

Politesse

The Dale City Journal of Multiparticipational Telephonic,
Postal and In-person Nonwargaming Serving the Greater District
of Columbia Metropolitan Area and The Nation February, 1984

I stole that from Willy the Shake-
Y'know: "Neither a borrower nor a
lender be..." -J. Mitchell

When a man's verses cannot be
understood, nor a man's good wit
seconded with the forward child
understanding, it strikes a man
more dead than a great reckoning
in a little room. Truly, I would
the gods had made thee poetical.
--As You Like It

Greetings

Longtime poliSubbers will recall the Byrnecon-Marriage Poll of fall, 1983. A substantial portion of our readers NVRed (NoVoteReceived), indicating they cared nothing about the fate of our marriage or the continuation of our career in DipDom. These unfeeling, callous individuals should consider themselves fully responsible for recent events in one of the fiercest feuds inside and outside The Hobby- the case of Loebach (outside) vs. Wrobel (inside). To relate these events would be a breach of politesse. (Unlike other dipzines, we do not air our dirty diapers in public.) We merely note that "Maggie's Zine" will no longer appear within these pages, and, henceforth, Politesse will come to you from:

ED WROBEL
PO BOX 3463
ARLINGTON, VA 22203

Individuals curious about our thoughts on "As You Like It" should inquire at Society of Bibliophilic Gourmands, c/o Maggie Loebach, 3932 North Forestdale Ave., Dale City, VA 22193.

Civilization

Your poliEditor and Sean Vessey will be attending John Woodson's Civilization game to be held February 11, beginning 11 a.m., at 4409 Greenbrier Road, Raleigh, NC 27603. John may still have two openings left. Call him at (919)772-7793, if you wish to attend. Overnight accomodations available.

We were pleased to join fellow members of the Washington Gamers Association for a game of Civilization on January 21 at The Compleat Strategist in Falls Church, VA. We have previously conceived of WGAers as primarily hexagoning wargamers but of late we find great interest among them for higher pastimes. This particularly exercise in civilization employed expanded card sets (including wine, oil, dye, gems and ivory) and several of the "new" rules. Cities did not exhaust a region's population-bearing capacity; players were permitted to hold trade cards in excess of six to match their count of cities. The game ended in a concession to Africa, guided by Stuart Moulder (Mysticism, Metalworking, Coinage, Music, Astronomy, Medicine, Architecture, Democracy and Law). As Egypt (Pottery, Coinage, Architecture,

Politesse offers announcements of gaming opportunities in Diplomacy, Civilization, Illuminati, Titan, Rail Baron and Empire Builder, and other games, as well as an occasional literary allusion and a bit of obscurantic wit. For a fully adjustable poliSub, send any amount of money for any number of issues to Ed Wrobel.

Medicine, Engineering, Literacy, Drama & Poetry, Democracy, Law and Philosophy), we enjoyed good relations with our continental neighbor until his pending victory became apparent. At great expense, we sacked Tripoli and engaged Ben Butterfield's erratic Italians (Clothmaking, Architecture, Astronomy, Engineering, Agriculture, Literacy, Law, Drama & Poetry, and Democracy) as allies. A partial trade ban slowed but could not halt the African advance to superiority. Chip York's Thracians (Pottery, Coinage, Architecture, Agriculture, Drama & Poetry, Literacy, Law, Philosophy, and Democracy) were fast upon the African heels, while dust was fare for Allan Korff (Crete), Mike Borden (Babylon) and Paul Luu (Assyria).

HadaGame

Sean Vessey's first annual Fibwinter Games were held January 14, 1984 in Alexandria, Virginia. In Diplomacy, Myers Game 1/84A was played. For dessert, the gamesters engaged in exhibitions of Rail Baron and Empire Builder. We present analyses from three participants: first, the ever-questionable Dick Martin, GM extraordinaire and assistant editor of Retaliation, Brad Wilson's favorite DipLine...

