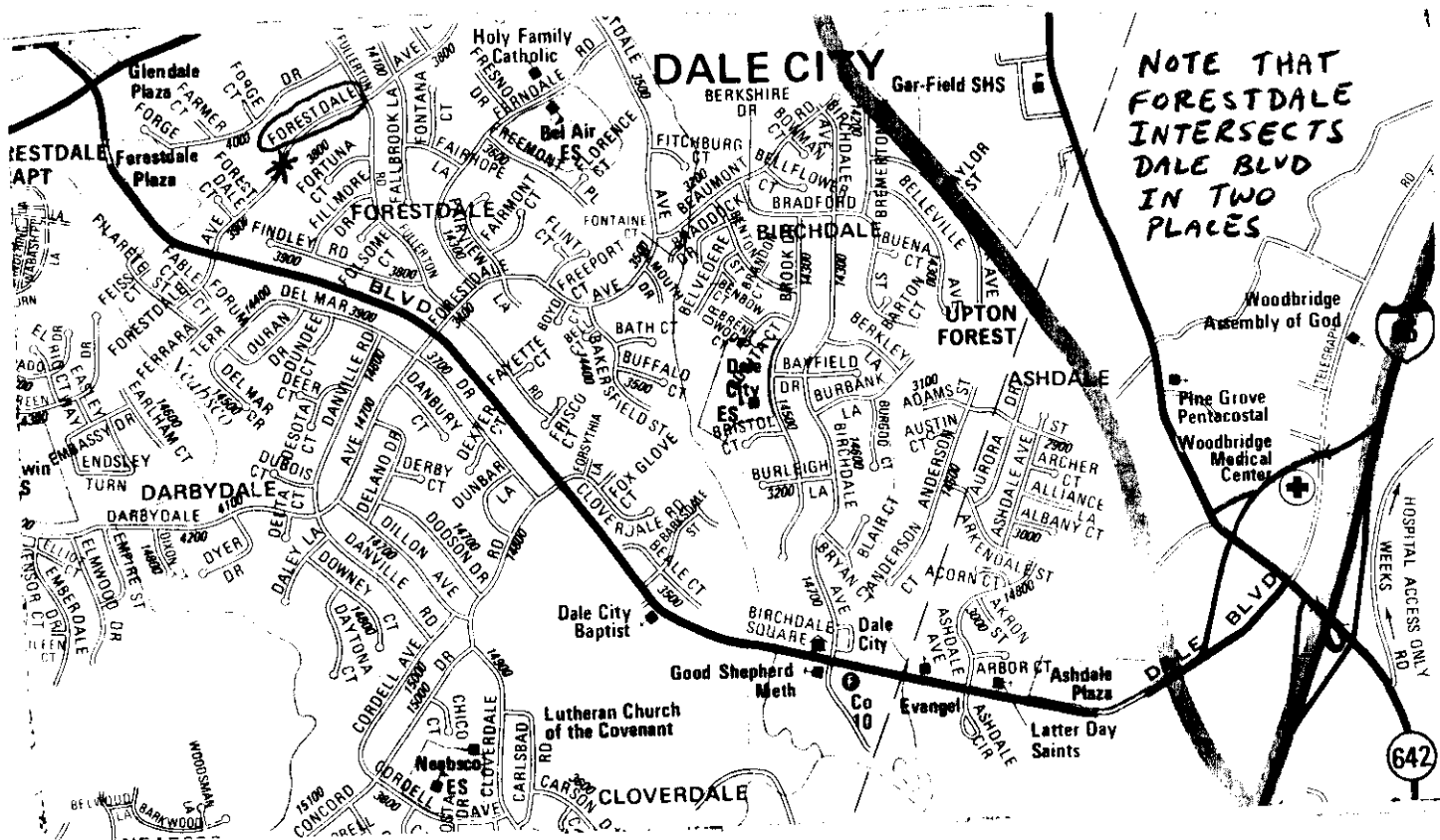


Politesse

Journal of the Washington Area Retinue of (Tacitly) Highly Organized Gamemasters serving the greater eastern seaboard and portions of central Kansas but probably not much of southern California
March, 1985

HAVAGAME

The Fools' Games have expanded a few hours over the time announced last issue (if any). We will begin SATURDAY APRIL 13, 10 A.M. and conclude no later than SUNDAY APRIL 14, NOON. (the early ending is intended to accomodate over-nighters and morning play and avoid afternoon chaos.) Attendees should bring food, drink and a sleeping bag. Our first priority will be organization of a game of Civilization. New players of the game are welcome (it's rated by Avalon Hill at the lower end of their complexity scale) but should arrive promptly for instruction. Rules are available from your host, Ed Wrobel, 3932 N. Forestdale Avenue, Dale City, VA 22193, (703) 670-3489. There will also be a game of 1829, rules available from Doug Byrnes, 2911 Frederick Avenue, Baltimore, MD 21223, (301) 566-4477. If there are least 9 or 10 attendees, a concurrent game of Titan, or other 2-3 player game will be possible. It is also my fondest hope to witness a rematch of the 1984 Fools' Byrnes-Vessey nuclear holocaust that generated so much legal hair splitting. We never did get an opinion from Bob Bragdon on that... Contact Ed Wrobel if you plan to attend.



