).

TOURNAMENT EVENTS

- F-1 Star Fleet Tournament—Sat. 10 a.m. This is a 32 player, one-on-one, single elimination event. Maximum player: 32. Time: continuous. Awards: TBA.
- F-2 Titan Tournament—Sat. 10 a.m. This is a 16 player, single elimination event using a proven, unique rating system for determining winners (or so says Eddie-baby). Maximum players: 16. Time: continuous. Bring your own Titan sets, says Ed. Prize: \$15 game certificate
- F-3 Titan Tournament—Sun. 9 a.m. Continuation of Saturday's tournament first round. Maximum players: 4. Time: 6 Hrs.

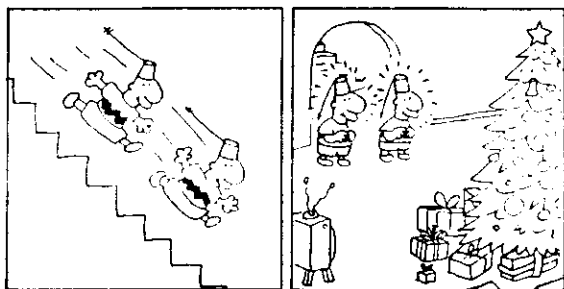
MINIATURE EVENTS

In addition to the above WARTHOG-friendly events, there are more than 20 Miniature events: Action in the Ardens, Soldiers of the Queen, 15mm Napoleonics, Modern Micro-Armor, Battle of Rivoli, Dark Ages, Battle of Lesnaya, Romans vs. Gauls, Pony Wars, Ancient Warfare, 15mm American Civil War, Assault on a Firebase, French Foreign Legion, American Civil War Ironclads, Battle for

Guadalcanal, 1942, Gettysburg, WW-II Eastern Front, Engagement in the Gulf of Sidra, Falkland Islands Encounter, Franco-Prussian War, and Operation Cavalry. For more information on these events, contact NOVAG at the address above (There's a much longer, snazzier version of this here thing).

ROLE-PLAYING EVENTS

There will also be 20 or so role-playing events, including: WW-II Role-playing, Search for the Magic Tree of Life, The Quest to Avenge Paramor, Battletech, Superheroes, Medieval Combat, Fantasy Role-playing, Traveller Adventure, In the Name of the Gods, D & D Town Adventure, ICE Adventure, Top Secret, Car Wars, Teenage Mutant Ninja Turtles, ICE Rolemaster, ICE Space Master, Escape for the Mutant Hunting Guardians, Overthrow of the Guardians, and The Crack in Hell's Gate. Again, contact NOVAG for more information on these events.



FILLER ???

Well, the NOVAG Tournament is a bona fide HavaGame, sez me, your new Editor *pro tem*, Ken Peel, primarily because our Editor *emeritus*, Ed Wrobel, will be running the Titan Tournament. As you might guess, NOVAG is basically a miniatures and role-playing group. My hope, though, is that over time (hey, why not next year?) the NOVAG tourney can become a full adventure gaming convention...sort of like the Washington's own small-scale Atlanticon.

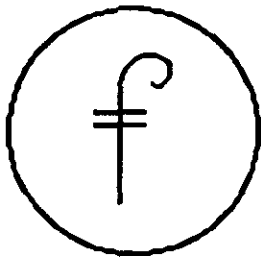
All that would be needed is for WARTHOG to get in there in a big way running multiplayer games, and the Washington Wargamers Association to weigh in with a slog of more traditional hex games. In any case, if you are interested in any of the above, check out the enclosed flyer.

OPPS. MORE ROOM?

Yes, I'm afraid it's true. In that case, let me breeze over the promotional literature a bit more, and see what other carrion I can pick upon. Staying Overnight? For those of you stalwart conventioners who will be requiring overnight accommodations, Northern Virginia Adventure Gamers has arranged with the host, the Tyson's Westpark Hotel for a special room rate of \$49 per night, double occupancy. The hotel offers the "maximum in convenience for those staying overnight, providing the finest in room accommodations and dining at a reasonable price." **If you choose to stay overnight, be sure to tell the hotel desk person that you are with the NOVAG convention at the time you register for your room.** You can call the hotel for room reservations at (703) 734-2800.

Still more space (or should I say, room at the inn)? Well, then how about winning an army!?!? ...To show appreciation for your support of the convention, the Northern Virginia Adventure Gamers offers every convention participant the chance to win an entire army of their very own. NOVAG's finest figure painters have painstakingly hand-painted and mounted, to WRG 7th ed. rules standard (whatever that means), a complete Minifigs 1000 point Late Imperial Roman Army (now I'm *really* lost); and it could be yours for only \$1 per chance, six chances for \$5. You can see this army at Wargamers Hobby Shop (again, address above) and purchase your chances there; or, if you can't get by, you can purchase them while attending the convention at the table where the army is being displayed. The drawing will be held at 3:30 p.m. on Sunday, February 8, at the convention. You do not have to be present to win (but that would be nice).

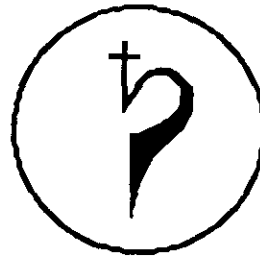
C'mon, make Ed's day; play a little Titan.



MAGIC REALM

**More Than A Game
Less Than A Sales Pitch**

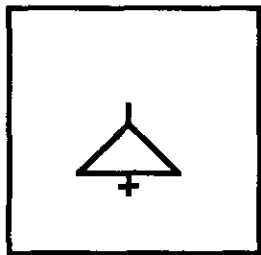
by The Alpha HBorian



Step into my Cairn, said the Tremendous Spider to the flying Sorcerer....

Lately I've been on a real Magic Realm kick, and I'm hard pressed to explain why. The game sat in my closet for close to five years, unplayed. However, a chance encounter at the Halloween games drew my attention back to it, and Magic Realm has been my game of choice. Yes, even more so than Titan or Civilization. I like to think that Magic Realm is a "lost classic" which didn't quite catch on. With so few innovative non-wargames coming out these days, it looks like a better idea all the time to recycle these near-misses. Maybe this time MR will stick.

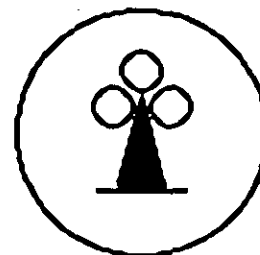
There's a lot to like about the game. First and foremost is the variability. The map is composed of twenty semi-geomorphic hex tiles which can be connected in any number of ways. Each player has a choice of sixteen very different game characters, and the game is playable with anywhere from two to sixteen players. Each character can set his own victory conditions. Chances are you won't see the same setup twice in your entire life if you play Magic Realm every day but Groundhog Day. Even if you did, you probably wouldn't mind, the map is so pretty.