Ah, the wonders of non-involvement! Thanks to you all (y'all? -ed.) for not forcing me to play. 'Twas an interesting game to watch, and the rush was very intense whenever I could call out "Time's up! Get those orders in!" Power is a wonderful thing. You guys just play too carefully for me to get used to. I am accustomed to the 3-stab-a-turn atmosphere of a Byrnecon. My preference lies about midway between the two extremes. What I find most interesting is the differences in styles of play between the two groups. One is more dedicated to staging the perfect stab, and the other in working out strategy between allies. The situation warrants further observation. And no, I don't have the SC chart. --DM

Don't worry! Here it is, Dick:

	01	02	03	04	05	06	07	08	
Aus (Wrobel)	5	6	7	7	6	7	6	6	Result: E/F draw
Eng (Vessey, S.)	5	5	7	7	9	10	9	9	
Fra (Townsend)	5	5	6	6	7	7	10	10	The SC chart was maintained
Ger (Fahrmeier)	5	6	5	4	2	0			by Dick Martin and preserved
Ita (Vessey, E.)	4	3	1	1	1	1	0		by Sean Vessey
Rus (Byrnes)	5	5	4	5	4	4	4	4	
Tur (Peel)	4	4	4	4	5	5	5	5	

And now a word from the nearly ever-victorious Doug Byrnes...

The Fibwinter Games were hosted by the congenial Sean Vessey and attended by his sibling, Eric the Novice, Fred "No Stalemate Line" Townsend, Louis "Choo-Choo" Newman, Ken "I didn't bring the World Dip board" Peel, Ed Fahrmeier and myself from the burg of Baltimore, Ed "Eraser" Wrobel, and someone claiming to be Dick Martin. Although it is common knowledge that the only thing Martin loves more than destroying Wrobel at Diplomacy is destroying children at Snit's Revenge, the imposter arrived snitless and refused to play Dip. Nor did he produce valid identification at any time during the Games.

Peel walked in, bubbling with enthusiasm for his favorite game, World Diplomacy. He gave each of us a 7 page copy of the rules, and asked if anyone wanted to play in a postal game he was organizing. If he had brought the board, we would have played. "I thought it was already determined that we were going to play Dip!" he wailed. Hardly.

Factions evolved and dissolved. Proposals were accepted, then rejected. People made speeches, offered agreements, and reneged on agreements. We cajoled, threatened, begged and pleaded, and jockeyed for position. Finally, Fred Townsend mounted an irresistible offensive and forced the affair to a conclusion. We had decided what to play. Diplomacy.

I take full responsibility for the defeat of the Eastern alliance. If I had stood fast with my Turkish and Austrian allies, we would have held against France and England. But my strategic sense went AWOL, I attacked Turkey, and France swarmed into Italy and the Ionian. It was the worst move I have made in my diplomatic career, and I hope Wrobel and Peel will still consider me a reliable ally in spite of it. (Fat chance! You are horseflesh next time!! -ed.) Trust me. (! -ed.) At game's end Townsend refuted our final defense, stating "The problem with this is... it's not a stalemate line!" and we agreed to the inevitable 2-way.

About this time, Newman arrived and maneuvered himself into a game of Rail Baron with Eric Vessey (never played it), Peel (played once before), and Sean Vessey (played a couple of times). They thought it would be a "practice game" but Newman showed no mercy. Their agonized screams were difficult to endure- but then our game of Empire Builder was not a pretty sight, either. In EB you use a crayon to draw railroads on a plastic mapboard. Wrobel supplied me with a defective crayon. Try building a rail empire with a crumbling crayon. It ain't easy. No wonder I lost. --DB

And speaking of which, here's that little ol' empire builder himself, Martin, R. Dale...

My EB victory should gain me some title, shouldn't it? It was certainly a very clone game. If not for you fellows generously riding my lines at the end, I would have been in serious trouble. I was 3 turns from winning with \$250 million, and I believe Wrobel would have reached that level before me. (Editor's note: Your ever-gracious poliEditor had been accused of an indiscretion earlier in the game while vacationing in Boston with his lines down and, therefore, felt morally bound to slow his career to victory.) It's not often that a 4-player game is that close between all 4 players at the end. A very well-played (not counting the phantom line to Boston), competitive game.