Politesse is published by Ken Peel, 8708 First Avenue, Apt. T-2, Silver Spring, MD 20910. Subscriptions are 35¢ per issue. Contributing editor: Ed Wrobel, Dale City, Virginia

(...HAVAGAME, cont.)

BOYCOTT BYRNECON!!!

Can you believe the audacity of a certain unnamed east coast who would schedule a ByrneCon opposite one of WARTHOG's greatest yearly gaming fests, the Wrobel Fools Games? Forget Flushing: Do it in Dale City!

A WEEKEND AT UNCLE AL'S:

May 4 and 5, Al Pearson's, Charles Town, West Virginia. Al is a famous old time dipster (not quite goldenager; more like a middleager...) This weekend of multigaming sponsored by "Uncle Al, the novice's pal" should sport an interesting collection of characters. All WARTHOGs are invited. Just bring some potables and a sleeping bag. Arrive Friday evening if you would like. A good time for all is promised, despite the fact that Steve Arnawoodian already plans to attend. (A number of infamous east coast cliquers are threatening to attend as well.) Charles Town is 50-60 minutes from the Washington area, and is near Harpers Ferry. Al Pearson lives 6 miles outside of Charles Town. Take 51 west from Charles Town and go about 5 miles to Child Road. Turn south (left) onto Child Road and go 1/2 mile, and turn left onto a dirt road leading into the Willow Well "subdivision." You will come to a "T" intersection and you turn right. Al Pearson's place is the only house on the right. Yes, this is in the boonies. Al's telephone number is (304) 725-5537. I had hoped to make it, but it turns out that there's a seminar I have to attend that weekend for work. If you are looking for a ride, contact Ed Wrobel.

MARYCON:

May 31-June 2, Mary Washington College, Fredericksburg, Virginia. Later this issue, I have again reproduced the entry form for MaryCon '85, the Third Annual Mid-Atlantic Diplomacy Tournament. There's a groundswell of interest in this, the biggie Dip happening of the year in the WARTHOG area, and you'll find practically everyone there you could possibly want to see... and then some. What's more, you can case the joint this year for possible home turf advantage, given the good chance that MaryCon '86 will be selected as the site for next year's DipCon national tournament. See the form for further details.

ORIGINS/ATLANTICON:

June 29 and 30, University of Maryland, Baltimore. This year AtlantiCon, one of the biggest east coast "adventure gaming" conventions, and Origins, the biggest national gaming convention around, will be combined. Flier reproduced later this issue. Game tournaments of all kinds will be held, and all shoats are urged to attend and reap ever more glories for good or our greater entity. Dipsters, shall we say, should expect another "unique" experience this year, as Robert Sacks of the "New York Game Board" will once again be at the helm.

MADCON:

Fourth of July Weekend, Madison, Wisconsin. It's not too early to start thinking about two or three days of beer, Diplomacy, beer, Civilization, beer, Junta, beer, Titan, beer, Illuminati, plenty of other games, and ever more beer. This year the Midwest's great weekend of gaming in search of a party will be held over the 4th of July weekend in, of course, Madison, Wisconsin. Last year, MadCon, had about 40 in attendance and an incredible number of non-stop Dip games were played, plus a volume of others. It will probably be held at either Marc Peters' place, James Wall's, somewhere else, or everywhere at once. Watch this space for more information.

***** Note later this issue that the Stab Wrobel Invitational/Bernie Oaklyn Memorial local postal Diplomacy game is now underway! This puts Politesse on the regular schedule of the first weekend after the 15th of each month. Jeff Close will GM each issue and put together "The Diplomat-Times," which looks just boffo. The players are: Ed Wrobel, Bernie Oaklyn, Sean Vessey, Meredith Minter, Nate Brown, Steve Nicewarner, and Tom Andahl. The first deadline will be May 11 (to Jeff).

Hoax exposed just in time!
Did it's hit your box too? -Ken

April 1985

** POLESSE **

(P.S. comments requested)

The revolutionary journal of the Washington Area
Retinue of (Tactically) Highly Organized Gamers.

GREETINGS!

Please do not sign up for the local postal diplomacy game. There is no room left in the "Stab Ed Invitation-al". Ed has agreed to play with one piece removed before the Fall 1901 move. The selected piece will be determined by a secret ballot among the players on the conclusion of the Spring 1901 move. It should be fun. Watch it on these prestigious journal pages.

HAVAGAME:

Fools Games, Saturday, April 13.
The tradition continues with one small change. This year only Non-Zero Sum games that avoid the complexity or the glorification of war will be played on the premises. Nutritional hog slop will be provided. Ed "Fast Eddie" Wrobel will preside. See the address below.

1829, Every two or three weeks. Ed "Choo-Choo" Fahremeier strikes over and over again with the highly rated 1829 game. Ed is a fine host and the game is hexaddictive. Call Ed for details and schedule of events, (301)358-8355.