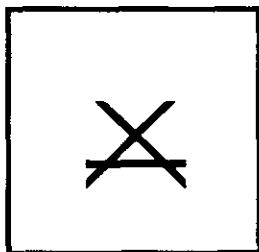
The movement system is fairly abstract, as characters dash/fly/trudge/teleport from clearing to clearing performing such mundane activities as hiding (yes, the infamous "Hide activity") from hostile monsters (and other characters!), searching for treasures or hidden pathways, and generally trying to stay somewhat out of harm's way. While not exactly generative

in nature, it is entirely possible to win the game without fighting a single battle. We find the goal of avoiding combat (or at least not being equipped with the latest .50 caliber heavy machine gun) to be ideologically correct. The further nudge toward player cooperation to ensure survival is also quite refreshing.

Orders are recorded simultaneously by each player, but executed in a random order. There is an element of chance to the game that is significant, though not overpowering. Each turn is unpredictable, but not in a way that will make or break the whole game for a particularly lucky player. This game system is unlike any that I've ever seen elsewhere, with both the complexity and game length fully adjustable, much as Poli-subs of old. Magic Realm seems well suited to postal play.



There are a few weak points, though, which were evidently enough to keep the game from achieving lasting popularity. First and foremost, the rules are fairly weak. While there aren't any real contradictions, there are more than a few vital omissions. The programmed instruction format of the rulebook is a good idea, introducing manageable chunks at each level. However, there are just too many confusing redundancies to permit easy absorption of the finer points. I understand that there is a second edition rulebook out, which may correct some of these deficiencies. To play the first edition, it helps to know what's included and what you'll have to improvise. Fortunately, making up rules as you go is not very difficult.



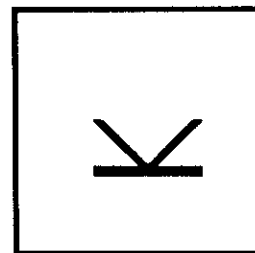
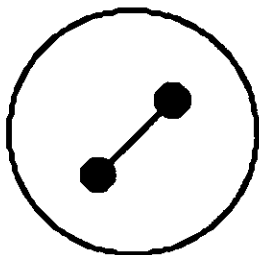
Combat is also somewhat of a weak point. When fighting other characters, it can be an interesting battle of wits. When fighting monsters, some players tend to think they have more control

over the situation than they actually have. Monsters behave completely randomly - there is only a minimum amount of thought necessary in these situations. Still, players will be deceived into spending several minutes pondering "strategy" when the only strategy is to guess what you're going to roll on a die. If you can do that, you belong in Atlantic City, not Dale City! Also, players can be discouraged quite easily after being killed - the characters are deceptively weak in combat, particularly when fighting solo.

While I consider it a strength, the novel game system must also be considered a weakness. Some players don't like to learn a radical system like this, and will become bored before you finish explaining it (or reading the Hide activity aloud, as the case may be). Some players will insist on leaping right in and using *all* the rules (as we did on Halloween), get buried, and give up in frustra-

tion. In nibbles, the game is easy to learn. In one gulp, it's an overwhelming nightmare. And, let's face it, some folks just won't get it. Period.

All things considered, though, there's a richness to Magic Realm that most other games should envy. Let's try it again some day, shall we?



WHY I DO NOT LIKE YAWN BRITANNICA

by Jack McHugh

Let me begin by saying that while I don't like PAX BRITANNICA, I know a great many people who do. Despite my dislike of the game, I have to admit it can be fun to play. Most of why I dislike it is based upon the assumption that everyone who plays the game will know how it should be played to win and will be played accordingly, viz., the game is played by competent, experienced gamers who will seek to get the most out of the rules.

Basically, assuming everyone knows how to play the game, every game of PAX BRITANNICA (hereafter referred to as PAX) comes down to a war for naval supremacy between Britain and a Franco-German alliance. How do I justify such a sweeping statement? First of all let me say that, no, I haven't played the game more than a few times. It is really based upon my interpretation of the rules. That is to say, upon the *effect* of certain key rules on the game.

My logic is as follows: because of the victory point divisor, certain countries must gain a lot more territories than others. They simply have no choice if they are to win. Great Britain is a case in point. She must have at least twice as many victory points, that is, territories, as the second power in the game (France). To do this requires an aggressive British foreign poli-

cy that relies on intimidation and threat. The game attempts to compensate the British player by giving him more money and naval counters than anyone else, thus allowing Britain a fleet second to none.

Where do France and Germany come in? I'm so glad you asked. The only two powers capable of even staying within striking distance of the British fleet, assuming they are combined, are, you guessed it, France and Germany. They also require large amounts of territory to win, so it is in their interest to oppose Britain. The other powers in the game don't matter as much because they lack the money to participate - you can quibble over America, but try and get her a *casus belli* in the great naval build-up that usually precedes the war.

Again, remember I'm assuming all the players know what they should be doing to win. If Britain does not build a fleet, she is as good as giving up any chance of winning. Ditto if France and Germany don't move to stop her.

Now notice the combat results table in PAX. It make Avalon Hill's old STALIN-GRAD look positively pacific. In most of these large scale naval battles the minor fleets do not have enough factors to make a difference to either side. There is also very little inter-war ne-

gotiations since the battle tends to be a winner-take-all affair. "You're dead; give me everything," is how most talks end up.

This is my reason for considering the game a washout, but I do have other beefs. The minor powers, namely. Just what the hell are they in the game for? They sort of remind me of the "red shirts" in STAR TREK. They only seem to be there to provide the proper atmosphere. After all, what's a nineteenth century European conference without the Austrians and Russians dickering over the Balkans? Or the US, Japan, and the European Powers carving up China? Not very realistic.

Let me go through them one by one. First Italy because she is the easiest. Italy simply puts Influence markers wherever she can, that is allowed. Beyond that, well, given the way she gets treated by other powers, Mussolini's rhetoric about Italy getting shafted at Versailles makes much more sense. In other words, the less said about Italy's options, or lack thereof, the better.

Now for the US, or as I like to call her, Italy West. Why do I call her that? Glad you asked. Given the paucity of merchant fleets she begins the game with, her options consist of putting Influence markers in South America and



China and then waiting for someone to blow up the *Maine* to permit the US to declare war on Spain and swipe some colonies. Until this day comes, the US is actually better off without a fleet. She gets more VP's by putting the money directly into victory points, rather than wasting money on a fleet that may never be used.