Strategy? Locking up the oil cities, and easy access to sugar and cars (which I carefully kept hidden from the Man from Mars) were prime goals for rail-building. I was also the first to buy the bigger, faster choo-choo; that was an advantage. And I never rode on anybody else's track if I could help it. Drawing decent, but not great cards helped quite a bit, too. I'm ready for a rematch.

The unfortunate situation in Boston demonstrates the need for a comprehensive set of house rules. Games such as Empire Builder with poorly-written rules are unplayable without them. Perhaps we should refer this task to a mutual acquaintance?
--DM

And a word from our host, Mr. S. Vessey...

Thank you to all participants for making my little fest a success. A special thanks to Dick Martin for serving as game adjudicator and keeping the game moving. His sacrifice allowed the host to commit the "faux pas" of drawing in the Diplomacy game. Dick's time control allowed the disgruntled a chance for revenge in the games that followed.

P.S. Yes Ed, I do feel rotten the day after a diplomacy game, but I recover in another day. C'est l'vie, c'est la guerre, c'est la pomme de la terre!

NOTES FROM THE UNDERGROUND:
THE FIBWINTER WAR FOR FREEDOM

by Sean Vessey
Royal Historian
August 15, 1910

England 1910

"All men can see these tactics whereby we conquer, but what none can see is the strategy out of which victory is evolved." (Prime Minister of England quoting Sun Tzu, The Art of War at the Queen's victory ball.

In order to clarify the strategy of the Anglo-French alliance for students of history, the following comments are provided by military and diplomatic leaders.

Spring 1901 - Spring 1903

"Diplomatically this period was concerned with the formation and maintenance of the triple alliance of western powers. Attempts to disguise this alliance proved futile when distrust drove the French and German allies to their respective neutralizing moves in S1901 - A Par to Gas and A Mur - BOH. Sloothing reassurances to Russia and the other Eastern powers sounded hollow in the face of an obvious French-German neutralization.

In the East a Russo-Turkish alliance was sealed with an exchange of supply centers. A devious Autro-Hungarian, with a complete lack of diplomatic decency greedily cooked stolen Italian pasta." (Lord Eckle-Hyde foreign office administrator of Freed Territories.)

"The Queen's troops and H.M.R.N. during this period performed heroically in securing the resources and positions needed to pursue the Northern Campaign dictated by the Western Triple." (Lord Admiral Needham, Admiralty Commander of Her Majesty's Northern Forces.)

Fall 1903 - Fall 1906

"Eastern alliance spies successfully bribed the German Munich garrison commander to allow a hostile army into Munich in Spring 1903. Fearing further breaches in the Western alliance line, the French president urged decisive intervention to replace the German forces with reliable troops.

Her Majesty's government was reluctant to strike for fear of weakening the wall against the hungry hordes of the East. However, it was deemed advisable to secure Scandinavia in order to safeguard the security of Her Majesty's Northern Forces. The victory in Scandinavia was made possible through judicious diplomacy, which caused the Russian and German fleets to bounce in Sweden, while British forces slipped into Denmark. Germany was then offered a chance to clean house.

Germany refused to purge its armed forces, in particular, the radical elements present in its navy. This, along with further French urgings to bring democracy to the German people forced the occupation of Germany proper. The propriety of this action was soon justified by an attempt by the German navy to support the Russian army into St. Petersburg - Victoria in Spring 1904.

The successful campaign in Scandinavia and northern Germany was marred in one respect -- one army commander on his own authority, negotiated with the Russians to help their forces secure the German capitol. The English officer, in overenthusiasm, double-crossed the Russians and put the Queen's troops in Berlin while allowing Eastern alliance troops back in Munich. This created serious problems with the French ally as well as damaging the Anglo-French strategic position.

The diplomatic and strategic situation was rectified by the brave, bitter sacrifice of the vicious English army of Berlin in 1907. Their "Light Brigade" charge into Silesia allowed the French forces back into Munich. This period was also marked by half-hearted attempts to split the English-French alliance. The Eastern alliance failed to consider the fact that most of the Royal forces were tied up in the Baltic front making the repugnant even more inthinkable.