Those Games, Late-April or Early-May. Sean "Games" Vessey allegedly plans to host a gamesfest featuring those games. One or more of the following games will be played: COLD WAR, BARBARIAN-KINGDOM & EMPIRE, MACHIAVELLI, PAX BRITANNICA, HOLY ROMAN EMPIRE, RUSSIAN CIVIL WAR, TITAN, 1829, DIPLOMACY (does anyone here remember that one?), JUANTA, THE "Vessey" BROTHERHOOD, FAMILY BUSINESS, RAIL BARON, ILLUMINATI, DOWN WITH THE KING, and NAVAL WAR. Drop a postcard to EX-WAT Vessey, 2623-102 Windbreak Dr., Alexandria, VA 22306 for further developments or watch the space between Ken's ears for more information.



Polesse is not co-edited by Ed Wrobel, 3932 N. Forestdale Ave., Dale City, VA 22193 and not co-edited and not published by Ken Peel, 8708 First Ave. #T-2, Silver Spring, MD 20910. Subscriptions are now \$10 for 12 issues - the same price as Diplomacy Digest but twice the fun.

BROUGHTAGAME:

Cold War (Victory Games) is a four player "beer and pretzels" game. The basic premise of a "hot" full scale war between superpowers is unthinkable. The alternative is a cold war waged by agents, diplomats, and military advisors.

Superpower players send their agents and advisors out to conduct assassinations, destabilizations, economic warfare, coups, and insurgencies. Meanwhile, the players' diplomats scurry around setting up friendly factions as a prelude to economic development. Factions can be turned into alliances, and then into political control. Economic development can be turned into economic control. Diplomats can also establish diplomatic links between superpowers for the purpose of exchanging money. Money and action cards can be used to foil the best laid plans.

The superpower players win by establishing political, and/or economic, and/or military control of the vital regions of the world. The game is a combination of Juanta (West End Games), Illuminati (SJG), and Spies (TSR). The variable game end, along with surprises like power vacuums, make each game fun and exciting. Cold War may be at the Fools Games.

ANNOUNCEMENT:

Polesse is sponsoring the Official WARTHOG figurehead contest. Our current figurehead, Ken Peel, is starting to believe he is really in charge. HA, HA! Send your nominations for the new WARTHOG figurehead to: Susan Gaetano, 8708 First Ave. #T-2, Silver Spring, MD 20910 by May 15th.

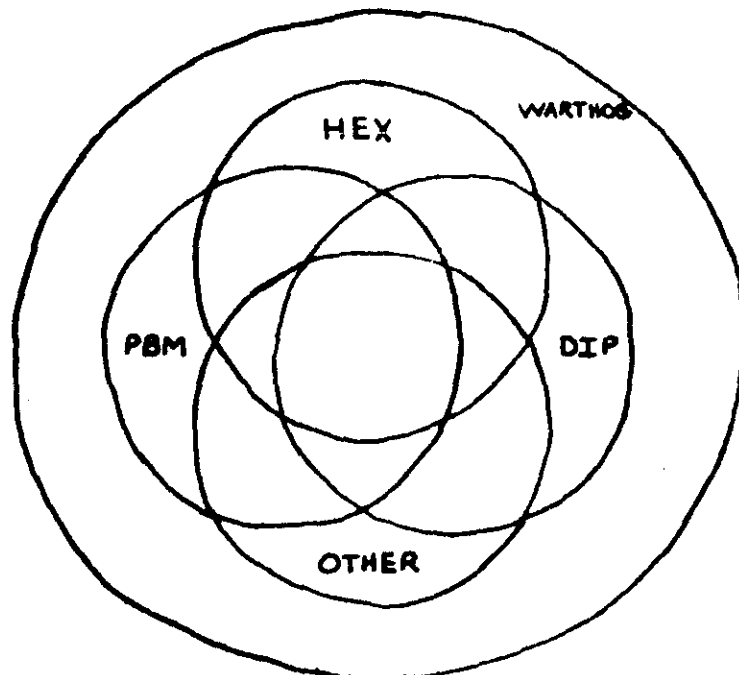
PUBLIC SERVICE MESSAGE:

Meaning of the Tactically Highly Organized Gamesters
(Definitions are clear, but the meaning and purpose are obscure.)

Confusion abounds over the meaning of Tactically Highly Organized Gamesters. It's best explained by a chart showing the types of gamers within the WARTHOG organization. The gamesters are simultaneously a member of 1 group - multi-player games, and 4 subgroups, hex, diplomacy, play-by-mail, and other games. Against external attacks of resources, this formation provides concentration, unity of purpose, and a commandable presence.

In internal matters, this formation allows internal conflicts to be resolved without the breakup of the multiplayer group.

Some examples of the versatility of this organization are present in the Fibwinter Games and the Fools Games, even though the integrity of the multiplayer group was intact.

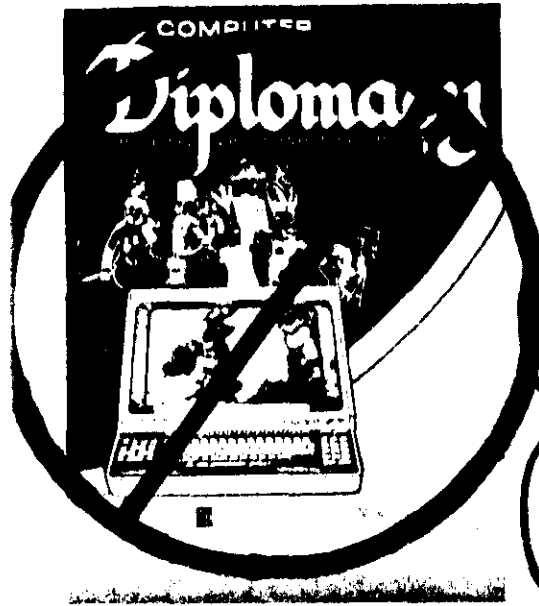


The GENERAL

WOULD YOU PAY

\$2,550.00

JUST TO PLAY DIPLOMACY?