Japan, the land of Nippon, ah...the only minor power worth playing in PAX. She is the only minor power that actually gets awarded for being aggressive. She can get some goodies with a war in the Far East, especially if the Europeans are distracted by a war elsewhere. Japan also has fun in China and annoying Russia and the US. If all the minors were like her, I'd be writing a completely different article.

I've left the hardest for last: Russia. The

only two reasons I can think of for putting her in the game are the Russo-Japanese War and World War I. If Russia had not been central to both, there would be no logical reason for her to be in the game. I still can't understand what the hell she is supposed to do. Her only function seems to be to start the Great War and an-



noy the Japs in Manchuria.

I was not planning on bringing up this stuff, but as long as I'm here...what do the rules mean by simultaneous placement? I found this to be a big problem in face-to-face play. It is in the interest of the larger powers to go last to force the smaller powers to vacate areas where they try to place influence.

What do the rules mean when they say that the fourth European power triggers the Great War? What if two powers declare simultaneously, either verbally or due to automatic treaty commitments? Who decides which is fourth?

The last two paragraphs are nitpicking, but for thirty bucks, I'm entitled. I consider the last two criticism minor and easily rectified, and they wouldn't even come up in postal play.

I stand by my early critique as legitimate, and quite disappointing coming from Victory Games. I had high hopes for this game, but was disappointed upon cracking it when playing it for about the fourth time.



Pax Britannica: How to Win!

by Marc Hurwitz

There are two styles of play, and two means of expansion in Pax. One can be peaceful or violent, and one can go for a cohesive empire or assemble a lot of small colonies all over the place. I am not going to address such important points such as how to negotiate, whether two interests are better than an influence, etc. Instead, I will go through the analysis I made of the game the week before I played it last October.

I decided to go for a peaceful strategy, buying victory points or placing income-producing counters on the map rather than building up my armed forces. The danger of this plan is that if attacked in '88 or '92 one can be wiped out. However, the games I've played have had a lot of brinkmanship and little actual warfare, and by 1904 there are so many contradictory treaties no one in his right mind would start a war. (Yes, if you're playing with someone *not* in his or her right mind, you have a problem!)

After not doing so well last September at Rob McCarter's game with a territorial approach, I decided that the various incentives for building a rational Empire (i.e. routes across Africa, etc.) are not really worth the effort. Looking at the map produced this chart:

AFRICA

8: Egypt, Algiers, Capetown, Kongo
7: Orange, Transvaal, Tanganika
6: Nigeria, Kenya

OTHER

9: Canada
7: Anatolia
6: Alaska

LATIN AMERICA

9: Brazil
7: Argentina, Mexico
6: Cuba

ASIA/OCEANIA

8: Korea, Dutch East Indies/Australia
7: Cochin China, Hindustan
6: Formosa, Malay, Indochina, Bengal, United Provinces, Philippines, New Zealand

CHINA

8: Central China, Manchuria
6: Hong Kong

I also looked at the map by sea zone, and the number of coastal high value provinces:

	9	8	7	6	Weighted Value
North Atlantic	1	0	0	1	15
Caribbean	0	0	1	1	13
South Atlantic	1	0	1	0	16
Mediterranean	0	2	1	0	23
Indian Ocean	0	3	2	3	56
Oceania	0	1	0	1	14
North Pacific	0	0	0	1	6
South Pacific	0	0	1	0	7
North China Sea	0	2	0	1	22
South China Sea	0	1	1	5	45



The road to victory, I determined, lay in grabbing as many high-value provinces as one could lay one's hands on as early as possible, without regard to their making up a "rational" empire on the map. The best four sea zones have (assuming one is based in Europe) are North Atlantic (to get out), South Atlantic, Mediterranean, and Indian. Expand into the South China Sea with the 5th fleet, and one is all set. Keeping the lists in front of me during play made it easy for me to grab more of the goodies than anyone else.

One more thing needs to be said. We played under a house rule whereby the number of victory points was kept secret until the end of the game. I wanted to avoid an unsightly Kill The Leader coalition, especially since I intended to be the leader. If the victory point totals are made public then building up armies makes a great deal of sense, and the end game resembles Civilization.

HOW YA GONNA KEEP 'EM DOWN ON THE FARM? CITY-BUILDING STRATEGIES IN CIVILIZATION

By Albert Parker

A game of **Civilization** in which I participated last fall served as a simulation to confirm the recent findings of the noted German archeologist, Kurt Schlange, about the growth of ancient cities around the eastern Mediterranean and their effects on early civilizations.* In a five-player game, Egypt began developing cities as soon as possible and permanently stunted his civilization. This set me to thinking about the optimal point in the game at which to start converting population into cities.

To review, each player, attempting to control the destiny of an early Mediterranean civilization, begins with one counter on the board which represents a minimal rural population of farmers or herders. This population can double every turn and migrate to new regions, where it can double again. Six such counters can be converted into a city, which can begin trading for valuable commodities and piling up the points (through trade and taxation) that permit purchase of "Civilization" cards, which are required for victory in the game. Each city must be supported by at least two rural population units.

This description is oversimplified somewhat, but includes the basic assumptions on which this analysis is based. There are circumstances in which the nonurban population would not be able to double, but I assume here that the player is skillful enough to avoid them (except for Crete, who is constrained by geography).

Let us consider first the extreme strategy (close to that followed by the Egyptian player I observed) of forming cities as quickly as possible. In the first turn, the single population "counter" would double to 2. In the next turn, it would double again to 4. Following the possible exponential curve, in which population equals 2^{n-1} , where n is the number of completed turns, would yield the usual progression, 2, 4, 8, 16, 32. The premature urbanizer would "trade in" 6 counters on the third turn to form a city. He would then be back to a population of 2 (just enough to support his city) and would require two turns to get back to 8, at which point he would form his second city with an insufficient rural population of 2. However, in the next turn his population would double to 4, just enough to support 2 cities. However, he would now have to wait until his population increased to 16 before he could form a third city; otherwise, he would lose one of his cities for lack of a sufficient rural population to grow food for it. Table 1 shows the process by which the premature urbanizer would reach the maximum of 9 cities.

TABLE I
City Formation--Early Urbanization Strategy

<u>Turn</u>	<u>Population</u>	<u>Converted to Cities</u>	<u>Remaining Population</u>	<u>New Cities</u>	<u>Total Number of Cities</u>
1	2	0	2	0	0
2	4	0	4	0	0
3	8	6	2	1	1
4	4	0	4	0	1
5	8	6	2	1	2
6	4	0	4	0	2
7	8	0	8	0	2
8	16	6	10	1	3
9	20	12	8	2	5
10	16	6	10	1	6
11	20	12	8	2	8
12	16	6	10	1	9

Suppose a civilization develops cities just a little later? If a player waited until he had a rural population of 16 before he formed his first city, he would do so on turn 4 and still have 10 population counters, which would double to 20 on turn 5. If he converted only 6 into a second city, he would have 14 to double to 28 on turn 6; converting 12 into cities 3 and 4 would leave 16 to double to 32 on turn 7. If this player continued to form 2 cities per turn, he would get his ninth city on turn 9.