A bright spot to free peoples everywhere was the brave fight of the Italian nation. To overcome the vicious Austro-Hungarian stab, the Italian resorted to Machiavellian diplomacy and managed to stay sovereign longer than the German tyranny." (Ambassador Nellville Foreign Office)

"The British forces performed well in all phases of the Northern, Baltic, and German campaigns. Tactically, English troops performed well on all fronts, especially when dealing with wandering armies. General Shortstight paid dearly for his rash, but understandable action in Berlin. With the proper diplomatic preparation, the Berlin maneuver could have broke the Northern stalemate." (Lord Needham, Admiralty)

Spring 1907 - Spring 1909

"This period had little active diplomacy in Europe. In the Far East Japanese troops pressed their attack into Siberia. While Her Majesty's government originally supported this, we soon persueded the Americans to redress the balance.

Eastern alliance powers refused to negotiate until their position became convincingly unobtainable, thanks to the successful French-Mediterranean campaign. The Treaty of Vienna ended the was and brought democracy to eastern Europe." (Lord Eckle-Hyde, Foreign Office.)

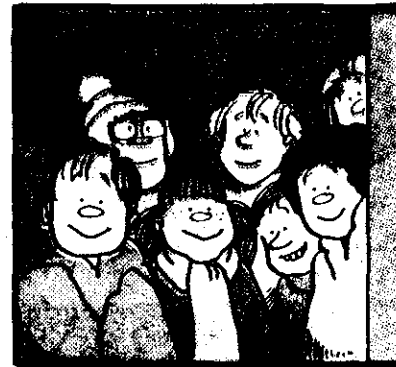
"Gallant fellow, these soldiers; they always go for the thickest place in the fence." (Admiral De Robeck, French General Staff during the Mediterranean campaign.)

England 1910

In summary, the campaigns of the War of Freedom were generally conducted tactically well by all participants. However, all participants could have benefited through a more judicious use of diplomacy. Both the Eastern and French-Anglo alliance were successful in holding together their repective alliances. Both alliances were unsuccessful in breaking up the enemy alliance, though. The following quotation from Cheri Man Moi contains wisdom for both the general and diplomat in all of us.

"War is the continuation of politics . . . It can therefore be said that politics is war without bloodshed while war is politics with bloodshed."

FIRST MINIMARYCON FEATURES BIG GAME AND BIG BRUTES FROM BALTIMORE!!



Ken Peel and a few close personal friends learn there are no free rides...not even to MiniMaryCon...

MiniMaryCon was held January 28 and 29 at Mary Washington College in Fredericksburg, Virginia. The game was a Dip variant known as World War IIIb, courtesy of Jim Yerkey, one of Baltimore's Best. WW IIIb is a global variant with 15 countries, intriguing canal rules and very creative order announcement. We played over the course of two days. The next issue of Politesse will include a complete report.

ALL ATTENDEES ARE REQUESTED TO SUBMIT ENDGAME STATEMENTS BY FEBRUARY 21.

Also featured next issue will be an actual pictorial representation of Dick and Julie Martin arriving at the con.

WASHINGTON GAMER'S ASSOCIATION

The WGA holds regular gaming meets in the DC metro area. Come join us at these places:

1st & 3rd Saturdays
of each month

2nd Saturday of
each month

4th Saturday of
each month

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11 a.m. to 6 p.m.

Thomas Jefferson
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7415 Arlington Blvd
Arlington, VA
12:15 to 5:00 p.m.