Computer Classic

Boardgame Classic now available on the IBM™ PC!

Computer Diplomacy is the computer version of the classic boardgame of persuasion, compromise and betrayal. Against a backdrop of Imperial Europe, **Computer Diplomacy** uses a minimum of game mechanics and a maximum of intimidation (and back stabbing) to create a game of exciting international intrigue where each player tries to arrange the deals and alliances that will lead him to ultimate victory. The result is a game of pure diplomacy, a balance between the trust needed to deal and the profitable stab in the back that leaves the betrayer friendless.

But now there is **Computer Diplomacy** where six or less players can compete and the computer resolves the moves of the other nations. Admittedly the computer isn't always as devious as a human, but it is treacherous enough to make play vastly more enjoyable for six or less players. In fact, it's fun for a single player to take one nation and try to conquer the map (though this certainly cannot be termed "diplomacy").

Of course, **Computer Diplomacy** also has all of the amenities you expect in a computer game: a detailed scrolling map that displays the location and type of all units, various status reports and even a built in clock that times each "diplomacy period". The computer also takes care of game mechanics, you simply enter your moves and the computer swiftly resolves all conflicts, prompts you when to take the action and explains why a move failed.

So, if Diplomacy is a classic, what is **Computer Diplomacy**??

We'll be humble and just say it's still a classic -- but not just for seven anymore.

Computer Diplomacy™ is available on diskette for your IBM™ PC with 256K memory at \$50.00. Also compatible with Compaq Portable™ and Chameleon Plus™ computers.

*Trademark of Int. Business Machines, Compaq Computer Corp. and Sanyo Computer Corp.



The player is free to scroll the map. Provinces and seas are shown by three letter codes. Supply centers are marked by crosses (+).



Flags of a power within a province signifies control. Symbols indicate a fleet (F) or army (A).

For years, the board game version of Diplomacy has been regarded as a true classic in the world of gaming. Even professional diplomats, including no less a celebrity than Henry Kissinger, have enjoyed its accuracy and intensity. However, for years it has also been noticed that the game had one flaw: by far the best version of the game required seven players, a sometimes hard-to-get number.



microcomputer games™

A DIVISION OF

The Avalon Hill Game Company

4517 Harford Road • Baltimore, Maryland • (301) 254-9200

For the price of an IBM-PC, peripherals, and the computer game you could attend MARY-CON 51 times. Attend VARI-MARY-CON! BETTER OPPONENTS AT A CHEAPER PRICE!

THE WOODCON REPORT

by Ed Wrobel

The 1985 WoodCon was held February 7 to 9 at the luxurious Woodian Palace near Philadelphia, Pennsylvania. WARTHOGs in attendance, in addition to your correspondent, were Ken Peel, Doug Byrnes and Mark Larzelere. Various postally Diplomatic megaStars whose names escape me at the moment were also visible. Inexplicably, many of them spent the entire weekend playing blackjack and Trivial Pursuit and perusing periodicals devoted to 'rasslin' rather than taking part in uplifting multiparticipational activities such as Titan or Civilization. There was a single gunboat game of Diplomacy, resulting in a near-win for BAT Byrnes which was ended prematurely to avoid embarrassment to the veteran postallers reduced to helplessness by Byrnes' tactical and strategic acumen. I do confess to a bit of Trivial Pursuit myself but only as a wind-down exercise Sunday afternoon. Still, I managed to partially sabotage the game by convincing my partner, Tom Mainardi, to submit obviously erroneous replies. (No, Baltimore is not a fresh water port of any size, the Jones Falls being inadequate to restrain the onrushing salinity of the Chesapeake Bay.)

The gaming highlights of the Con were the first exercise in Titanic evolution and conquest and the contest in Jack the Ripper between Tom Swider and Doug Byrnes. "Ripper" as it is known among aficionados, provides ample evidence that any situation can be converted into a conflict simulation. (Rumor has it the same company is developing a multi-player, role-playing video game called Teenage Copulation.) Jack's goal is not simply to rape and murder and escape but to embarrass the London police and panic the city. The authorities, on the other hand, seek to apprehend the villain, or, at the very least, maintain some semblance of order. Under the press of time, Swider made an incorrect accusation and lost but could have pressed his advantage to a win had the game continued for a few additional turns. Byrnes maintained that his planned double murders on consecutive nights would have sent the city into hysteria before the end of his bloody career.