As a third case, consider the late urbanizer. He lets his population continue to double through 5 turns, at which point it has reached 32. He can't double again to 64 because the rules put ceilings on the number of counters each civilization can have in play (e.g., 55 with 7 players, 47 with 5 players). Therefore, he forms 2 cities on turn 5, reducing his population to 20. Then on turn 6 he doubles to 40 and forms 3 more cities, leaving a population of 22. By judicious expenditures from his treasury, he can arrange to add 18 rural population counters each turn thereafter, which he immediately converts into 3 cities. Although he started later than the moderate urbanizer, he would be able to form his ninth city on turn 8.

The premature urbanizer would be the first one to have an opportunity to draw trade cards, but at first he would have no one to trade with. In the long run, moreover, he would be outstripped by either the moderate or late urbanizer. Table II shows the number of cities each of our three prototypical civilizations would have each turn and the trade cards which could be drawn.

From the number of trade cards, it is evident that the early urbanizer has hurt himself badly. Losing the exponential effects of doubling his rural population over a prolonged period, he forms his cities slowly and painfully. The other two cultures start more slowly, but then experience an explosive growth of their urban areas. The ultimate differences among the three strategies become apparent if we add up the values of all the trade cards each player could potentially draw; the figures are in Table III.

TABLE II
Trade Cards Drawn under Three Urbanization Strategies

Turn	PREMATURE URBANIZER		INTERMEDIATE URBANIZER		LATE URBANIZER	
	No. of Cities	Trade Cards Drawn	No. of Cities	Trade Cards Drawn	No. of Cities	Trade Cards Drawn
3	1	1	0	-	0	-
4	1	1	1	1	0	-
5	2	12	2	12	2	12
6	2	12	4	1234	5	12345
7	2	12	6	123456	8	12345678
8	3	123	8	12345678	9	123456789
9	5	1234	9	123456789	9	123456789
10	6	123456	9	123456789	9	123456789
11	8	12345678	9	123456789	9	123456789
12	9	123456789	9	123456789	9	123456789

TABLE III
Total Value of Trade Cards under Three Urbanization Strategies

Trade Card Value	PREMATURE URBANIZER		INTERMEDIATE URBANIZER		LATE URBANIZER	
	Number	Total Value	Number	Total Value	Number	Total Value
1	10	10	9	9	8	8
2	8	16	8	16	8	16
3	5	15	7	21	7	21
4	4	16	7	28	7	28
5	3	15	6	30	7	35
6	3	18	6	36	6	36
7	2	14	5	35	6	42
8	2	16	5	40	6	48
9	1	9	4	36	5	45
TOTAL		129		251		279

Of course, these total values do not take into account several important factors. Even without the supplemental trade cards, the three lowest-valued trade cards are split between two different commodities. One player can be luckier than another in drawing mostly one kind, which enables him to compound their value even without favorable trades. Favorable trades themselves can enormously increase the value of trade cards drawn.** Then there are disasters, wars with other players, and similar events which can wipe out cities or reduce rural populations. Nevertheless, it is clear that the **potential** of a late urbanization strategy is much greater where it really counts--in drawing trade cards and piling up enough points to buy civilization cards. Trade cards can also be bought, wholly or in part, with taxation revenue, which in turn is based on the number of cities. Here, too, the early urbanization strategy fails. Assuming that no cities are lost for any reason and that the coinage card is not used to increase or decrease taxation, the premature urbanizer would collect a total of 82 counters worth of taxes from his

cities in the first 13 turns. In contrast, the intermediate urbanizer would collect 114 and the late urbanizer 120.

Of course, particular players may have reasons not to follow the late urbanization strategy. Crete has to convert population to ships early and can not reach the population potentials on which the tables in this analysis are based. Other players may be hemmed in by neighbors and also unable to reach their maximum populations. In such cases, creation of cities may be the best use of population growth. But the general conclusion is clear: if you can keep your people down on the farm for an extra few centuries, your civilization will benefit in wealth and power over the succeeding millenia.

*Kurt Schlange, "Die Folgen der uebereilten Stadtentwicklung in den alten Zivilisationen des Mittelmeers," **Zeitschrift fuer Vorgeschichte**, LVIII:3 (1982), 415-37. Schlange's article has been reprinted in a translation by Edouard Crotale as "Consequences of Premature Urbanization in Early Mediterranean Civilizations," in Thomas Viperio, ed., **Yearbook of European Studies in Archeology and Prehistory**, vol. IV (Fairfax, Va.: George Mason University Press, 1984), 144-68. See also the following papers presented at the First Skidmore College Conference on Early Mediterranean Civilizations: Mark Nelson, "'An Impoverished Countryside:' Preemption of Resources by the Early Cities of the Upper Nile;" Michael Fay and Vincent Fay, "Urbanization in Ancient Greece: A Comparative Study of Crete and Illyria;" Thomas Ciampa, "The Effects of Natural Disasters on Urban Development in Asia Minor, 3000-1000 BC;" and Albert Parker, "The Consequences of Famine and War for the Cities of Babylon." These and other papers will be published in Walter Onager, ed., **Papers on the Early Mediterranean: Proceedings of the First Skidmore Conference** (Syracuse: Syracuse University Press, forthcoming).

See Albert Parker, "The Economics of Trading in 'Civilization,'" **The Washington Gamer, No. 85 (May-June, 1984), 1-4.



Dune Review

by Louis Newman

Dune is a 1982 Avalon-Hill bookcase game loosely based on the novel of the same name by Frank Herbert. The novel was an imaginative effort based on the inhabitants of the mythical sand dune planet. The game is an unimaginative effort to capitalize on the popularity of the novel. The game consists of the six factions trying to control the board: Atreides, Harkonnen, Fremmen, Guild, Emperor, the Bene Gesserit. The objective of the game is to gain control of three of the five red cities on the game board. The rest of the game board is a bunch of strange sandy and rocky looking regions with familiar sounding names. Their only importance comes when the spice deck deposits some spice in one of the sandy regions.



The rules are the major problem to this game as they are scattered among the rules booklet, the player assistance sheets, the player shields, and the cards. There are optional rules which should always be used in their entirety and advanced rules which should always be ignored. In a four person game, it makes sense to eliminate the Bene Gesserit (etherial) and the Emperor (off planet). According to the rules, when a worm occurs in the spice deck, one player is allowed to ally with another. A victory occurs when a individual or an alliance control three cities.