The Little Soldier
100 S. Patrick Street
Alexandria, VA
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NOVICE POSTAL DIP POSTAL DIP FOR NOVICES POSTALLY NOVITIATE DIPLOMACY

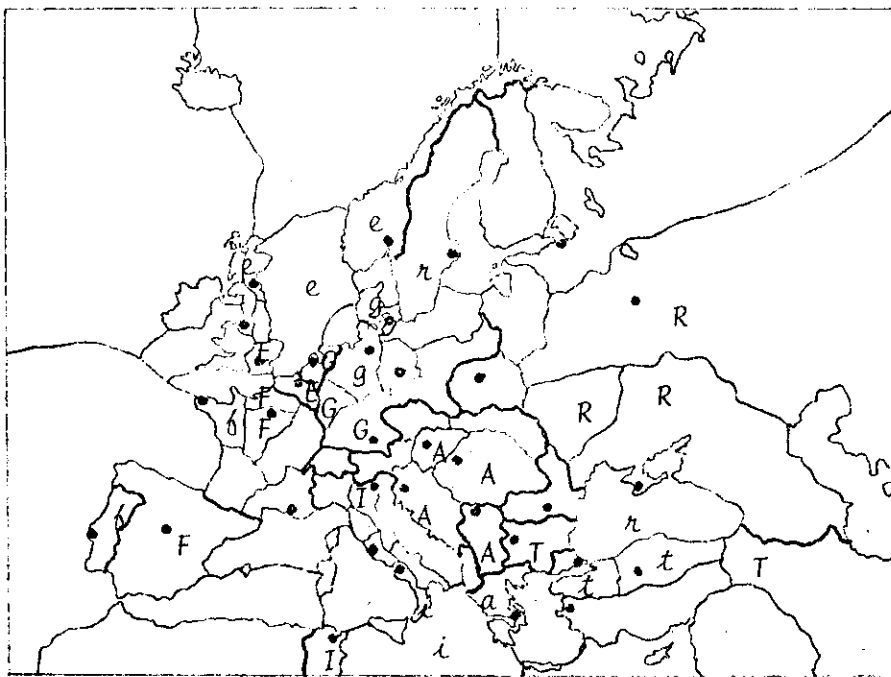
Face-to-face Dip players who would like to get their postal feet wet may wish to inquire at the sign of the Institute for Diplomatic Studies, PO Box 8416, San Diego, CA 92102. Larry Peery is offering to gamesmaster a game for novices (i.e., currently playing in 3 or less postal games for less than a year). We find Peery a bit pricey, although he alleges losing nearly \$3000.00 on DipStuff last year. Playing in the game will cost you \$15.00 per year for a subscription to Peery's 75+ page quarterly, Xenogogic, and the subzine reporting the game results. You will also be asked to donate a \$1.00 "DipTax" to benefit Hobby Services.

Teletesse

After months of recruitment, two false starts and a near abortion, our first telephone Dip game began January 4, 1984. Nearly every player has commented favorably on the telephone format. Orders are phoned in weekly and adjudications are mailed to the players the next morning in Teletesse. The game thus proceeds much more quickly than a postal game but bears none of the burdens of face-to-face play, such as limited time, fatigue, last-minute drop-outs or late arrivals.

The players (Fred Townsend as Aus, Nate Brown as Eng, Sean Vessey as Fra, Bob Bragdon as Ger, Doug McMahon as Ita, Ken Peel as Rus and Jim Alves as Tur) are an interesting mix of the cutthroat, the ethical, the inscrutable, the Boardman Toady, the young, the over-educated and the lucky. The game's opening saw presumably friendly bounces in Burgundy and Piedmont, and a definite anti-Turkish Russian move. Ironically, the Russian gained no centers in the south but garnered Sweden at the sufferance of an obliging Germany. Austria and Turkey took their traditional gains (Austria leaving his northern border naked to keep close watch on Italy and Turkey choosing just the right defense). The grandeur that was Rome pursued a Lepanto.

In the west, England was pleased to find no opposition in Belgium by virtue of the Burgundian bounce but was concerned by the Fall congestion in the Lowlands. France and Germany saw no need to continue disputing the wine country, and have each built an Atlantic fleet. In apparent friendship with France, England built an army in London and a fleet in Edinburgh. The Austrian and Italian constructions were prosaic, and there can be little doubt that the Russo-Turkish conflict is progressing.



Europe after Winter, 1901

ARMIES IN CAPS

fleets lower case

We do need telestandbys who can be called in the evening in case a player NMRs. You get the position for free if the player NMRs consecutively.