There was no doubt as to the conclusion of the struggle for supremacy over the ether. Mark Larzelere made an incredible comeback from a single stack. He achieved Titan teleportation through a series of victorious engagements, then elevated his Titan to a power of 16 (!) by eliminating the numerous Wrobelean forces, and, finally, crushed Carl Russell like the repulsive insect he is, for the win. Truly a magnificent accomplishment for Larzelere even with due consideration for Russell's softening-up of my Titan legion. This merciless attack was a key to the final result. Safely ensconced in a Tower, but surrounded by enemies, I decided to run for the desert, recruit a third Hydra and defend the dunes. The defense was not nearly as effective as I expected. Russell's legion was eliminated but at a terrible cost: every Hydra. In retrospect, yes, the Tower looks much better, especially with the dragon legion making its way out from the inner circle to scare everybody. The primary reason I made for the desert was the expectation of recruitment opportunities: one Hydra for arriving and another as a reinforcement on the fourth tactical turn, if an engagement ensued. But Russell's attack devastated my passive defense line. After the game, Carl said he probably would have assaulted my Titan legion in the Tower: However, the walls would have slowed him and I could have taken a second Warlock as a reinforcement (Demi-lords are kosher reinforcements?). So much for my infatuation with Hydrae. Larzelere's success with his band of Warlocks was impressive; his experience should provide an inspiration to desperate Titans everywhere, even to Doug and Ken who were of little significance in the game.

This report would be shamefully inadequate without mention of Stephen G. "Woody" Arnawoodian's boundless hospitality. Food and drink were not only adequate but exceptional at times and the site was beautiful and spacious. Woody would like every WARTHOG to attend next year. Highly recommended. --A Satisfied Customer.

More HADAGAME:

miniMaryCon - End Game statement for Black Africa

by Da Da Addi Daniel

On my return from MaryCon, it was easy to indulge in fantasy about where the game could have gone. it was amazing to me to see seven Diplomacy veterans struggle for twelve hours and not have one destroyed or go into CD. I think this accounts to the skill of each of those players and no small amount of luck on my part. It was very enjoyable and I wish we could have continued it to the final conclusion. ((not to the final conflict, I hope. -Ken)) I think I would have won.

I would have declared the Mediterranean Sea a neutral zone between the European Empire and myself after I had incorporated all of the Arab block and South Asia. It would have been fun to build three or more nukes simultaneously with the Europeans and slowly nuked South America and North America's home centers into oblivion. They would've ratted around the Pacific destroying themselves against Australia in the search for their own Empires. Eventually the final decision would have been between myself and Europe. As I've previously stated there's no doubt about the end.



John Daniel

Matt Kelly

Dick Warner

Mike Kelley

Phil Dancause

Dan Hoffman

Doug Byrnes

TALK TO MR ED

You, too, can talk to Mr. Ed by writing to Ed Wrobel, 3932 N. Forestdale Ave, Dale City 22193.

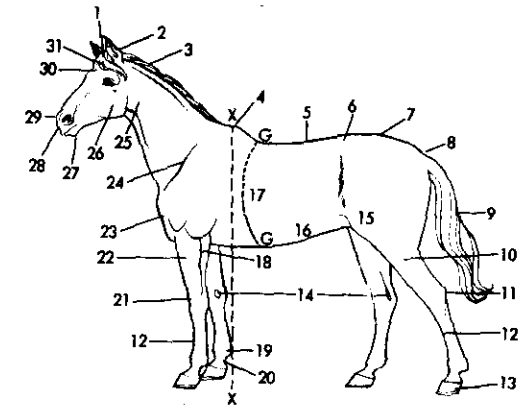
Dear Mr. Ed,

Being out here in the godforsaken wilderness (California), I feel a certain void since you relinquished the reins of Politesse to Premier Peel.

My milk teeth were formed on Politesse. It was my first sub. I was even an original Peel clone! And now? Now he won't even write to anyone outside the D.C. area! (And to think I nominated Peel for the first Golden Snout Award!) But even though snubbed, I still have WARTHOGnesse in my heart.

I was pleased to detect a touch of fearful respect for the WARTHOG society while reading Gregory Ellis' Feuilletonist's Forum. He was writing concerning the narrowly avoided feud between our Premier and the Hobby Small Fry Protection League (HSFPL). He thought a WARTHOG v. HSFPL could make the Byrne/Linsey scuffle look like Tiddlywinks. "Personally," writes Ellis, "I think it is a good idea to leave the WARTHOGs alone." A wise decision, to be sure, if you wish to avoid a tusk in your tush.

And as for me, stuck here in this outback called California? I can only hope that one day Politesse will expand 74,042 zip codes to include mine at 94952.



Horse
1, Poll; 2, Ear; 3, Mane; 4, Withers; 5, Back; 6, Loin; 7, Croup; 8, Dock; 9, Tail; 10, Gaskin; 11, Hock; 12, Cannon or shank; 13, Hoof; 14, Chestnut; 15, Stifle; 16, Belly; 17, Ribs; 18, Elbow; 19, Fetlock; 20, Pastern; 21, Knee; 22, Forearm; 23, Chest; 24, Shoulder; 25, Neck; 26, Cheek; 27, Chin; 28, Muzzle; 29, Nostril; 30, Forehead; 31, Forelock; GG, Girth; XX, Height

Doug Brown

P.S. Does anyone know what happened to Costaguana? Do I give zines the kiss of death? Should I use Lavoris?