With five cities on the board and four players, either of the two alliances must win at the end of the turn. Alliances should be abolished in a four player game. Five players is not very good either. In my first tournament game, the other four paired off, wiped me out of Arrakeen, and left me to wander the sands and gravel pits of the planet. Dune is a six player game.

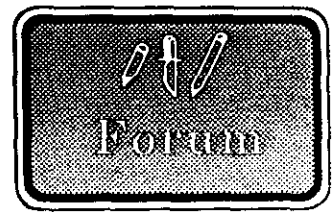
The most dangerous faction is the Guild: they always have the option of moving last; they collect spice when others beam down; and they can beam down at half cost. Others may battle for spice on the surface, the Guild just takes the cities. The advice from the winner of the last two Dune tournaments in Southern California is to lurk in the background, don't attract attention, gather hidden advantages, ally with the strong, and pounce on the weak. Among experienced players, the tendency is to use preemptive strikes to prevent victory, so the game tends to last the full fifteen turn limit. During many turns there is nothing constructive to do.

Wait, don't give up on Dune yet. There are two little known \$10 expansion games: the Harvest and the Duel. These contain extra treachery cards, extra rules (now the instructions are *really* scattered), and the actual main character which is worth 10 in battle, but when it dies...

The Harvest is a separate game to determine the starting positions for the actual Dune contest. The players gather and determine the payoffs from the CHOAM spice harvest; the spice is then used to determine the initial position on the planet for the actual game.

The Duel adds the excitement of the dueling arena to the play of the game. Leaders duel and are killed by drawing random knife in the back cards. This part is rather simplistic and resembles a bloody game of Candyland.

The result is a mess that should have been repackaged as one game with one set of new coherent rules. As it stands, Dune is a pretty expensive addition to the new dusty games shelf. The book is great, but Dune, the game, is just like Dune, the movie. To quote the movie review in the TV section, "Overacted, overexpensive, and overlong: you'll be glad when it's over."



Dear Ken,

Should these be the Organization's official uniform for "away" games? (Who cares what we wear for home games...we're at home, aren't we? "Home is where, when you go there, they have to take you in.") How about blatantly flaunting our non-sexism by holding a "Meredith Minter Memorial Mindmeet?"

Best regards,
Bill Salvatore

Dear Bill,

Yeah, that Britches Great Outdoors...can't live with 'em, can't live without 'em. The most ideologically correct casual wear in the world, produced by capitalist oppressors of the gaming masses. Come to think of it, I wouldn't be surprised if they were lovingly made by the PRC itself (Porcine Revolutionary Cells). I would like to alert loyal shoats of Bill's undercover activities. He puts out an amateur publication dedicated to the boardgame World In Flames by the Australian Design Group, hence the necessity of his low profile—but his reports *do* get through! If other shoats are interested in joining him in this clandestine foray into the world of real live hex gaming, drop Bill a line at: 19985 Wild Cherry Ln., Water's Landing, MD 20874. Mindmeet? Huh? Oh yea, that's the codeword...almost let the cat out of the bag.

The Ducks Fly South,
Emma

Dear Ed,

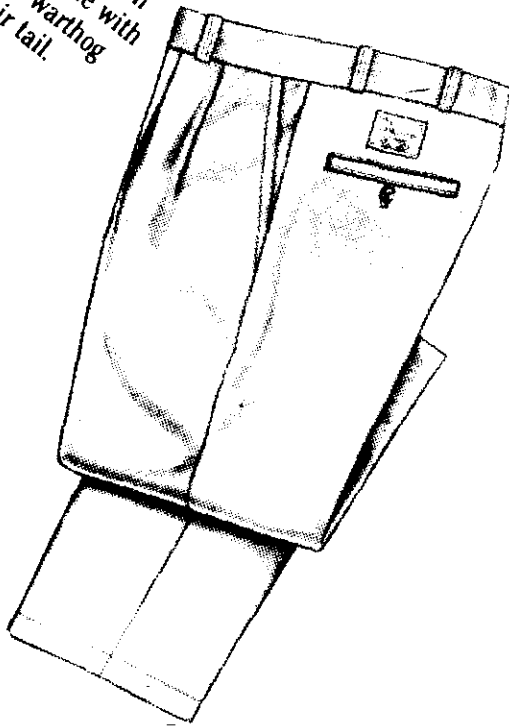
First, I wish to extend Holiday greetings and to thank you for your attendance at Jimi's Birthday. The attendance was less than I had hoped for, but everyone had a great time anyway—especially me, since I won. Too bad it didn't go the whole four days.

Regarding the Carolina Cup games, I did not wish to imply any disappointment in my last letter. Brad was a fine host, apt opponent and all around Good Joe, and a Red Sox fan on top of it. Even though we didn't have enough players for Pax Germanica (I had a bad case of the "Pax bug" that weekend) we all thoroughly enjoyed the weekend, except for the last inning of the World Series game six. However, I do wish to state for the record that Kevin and I *hate* the Steelers and Chargers, and only selected those teams for our Paydirt tournament because we thought the matchup would be interesting.

I'd like to second Brad's comments on Titan. If Titan articles could be bottled, no one would ever suffer from insomnia again (this coming from a non-Titan-player). However, I realize that most shoats play Titan and therefore would enjoy reading these articles much more than I enjoy not reading them. The only fair solution seems to be for non-Titan-players to submit more articles, thereby diluting the Titan concentration in each issue. Toward this end I promise to send in my long-delayed LA Origins article or something equally silly for next issue. (Sure...and I start my diet tomorrow...)

Well, we've finally done it. We've doubled our membership here in Richmond within the past 2 weeks. That puts us from 3 to 6 (no wise cracks from the audience!) with a few more possibilities in the future. This will mean that we'll have enough players for Civilization, Pax, or whatever, next time we host a HavaGame (Feb?). Could be we'll even get around to naming ourselves by then. Last Sunday we had a rousing game of War at Sea/ Victory in the Pacific (combined) in which Kevin (Japan) and I (Germany & Italy) defeated Waldon (US Pacific) Jay and Chris (Allied Atlantic) in 1941. This weekend they will attempt their revenge against us—this time they


WARTHOG
DOUBLE PLEAT
KHAKE PANTS \$22.50
Our very own wash
and wear, all cotton
khaki pants come with
the official warthog
on their tail.



get the Axis. I'll let you know how it goes.

I'm interested in the Ken Peel Games, weather and car permitting. (I don't believe I've met Ken, but I understand that he is a graduate of Santa Rosa Junior College, like myself.) If either you or Ken would be so kind as to send directions, I'll see how many of the locals I can round up and hopefully see you there.