Mark Berch Department

"If he was a subscription, I'd CANCEL him."

And I have been all this day to avoid him.
He is too disputable for my company: I think
of as many matters as he, but I give heaven
thanks, and make no boast of them.

--As You Like It

BOURSE RULES (for World Diplomacy IV)* from Mark Stegeman

1. Each player starts with 1,000 units of each currency: Dollars, Cruzeira, Francs, Riyals, Rubles, Rand's, Yuan, and Australian Dollars.
2. The price of each national currency is always expressed in terms of special drawing rights (SDRs), a neutral currency.
3. The play of the game consists of buying and selling the various currencies. During each Spring and Fall turn each player can: (a) sell any number of the national currencies for SDRs at the current price; (b) purchase any number of the national currencies with SDRs at the current price. A player can accumulate up to 500 SDRs.
4. No player's holdings of any currency can ever drop below zero, and his holdings of SDRs can never rise above 500. Also, no player can ever sell more than 500 units of any single currency in any single turn. Finally, players cannot trade fractional quantities of any currency except SDRs. If a player's orders violate these restrictions then the offending transactions will be scaled down until these restrictions are satisfied.
5. Initially the price of one unit of any currency equals one SDR. After each turn prices are adjusted to reflect purchases and sales during that turn. The new prices then apply to purchases and sales in the subsequent turn. The price of a national currency rises .01 SDR for each 100 units of net purchases during that turn. The price of a national currency falls .01 SDR for each 100 units of net sales during that turn. Fractions of 100 units are ignored. For example, if all players together buy 10 Francs and sell 308 Francs, then there are net sales of 298, and the price of Francs drops .02 SDR.
6. It is not necessary to submit orders every turn. A player who submits no orders simply makes no trades. No conditional orders are allowed.
7. The deadline for orders will ordinarily be the same as that for the World Diplomacy game itself.
8. The price of a national currency never drops below .01 SDR unless that country is eliminated. At that point trading in that currency stops and it becomes worthless.
9. The game ends when the World Diplomacy game ends. Each unit of national currency is worth points equal to the number of supply centers owned by that country at the end of the game. SDRs are worth no points. The player whose final currency holdings are worth the greatest number of points wins.
10. Each turn the GM will list the purchases, sales, and net holdings of each player. Players may use pseudonyms, but real identities will be revealed at the end of the game.
11. Anyone not playing in the World Diplomacy game can join the Bourse at any time, starting with 1,000 units of each remaining national currency.

*These rules are adapted from bourse rules in other publications. The main difference here is that some SDRs can be accumulated. This is intended mainly as a convenience to the players, although it could sometimes be advantageous to hold SDRs for profit reasons.

Mark advises that the World Diplomacy demonstration game is nearly ready to begin. (He promises it will be straighter than these bourse rules.) PoliSubbers are encouraged to sign up as standby's or as bourse players. The bourse should be great fun, especially for those of you suffering from liquidity constraints who would like to get a taste of currency speculation. Contact:

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

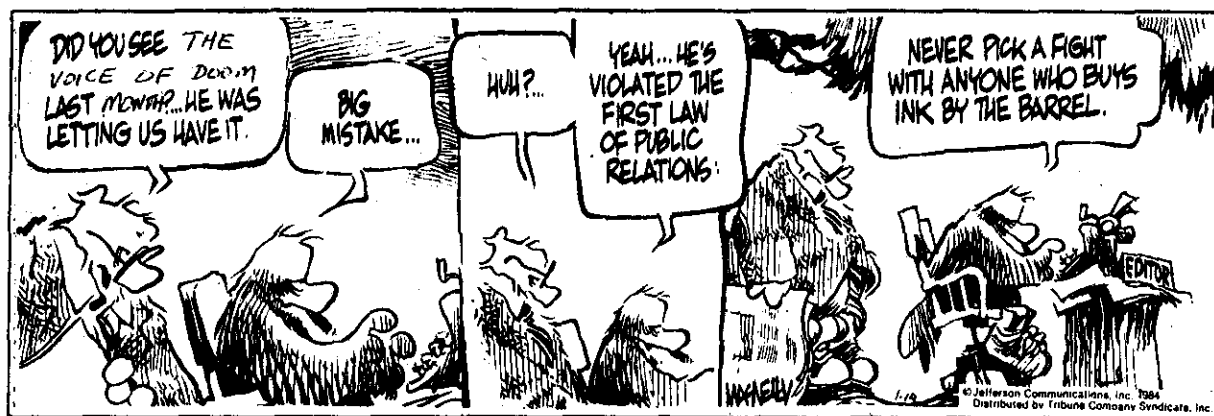
Ken Peel
8708 First Ave. #T-2
Silver Spring, MD 20910
(301) 495-2799