(Mr. Ed: Refrain from flooding your mouth with false chemicals. True, they temporarily kill all life there, but in ravaging the lining of your mouth, any natural defenses you may have had are destroyed. Better to floss thoroughly daily, brush twice a day, avoid smoking and moderate your drinking. But, even with these precautions, Costaguana may have folded. After all, it did so once before. You may wish to contact one of the new orphan service directors in hopes of having your game rehoused: Keith Sherwood, 8866 Cliffridge, La Jolla 92037 seems to be the CA representative. Having contributed to pixesse production, you are receiving this issue free. (Feudesse should be along before the end of the month.) That fascist Ellis (an in-joke comprehensible only to Rod Walker and Steve Hutton, neither of whom receive this zine) better fear the righteous wrath of the people! As for HSFPL, that was my feud but I found it too insignificant to pursue. Gaughan kicked me out and replaced me with Peel but then threatened to kick him out for failing to carry a postal game (one of those technicalities lawyers love to bill you hundreds of dollars for so they can have fun "splitting legal hairs" with each other). But Ken has a surprise for him, eh? No less than providing a haven for the darkest side of the Hobby! Speaking of Peel, yes, something must be done, especially about his enumerative tendencies. Do you think this is somehow related to the new 80s-decade, dress-for-success, get-ahead, get-fit zeitgeist?

If you are looking for other zines to kiss, may I suggest the above noted Sherwood's own The Inner Light. It's very amusing, very California and may make you feel young again. I'm trying to persuade him to open another game and let me play so anyone reading this is advised to write him and help. In fact, Mr. China Brown, do you dare seek another game with me after your perfidy in WD IV? (I've already told everyone in Close's game what a stinker you are.) Wooden blocks on skate boards at 3000 miles, sir. My second will contact your

second. (Unless he's too busy enumerating things.) Take care of those milk teeth.

THE FIRST MR ED STAKES

Mr. Ed is offering a free World Diplomacy game start to the first creature who can provide the complete and accurate text to his late theme song. (The game will not appear in Politesse. A GM has volunteered and arrangements are being explored with potential parent zines. Mr. Ed himself will play.) This offer does not include zine subscription and is limited to the GM's usual and customary fee, or the prevailing fee in DipDom, whichever is lower. Prohibited where void or threatened by contact with federal authorities or any applicable copyright laws in North America, otherwise okay.

MR ED TALKS

By now you are probably tired of reading "Mr. Ed." Frankly, I'm tired of typing it but it is my official Hobby nickname as promulgated by Kathy's Korner and it does stimulate a number of equine related references. Patience, please.

What with the inadequate trickle of talking to Mr. Ed and the premier's continuing defilement of the near-sacred poliTradition of nonenumeration providing rich ground for PeelBashing, Gamings only conversant quadruped has determined to boldly editorialize upon the crucial issues facing WARTHOG today, namely, how to get Peel off his high horse (so to speak) and back in line at the trough.

It has been written "if pigs grow wings, there'll be pork in the treetops come morning." An apt metaphor, indeed, for our current state of affairs. No sooner does Premier Peel emerge from the obscurity of a small group of California expatriates than he grabs the top spot in the Washington Area's most literate gaming combine, goes on to weasel his way in between Kathy Byrne and Rod Walker to seize the key middle ground in Diplomacy World, becomes DipDom's most telephonic personality, narrowly superceding a certain Personal Life Custodian, and, finally, in a brilliantly executed coup de ville, captures the publishership of one of the most popular zines in North America.

If this isn't a pig with wings, I'll be a toady disguised as a twin.

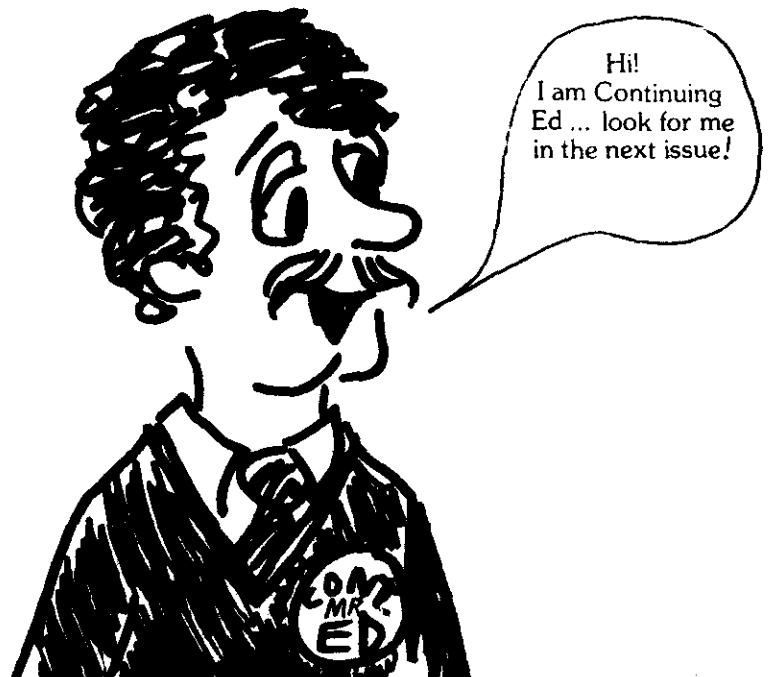
Has it taken years for such power to corrupt the wretched Peel? Nay, only a few weeks. Already he scoffs at the nonenumerational traditions carefully nurtured throughout the Golden Age of Politesse. Further, we have witnessed a mysterious illness strike at the very source of WrobelScript production. And next he plans to return to Politesse the scourge of postal Diplomacy featuring one of the most infamous figures from The Time Before.