Yours 'til the buzzards stop returning to Hinkley,
Rob McCarter

Rob, Rob, Rob...

Santa Rosa J.C., eh? My old alma-whatever. As you see, your letter has been referred on to me for printing, although I understand that Ed has also corresponded with you directly. Sure, be glad have you drop by next weekend for the Dead of Winter Games. One caution, however: we are dealing here with a one-bedroom apartment, but of course out-of-towners would have first dibs on floor space. Three or four have already expressed an interest, and with you and one or several more we are already starting to stretch the seams of this place. Two good sized boards can go at once, and a third medium board can squeeze in if need be. Enclosed are some directions. Do let me know if you will be bringing more than, say, three. Hey, notice that there's no Titan this month...and two Pax! Hey, do you have any idea what Hurwitz' charts mean? Lets here it for eclectic taste. Ready for Magic Realm?



Dear Ed,

I forgot a few things in my last letter. The first is concerning Pax Germanica. I suggest that for play balance the British division be reduced to 9 and that in a four player game the German division be raised to 6. An interesting variant might be to provide Austria with a merchant fleet in the Med, but with such a variant the German division might best be increased to 7, since an astute German player will seek to place Austro-German condominiums in all the choice spots for double income. Another interesting possibility is the half-board game, in which only the eastern map board is used, allowing 3-6 players. Any random events or minor power activity concerning the western map are re-rolled. This variant results in a net administrative savings to Britain and France of £10 each but also eliminates the Panama Canal option, which is worth the most to Britain and France. Also I suggest experimenting with secretly pre-written moves and expenditures to liven up the game and prevent "staredowns" during the movement phase. This variant may favor the minor countries, especially Italy, who can slip unnoticed into areas of secondary importance and establish sole control while the big countries fight over the choicest areas early in the game. None of these variants has been playtested even once—they are just the late night ramblings of an insomniac gamer (wish I had those Titan pills!). If anyone tries them I'd like to hear how it goes.

Concerning the Gonzo Leagues, I was wondering if it were possible to open expansion franchises, and if so, what would be involved in playing. Are there any Gonzo Hockey or Basketball leagues? Well that'll about do it for now. Take it easy, and have a Smurfy Holiday Season.

Signature,
Rob

Dear Rob,

So, you're thinking of hosting in February, eh? You realize, of course, that if you want Ed there you're going to have to play in his Titan tournament at the NoVAG convention. Anyone have any comments on Rob's Pax variant ideas? Are you aware, Rob, that several GMs run postal sections of Pax? If you are interested, check out The Valor of Ignorance, put out by John Boardman, 234 East 19th St., Brooklyn, NY 11226, Great Big United States of America. John has been gamesmastering multiplayer games (mostly Diplomacy) for more than 20 years, and I don't think he's missed a deadline once. Send him several stamps for a sample or several of his Pax 'zine TVoI. Oh, and on the Gonzo Leagues, see later this issue. Happy New Year, and may your fez always fit.

Ken again.



Memorandum

To: Ed Wrobel

From: Greg Porter

Re: Interesting looking "investment scheme"

I was fascinated by the "get rich quick" scheme in the last Politesse, and like most things of that sort, I decided to subject it to a little number crunching and semantic analysis.

Result: Provided you don't have two brain cells to put together, it looks good. If you do have said number (or more) of neurons in your deck, it looks very fishy.

Like a good magic trick, the key to this scam is misdirection. While it is true that participants in this gamble may make money, more than they invested, and possibly a few thousand dollars if lucky, there is someone else who will make a few orders of magnitude more. But first, let us make some assumptions. For analysis purposes, we will assume two gullibility levels, or GL's, of 5% and 10%, meaning that 95% and 90% of readers of the letter will trash it, and the rest will follow the instructions.

Now, I am going to assume some naughty things, or NT's.

NT#1 - The person who originally made this letter runs the mailing label outfit.

NT#2 - Person from NT#1 has also rented 5 mail forwarding services, in the names of the 5 original people on the list.

NT#3 - Person from NT#1 and NT#2 has obtained the names of 1,000 potential "investors" from a credit bureau or other source, plus a few thousand more for later use.

Now given the 5% gullibility factor, we proceed by each generation of the letter.

Generation #1 - 50 people out of the first 1,000 return \$1 to each of the 5 names, for \$250, and \$13 for 100 names, for \$650 more. These people mail out to 100 people each, for a total of 5,000.

Generation #2 - 250 of this 5,000 reply in kind, but only the first 4 names on the list go to our NT person, for \$1,000. However, 250 mailing lists brings in \$3,250. These people mail out to 100 people each for a total of 25,000.

Generation #3 - Using the same procedure, we get \$3,750 and \$16,250.

Generation #4 - And so on, for \$12,500 and \$81,250.

Generation #5 - Last generation where an original name is on the list. Income is \$31,250 and \$406,250.

In a five generation period with a gullibility factor of 5%, a typical recipient could hope to achieve \$5 the first generation, and five times this for each succeeding one, for a total of \$3,755. In the first five generations of the letter, with a 5% GF, the owner of the mailing list company could hope to make \$556,400.

Now, the entire affair is designed to lead attention away from the mail order company, and toward the legal and low cost aspects. The scheme quickly falls apart when one does some simple manipulation. What if the list of names was 10 names long instead of 5, and the GF was 10%. By the time your name got off the list, the letter would have circulated to every person on Earth...twice, and you would be \$10,000,000,000 richer. Of course, the person selling the mailing list (how innocuously that address sits there, no one ever thinking to change it), they would be \$130,000,000,000 richer.

Obviously, the thing to do is to start this scheme, not participate in it. Another thing: Why bother to send money to the names on the list? It does absolutely nothing to influence the people *you* send the letter to, so just save the \$5, and let the other people be suckers.

I hope this clears up any questions people may have had about this idea.

Hi. My name is John Smith. In September, 1983, I used up my last orange Flair pen. I searched everywhere to find one, but to no avail. I became deeply depressed and considered taking my own life. Then one day, this letter came my way and changed my life.

Today, I have a house in Potomac, Maryland. My basement is filled with somewhere between 350,000 and 400,000 orange Flair pens. And anyone, believe me, anyone, can do the same thing. This orange Flair pen acquisition program works perfectly every time, 100%. And it's completely legal.

This letter has been around the world 36 times. It has been to every continent and 12 submarines. It has been on 4 Space Shuttle flights. It is aboard the Voyager II spacecraft now leaving the solar system.

In 1980, Bill Smith did not respond to this letter. The next day, his Bic pen leaked all over his shirt. In 1983, Jack Dough ignored this letter. He soon broke his leg tripping over his Write Bros. pen collection. This letter was distributed to the residents of Armero, Columbia, who all ignored it. The town was destroyed in a massive ink slide.