Crime by Those With Diplomatic Immunity Rises

Readers of Mark Berch's Diplomacy Digest will note the establishment of the "Ed Wrobel Department" in that worthy publication. We have not previously been impressed with Mr. Berch's appreciation of the lyrical beauty of this name and so we can only speculate that he intends to employ his new department as a propaganda vehicle to support his support of Bruce Linsey's silly gamesmanship. We defy Mr. Berch to supply a rulebook citation which permits this kind of order. Any rank novice is well aware that a support may not be supported. It would be absurd to attempt, e.g., A Burgundy S A Munich S A Kiel-Berlin, and maintain that A Kiel moves with two supports! And yet, this precisely what is proposed by the editor of Diplomacy Digest! In the future we shall read Mr. Berch's tactical advice columns with a slightly jaundiced eye.

Another well-known editor of a well-known Diplomacy monthly has chosen to (once again) abdicate his editorial responsibilities. In retaliation for our clever presentation of his missive in the January Politesse, Mr. Linsey altered our letter of November 24, 1983 and printed it in Voice of Doom #89. Not very original but potentially amusing, eh?

Perhaps-- but our jester of VD forgot to let anyone in on the joke! In contrast to the several clues we inserted to alert the reader, this esteemed gamesmaster printed our letter as if it had not been edited at all! A bit misleading, we believe- if agree, do not hesitate to express your opinion in the Voice of Doom. Of course, you will risk the wrath of Mr. Linsey's blue pencil...ah, the power of The Press!



...always the dulness of the fool is the whetstone of the wit.

-As You Like It, 1:11

AN OPEN LETTER

3932 North Forestdale Avenue
Dale City, VA 22193
January 15, 1984

Mr. Bruce Linsey
Apt. 3
73 Ashuelot Street
Dalton, MA 01226

Mr. Linsey:

I agree that you desperately need lessons in editing (as well as judgement, taste and tact). Your failure to indicate the deletion of key passages in my letter of November 24, 1983 is unconscionable. As you wrote on my copy of Voice of Doom #89, this is retaliation for my humorous editing of your letter printed in the January issue of my publication, Politesse. Your action represents an escalation of a bitter conflict rather than a fun-loving response-in-kind.

There are several important differences in the way each of the letters was presented. I gave every indication to the reader that I had edited your letter to change the meaning. Printed within the body of the letter was a cartoon portraying an editor scolding an employee with these words: "This thing you wrote really stinks. I'll have to rewrite it totally." Each deletion was indicated by an ellipse (i.e., "..."). Minor additions were shown in parentheses. My response to your letter alerted the reader that deletions had been made and offered an explanation that made clear the humorous intent: "due to space limitations and an uncontrollable urge to commit an act of mischief." You alluded only vaguely to your butchery of my letter with "excerpts, ellipses expunged" next to the date. You edited only the first three paragraphs, leaving the "serious" part of the letter intact and thus camouflaged your odious action. You did make a veiled reference to my joke by briefly mentioning editing lessons in your reply. Only careful readers of both publications might suspect that you changed the meaning of my letter as a joke. There are many "Doomies" who do not subscribe to Politesse.

You have done me a disservice by misrepresenting my views. It is not as severe a transgression as some of your past indiscretions (such as printing Barno's remark about Julie Martin) but it is quite consistent. Perhaps Voice of Doom has changed in recent months. Bruce Linsey has not.