Is this the hog who should lead us? Can we trust one who chooses to defy nature and walk upon only two legs? Is he really any different from the farmers who slaughter us at will?

You know Mr. Ed's answer to these questions: Neh-eehhh!!

Stand up for your basic animalism! Oppose enumeration in all its forms, no matter how devious!

BashPeelBashPeelBashPeel!



TO: ALL INTERESTED PARTIES
FROM: WASHINGTON AREA TUSK
SUBJ: COUNTERPOINT TO THE V.P.'s CRITICIZMS

It saddens me to see that the Vice-Premier's condition is far worse than previously thought. It is disturbing to see the respected V.P., Ed Wrobel, is experiencing the the distortion of reality brought on by "hexaddiction". Like the alcoholic, Ed Wrobel is refusing to admit he has a problem, and take the first step toward recovery. Anyone who does not believe they have "hexaddiction", has it and vice-versa. Instead of making that acknowledgement, Ed Wrobel, the Vice-Premier!, viciously attacked those who only seek his recovery.

As Washington Area Tusk, I never claimed to be the director of Health Squad. It just seemed reasonable that a cure health-related problem be promulgated through the ministry of Health. Can you imagine passing it through the office of the vice-Premier? It would have been like asking an unreformed, ongoing alcoholic to warn others on the health hazards of alcohol abuse. Don't worry Ed, the proper Health Ministry officials will acknowledge the hazards. This will happen as soon as elections are held and the proper officials are appointed as stated in the as set unwritten constitution.

The Vice-Premier further attempts to hide his hex addiction by bringing up extraneous issues. The true beauty of admitting you have "hexaddiction" is that you cure yourself. In this manner you escape the harmful effects of hex-gaming and can actually gain benefits from hex-gaming. The Vice-Premier attempts to escape his own problem by clouding the issue. He attempts to link the glorification of war and the military-industrial game complex with his own problem, hexes.

Ignorance, not the glorification of war and the military-industrial game complex, is the issue. Those who do not learn from history are doomed to repeat it. Ignorance of history tends to allow us to repeat our mistakes. For example, unilaterally limiting the means, prosecution, and scope of a war, without limiting your political objectives leads to a bloody war of attrition. In failing to learn this lesson from the Korean conflict we repeated fatal mistakes at a much costlier level in Vietnam.

Ignorance of basic strategy and tactics that games like Tic-Tac-Toe to Borderlands teach is irresponsible. Ignorance of the strategy and tactics of the forces that ones country has available leads to acceptance of poor strategy and tactics because one does not know better. Not enough people were versed in strategy and tactics to generate sufficient disapproval in the deployment of U.S. Marines to Beirut. A deployment to an untenable position works only if no one attacks the position. Only after the cost of the operation was written in blood did the deployment become politically unpopular. Ignorance surrenders popular control of the military to an elitest few. The military becomes an instrument of the state instead of the people. Hex games, all strategy games, make us into more knowledgeable, responsible citizens.

Come on Ed, for your own good and that of your fellow addicts, admit your hexaddiction. You will then be able to play hex games safely without your internally generated contradictions turning your brain to mush. Other WARTHOGs are happily playing hex games safely because they know they have hexaddiction. Anyone who doesn't believe they have hexaddiction, has it. You might as well admit it and then you can enjoy it without being hurt by it.

TO: Baltimore Area Tusk
FROM: Washinston Area Tusk
SUBJ: HEXAGS & ROSES

D.P. Brynes, as an admitted hex samer, you know that hexags and hexasons are like lift and elevator. A rose by any other name would smell as sweet. It is refreshing to see that your love of hex games, like Siloh, prevented you from any concrete statements on the hex same controversy.

TO: PEOPLES INDEFINITE JUNTA
FROM: WASHINGTON AREA TUSK
SUBJ: TURMOIL IN THE RANKS

- 1) The Vice-Premier is running amuck. Infected by 'hexaplasue' the Vice-Premiers derisive comments and behavior are throwing our follow WARTHOGs into an ideological quandry.
- 2) The Vice-Premiers problem can be solved by a self admission on his condition. However the ideological quandry of his follow WARTHOGs can only be resolved by a decisive statement on the hexason issue.
- 3) The Washington Area Tusk respectfully request that the PEOPLES INDEFINITE JUNTA comment on the issue of hex games, the other issues raised by the controversy, and anything else they, in their wisdom, see fit to comment on.

THE VICE PREMIER REPLIES:

The Provisional Premier wishes to relay the Vice Premier's indignation at the remarks of the right-honorable WAT, Mr. Sean Vessey. He wishes to note the possibility that Sean may in actuality no longer be among us, which would go a long way to explain the sudden shift in what previously had been a highly right-thinking area tusk and committee chairman. The Vice Premier points out the supporting evidence that neither hide nor hex has been seen of Sean for some months now. Yes, indeed, we intend to look behind that curtain! The Provisional Premier expresses his regret that Vice Premier Wrobel was unable to present this reply in person, as he has been feeling a bit under the weather lately due to a cold.