This is a perfectly legal way of acquiring orange Flair pens. You don't have to sell anything. You don't have to phone anyone. You don't have to sell anything. You don't have to come into contact with anyone. You can live like a recluse hermit, leaving your home only to go to your mailbox to collect your orange Flair pens.

Follow these instructions, exactly, and within 60 days you will receive over 50,000 orange Flair pens in the mail.

INSTRUCTIONS:

1. Immediately send an orange Flair pen to each of the 5 names listed at the bottom of this page. Also enclose a note saying, "Please add this orange Flair pen to your collection."
2. Wipe out the #1 name on the list and move everyone else's name up one position, putting your own name as #5. Xerox off 100 copies.
3. Get a list of 100 suckers from a phone book, or from me, John Smith Mailing Lists, P.O. Box 7734, Potomoc, MD 20785. Enclose a check for \$130, or \$230 for a list of 500 suckers.
4. Mail the 100 copies of the letter you xeroxed to the people on the mailing list you bought from me. You would never have guessed that you were supposed to do this if I hadn't told you. in the event that you did happen to know this, you may ignore this letter entirely.

NOTE: As soon as you mail out these orange Flair pens, you are automatically in the mail order business and people are sending you orange Flair pens to be placed on your mailing list. THIS IS A SERVICE, AND IT IS PERFECTLY LEGAL! Trust me.

SEND AN ORANGE FLAIR PEN NOW, TO EACH OF THE FOLLOWING PEOPLE:

1. Ed Wrobel, 3932 N. Forestdale Ave., Dale City, VA 22193.
2. Mr. Ed., 3932 N. Forestdale Ave., Dale City, VA 22193.
3. Eric Wrobel, 3932 N. Forestdale Ave., Dale City, VA 22193.
4. Maggie Wrobel, 3932 N. Forestdale Ave., Dale City, VA 22193.
5. Mark Larzelere, 7607 Fontainbleau, #2352, New Carrollton, MD 20784.

THE GONZO REPORT

by Greg Ellis

GFL PLAYOFFS

YANKEE CONFERENCE CHAMPIONSHIP

The Botswana Bats showed championship form as they thrilled a home crowd with a 10 point victory over the Mt. Fuji Bikers. Rolling along with a tremendous offensive showing again this week, the Bats nearly broke 200 yards in rushing and went over 300 in receiving. Bat QB Boomer Esiason had an off day, but the running of Joe Morris more than made up for the slack. The Bats almost had a perfect game, with only 10 yards in penalty flags.

DIXIE CONFERENCE CHAMPIONSHIPS

The home crowd made the difference in a hard fought match between the Colorado Cosmic Penguins and the Glasgow Pipers. The Penguin attack was led by Marcus Allen who had 60 yards rushing on 13 carries and 38 yards on 6 receptions. Coach Marty Schottenheimer chose a playoff game to debut rookie QB Chuck Long, and Long responded with 167 yards passing and only one interception. Piper Quarterback Jim Kelly had only a fair day, and he blamed his poor performance on the fact that his receivers couldn't hear him when he needed to change plays at the line. "That crowd was as noisy as I have ever heard! I used to play in the Astrodome, which is a small, enclosed stadium, and it never got that loud!"

GFL NEWS

Things are going along pretty well in setting up for next year. When we have the draft this next spring the teams will be drafting in reverse order of their finish this year. That order is as follows: Rocky Mountain, Baltimore, Virginia, Western, Dallas, Mt. Kisco, Kokomo, Niagara, Chesapeake, LA Bruins, Houston, Oregon, Mt. Fuji, Glasgow, the Gonzo Bowl Loser, the Gonzo Bowl winner. Teams may trade players starting Tuesday December 23, 1986. The deadline for seven players that you intend to hold over until next year is February 14, 1986. (All the players being cut in one day can be referred to as the St. Valentine's Day Massacre.) That should give you plenty of time to arrange for any trades and make your decisions. The scoring rules for next year won't be set until well after that, so do the best you can without that additional information. I just can't justify setting those rules in concrete without substantial discussion between now and then.

By the way, if you don't get me a roster of six players and one line, I will just keep the top player from each position on your week 14 roster, and random which of the three lines are kept. I will also assume that you don't intend to play next year and I will advertise your team as one of those for sale. **If you already know that you won't be back, please let me know now.** If it is possible, I would like to bet the new owners started out ASAP. It has been a great year in my estimation. Next year there will be fewer GM errors, and consequently fewer game reversals. There will be higher scores, with more scoring opportunities to help us toward more parity (though I can't complain too much with 3 teams at 7 and 7; 6 losing records and 7 winning records). I hope you all decide to come back! I'll be there!

((This is Ken now. We'll try to have a wrap-up next month on the outcome of the GFL Gonzo Bowl. It looks like there might be a few openings, so if any PoliSubbers out there are interested, drop Greg Ellis a line at: 700 Rio Grande, Austin, TX 78701. A number of shoats are there already, such as Ed Wrobel, Doug Brown and Phil Dancause. Or, someone else might even consider starting their own Gonzo Football league next year. Again, drop Greg a line. —Ken))

FINAL STANDINGS 1986 SEASON

YANKEE CONFERENCE

East			West		
Mt. Fuji	9	5	Botswana	12	2 0
Chesapeake	7	7	Oregon	9	5 0
Niagara	7	7	LA Bruins	8	4 2
Mt. Kisco	6	8	Rocky Mtn.	1	13 0

DIXIE CONFERENCE

East			West		
Glasgow	10	4	Colorado	10	3 1
Kokomo	7	7	Houston	9	5 0
Virginia	4	10	Dallas	4	9 1
Baltimore	3	11	Western	4	10 0

1986 HOLIDAY GREETINGS

The year began quietly enough for our family. Katy and Andy attended an overnight New Years Eve party at their school, while Chris, Louis, and Emily stayed home and watched football games. Katy and Andy had quite a number of activities with their classes at school, particularly during the summer camp sessions where they went to many of the attractions in the Los Angeles area. They are both doing well in school. Katy excels in Math and Art in first grade and takes dance after school. Andy is in kindergarten and is quite active and coordinated. He is taking gymnastics after school. Andy has also been subjected to allergy shots every week this year and has been extremely brave. Emily is 2½ now and is still as sweet and well-behaved as ever. She waves bye-bye to us in the morning and watches Sesame Street under the watchful eye of LaNore.

Chris is still enjoying work at Litton, doing a variety of research activities in the areas of glass ceramics, sealing technologies, and vacuum processing for the Ring Laser Gyro. She has taken the Litton management class and has assumed some periodic supervisory duties. Last January she started long-needed orthodontic work and will need braces for a couple of years. She plays softball and volleyball at Litton after work.