Sincerely yours,

In politesse,

Edward Wrobel

Edward Wrobel

P.S. You will probably be pleased to learn that my wife is extremely interested in learning the identity of a certain "Ms. Extrom." And no doubt Ms. Extrom would be interested in learning the basis for my alleged remark in the letter under question.

courtesy copies: Voice of Doom mailing list dated October 18, 1983

THE AMAZING TYPEWRITER BRUCE LINSEY WISHES HE OWNED!!!



from Carrion House by Hickman x3

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THE HISTORY OF PUDGECON

by Bob "PudgeDon'tBudge" Olsen

Does PudgeCon have a history? I can hardly see how- we like to say we are just now establishing our traditions which will carry forward into the future. Really, what is there to say? First year: had a bunch of people. Second year: had a buncha people, slightly fewer, some different ones. Prosaic, at best, isn't it?

(Editor's note: Mr. Olsen is the slightly overweight host of PudgeCon and the winner of the 1983 Diplomacy Writer's Poll.)

GOTALETTER

I have a question for Politesse since I see that we are allowed to submit same. Would you play in a game with Mr. Linsey as the gamesmaster if he threw out all of his houserules? You realize that this means you would have to rely on Mr. Linsey's common sense. I am very interested in your response.

-Kathy Byrne
Flushing, NY

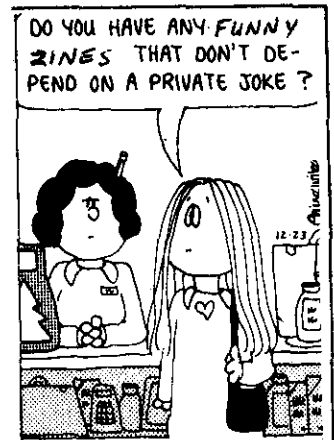


Our correspondent is the Boardman Number Custodian, the editor of Kathy's Korner, and a leading proponent of the Socratic method.

In reply to Ms. Byrne's query, we can only point to the following exchange. It took place at the 1983 DipCon in Detroit.

Eric Kane: Bruce, you don't have to assume the gamesmaster has no intelligence!

Bruce Linsey: When you're dealing with a GM like me you do.



THE 1983 FRESHMAN CLASS POLL

Don't neglect to vote! Send your 10s (Politesse) and 0 through 9s (others) to Scott Hanson, Apt. 306, 233 Oak Grove, Minneapolis, MN 55403. Eligibles include:

ZINES

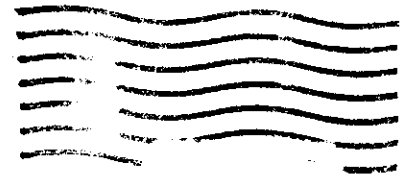
Politesse
Alpha & Omega
Battle Stations
Bersaglieri
Cathy's Ramblings
DIJAGH
The Diplomat
Festungs Hof
Hai! Jakai!
Manifest Destiny
Midlife Crisis
Ouinipique
Raging Main
The End Justifies the Means
30 Miles of Bad Road
Weismark Dip-press
Who Cares?
House of Lords

SUBZINES

The Beholder
The Buck Stop
Betty Daly's DOW
Dip City
Dippy Daddy
Dots Incredible
ESAD
Fnord
Free Speech Alley
Frump the Midget
Galimatias
Humboldt
The Little dipper
Maggie's Zine
Maneater
MeANNderings
Northern Lites
Perlmutter's Revenge
Reagan's Youth Newsletter
Straight From the Dimmer's Mouth
Strange Doings
Submarine Warfare

Politesse

PO BOX 3463
ARLINGTON, VA 22203



TO: Rod Walker
1273 Crest Dr.
Encinitas, CA 92024

Just as every cop is a criminal
And all the sinners- saints...
As heads is tails, just call me Brucifer!
'Cause I'm in need of some restraint.
If you meet me, have some courtesy
Have some sympathy and some taste.
Use all your well-earned politesse
Or I'll lay your soul to waste!