Louis is enjoying not working at Arete as he was victimized by a Halloween "trick" when the company laid off one quarter of the employees in three hours. He is collecting unemployment insurance and is actively seeking a job within a reasonable commute distance. Louis managed the Arete co-ed softball team last summer to an undefeated regular season and the league championship. He is proud of his trophy. In September, he had arthroscopic knee surgery to correct a ten-year-old problem and is now actively bicycling for physical therapy.

We had a couple of interesting family trips this year. In early June we travelled by car (which mysteriously stalled several times - problem remains unfixable) to San Francisco for the Conference on Lasers and Electro-Optics which Chris attended. Louis had a fun time taking the children to Golden Gate Park, Exploratorium, and Fishermen's Wharf. In late June and early July we travelled a very circuitous route via Amtrak to Vancouver and the World's Fair. We had a "family bedroom" on the train, which everyone enjoyed. The route went from LA to Salt Lake City (Park City Alpine Slide, Heber Creeper Steam Railroad) to Portland to Seattle. Louis' parents joined us there, and we all had an enjoyable three days at the Fair. We then drove in their Subaru to Glacier Park where they continued onward, and we took the train back to Sacramento for a Fourth of July rodeo, picnic and fireworks with the Sugar family.

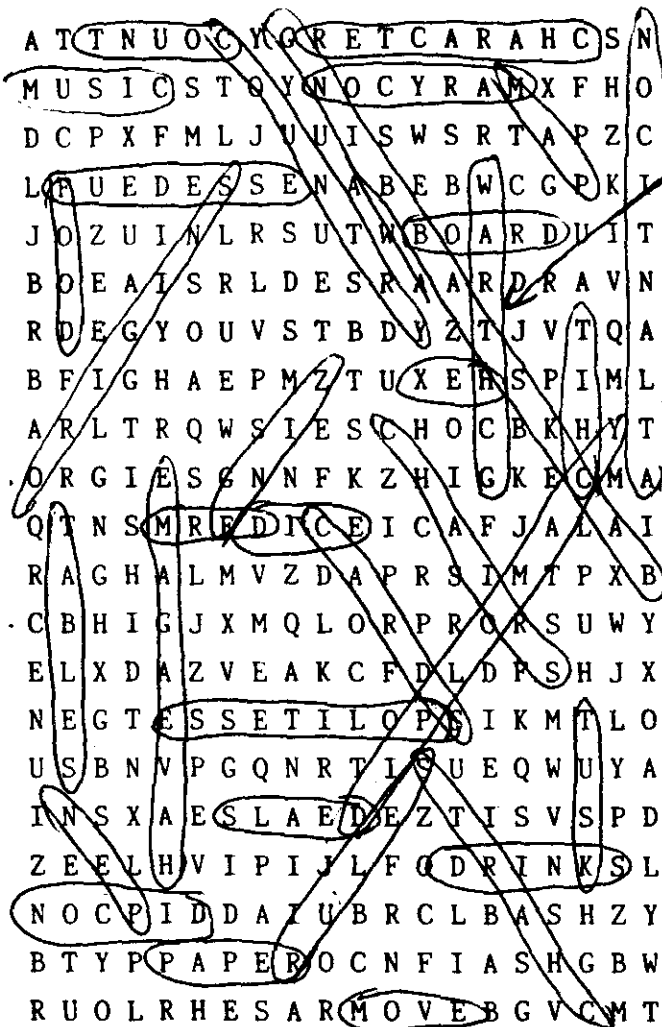
We are currently anticipating Santa Claus with a cut-it-yourself pine tree and lots of presents under it. Merry Christmas and Happy Hannukah to you all and best wishes for 1987.

Chris, Louis,
KATY ANDY EMILY

Warthog Word Search Solved! Wrobesque Typo Discovered!! Ed Banished for 8 Months to Gulag Dale City!!!

WARTHOG WORD SEARCH

-Kathy Vessey



- ~~AtlantiCon~~
- ~~Back Stabbing~~
- ~~Board~~
- ~~Cards~~
- ~~Chairs~~
- ~~Charts~~
- ~~Character~~
- ~~Chit~~
- ~~Count~~
- ~~Country~~
- ~~Deals~~
- ~~Dice~~
- ~~DipCon~~
- ~~Diplomacy~~
- ~~Drinks~~
- ~~Food~~
- ~~Fuedesse~~
- ~~Have a game~~
- ~~Hex~~
- ~~Map~~
- ~~MaryCon~~

- ~~Move~~
- ~~Mr. Ed~~
- ~~Music~~

- ~~Origins~~
- ~~Paper~~
- ~~Pen~~

- ~~Politesse~~
- ~~Rules~~
- ~~Tables~~

- ~~Tusk~~
- Warthog
- ~~Zine~~



See highlight - Shld
the "C" have been
an "O"?

Grubelndw
12-11-86

YOU CAN CHECK OUT ANY TIME YOU WANT... ...BUT YOU CAN NEVER LEAVE

Last issue I announced that I would be taking a leave of absence from Politesse. I've decided to begin now rather than wait until the spring. Gaming does not hold the same fascination for me anymore and there are other things I'd like to do. (I still hope to play a little Titan or something on occasion.) In recent months, Politesse has come to depend less and less on my own contributions since so many people have been writing. That makes my departure much easier because I can be confident that WARTHOG will carry on. In the words of the immortal Frank Bartles, "Thank you for your support."

—Ed

((Ed, you certainly deserve a break, after all this time. Drift along all you would like, and feel free to be Politesse's roving, investigative reporter and ultimate authority on the ideological correctness of all events within shoatdom. However, knowing you as well as I do, I caution against premature pronouncements of waning interest in the gaming. Now's the time kick back, reflect on the astounding abundance of rules lawyers as a percentage of the general population, and generally poke around. Don't be too surprised if you find your minxness and natural publicist proclivities get the better of you once again sooner than you might think. You are right on target in one respect, however: you sure could use a few hundred hours more of practice in the Titanic arts. —Ken.))

Politesse

Kenneth Peel
8708 First Ave., #T-2
Silver Spring, MD 20910



In This Issue:

- Titan tourney by Wrobel
- Pax by Hurwitz, McHugh, McCarter
- Magic Realm by Martin
- Dune by Newman
- More Civ from Parker!
- Humor by Larzelere
- Investment advice by Porter
- Fashion hints by Salvatore
- And much more...

Larry:

Larry Peery
PO Box 8416
San Diego, CA 92102



Next Issue:

Whatever you contribute!

*Opps...
Do I have to
put you in an
old-fogey complimentary
sub category?
—Ken
P.S. don't count on it.*