HEXES, SHMEXES

It seems apparent to me (as unbiased an observer as anyone could imagine) that the hex, an innocent shape, has been dragged into a controversy which actually has nothing to do with polygons. In a recent issue of this esteemed publication, Herr Wrobel and Herr Vessey (the Elder) had it out about hexes. In fact, the overly-defensive reaction to the lighthearted comments of Vessey the Elder points up a more serious problem than the superficial one of mapboard configuration.

First let us examine the points made by the VP. Let me hasten to assure everyone, first of all, that this lowly shoat has no intention of brutally attacking Herr Wrobel for his stand on hexes, (although the honor of the House of Vessey demands it) but is only interested in examining the issue at hand, which is, "What games are appropriate for a WARTHOG?"

Herr Wrobel cites Holy Roman Empire as a prime example of the "spirit of hexagaming." What is it that bothers him (and those of you who agreed with his letter) about H.R.E.? Certainly the Vice Premier (of all people) doesn't base his judgements about a game's merits on the NAME of a playtesting group! No, it couldn't be that simple. The Vice Premier must have some better basis for game evaluation than that!

I think Herr Wrobel's criteria are to be found in the level of complexity of a game, or more precisely, in the complexity of a game's "conflict-resolution" rules (I hesitate to use the word "combat" because of its warlike connotations), should there be any.

At first, Herr Unterpremierminister Wrobel's remarks about the "militarist tradition" led me to believe that he was opposed to the playing of certain games on moral grounds - that he refused to play certain games because they seem to glorify war and conflict. But then I thought about some of the games that Herr Wrobel has been known to play, games that are popular in WARTHOGDOM. Games which have not borne the stigma of ...dare I type it?... WARGAME! These games include such favorites as:

- Diplomacy
- World Diplomacy (with or without nuclear weapons)
- Titan
- Borderlands
- Illuminati
- Russian Civil War (dead giveaway, there)
- Junta
- Kingmaker
- Nuclear War and
- Nuclear Escalation (definitely not non-wargaming)

All of these games are strategy games, and all of them have as a major component (if not the most important component) the use of military force. Yet these games are unoffensive to the WARTHOG Old Guard.

Look at TITAN. Let's face it, shoats and polls. Titan is a wargame. The point of the game is to be the last titan to survive. Whether one accomplishes this by destroying one's opponents directly or by letting them destroy each other and then crushing the remaining cripples is immaterial. My point is that combat is a major, in fact a critical, element of Titan. Sure, there is a semblance of negotiation during some encounters, but the point of such "negotiation" is to avoid having to play out battles which have an obvious final outcome. Titan is clearly not a negotiational non-wargame. Diplomacy might be termed such, but it has armies and fleets, and those are not just for show.

Now, I realize that the use of force is not the only element of

strategy in Diplomacy (or in any game, for that matter). But the proper use of force is an essential part of a winning strategy. After all, one does not come to control the most supply centers in Dip without the use of force (when the time is ripe and the back is turned).

But then, military force isn't the only element of strategy in H.R.E. either. I quote from the rules:

"Up to six players control the major dynasties of the era, fielding armies, building navies, and engaging in the diplomatic intrigue, bribery, and treachery that will decide who will wear the crown of the Holy Roman Empire."

Sounds vaguely similar to Diplomacy, doesn't it, except that the players are Bavaria, France, Sweden, Austria, Spain and the Palatinate rather than the big seven of Dip.

What seems to have made this game unappealing to Herrn Wrobel is simply that it has gone into more detail in its rules for military force (and much of that detail is, as he admits, optional).

So it seems that the issue is not an ethical one. These games have to do with war and battle, in one form or another.

I submit that the choice between those games which have been termed "wargames" (an imprecise term, since some games, such as those listed above, don't seem to fall under that category even though they are precisely that - games about war) and those which are less offensive to the Foll-itburo is simply a matter of personal choice.

Surely there is nothing wrong with deciding not to play a game because one dislikes complex combat rules! And there is nothing wrong with liking a little more detail either. Der Unterpremierminister prefers games where the emphasis is more on strategy than tactics, while others, like Vessey the Elder and myself, like to try a wide variety of games, from Trivial Pursuit to Junta to detailed simulations of historical battles. We enjoy all sorts of games because we like to compare the different sorts of strategies that are successful in different games.

I think our broad gaming horizon has its merits, and I'm sure that those who prefer to concentrate on one or a few games find merit in exploring select games in more detail than we do by playing them more often. The essential thing is that it is a matter of personal taste.

Now, this sort of difference in gaming taste shouldn't present a problem, except that people tend to judge a game before they know very much about it. And this is what really bothers me. I have noticed a tendency among some members of WARTHOG to form the firmest opinion as to a game's unsuitability from the most cursory examination. I don't mean the VP in particular, because I don't know how closely he read the rules to H.R.E. But from his comments it seems he didn't examine it very closely.

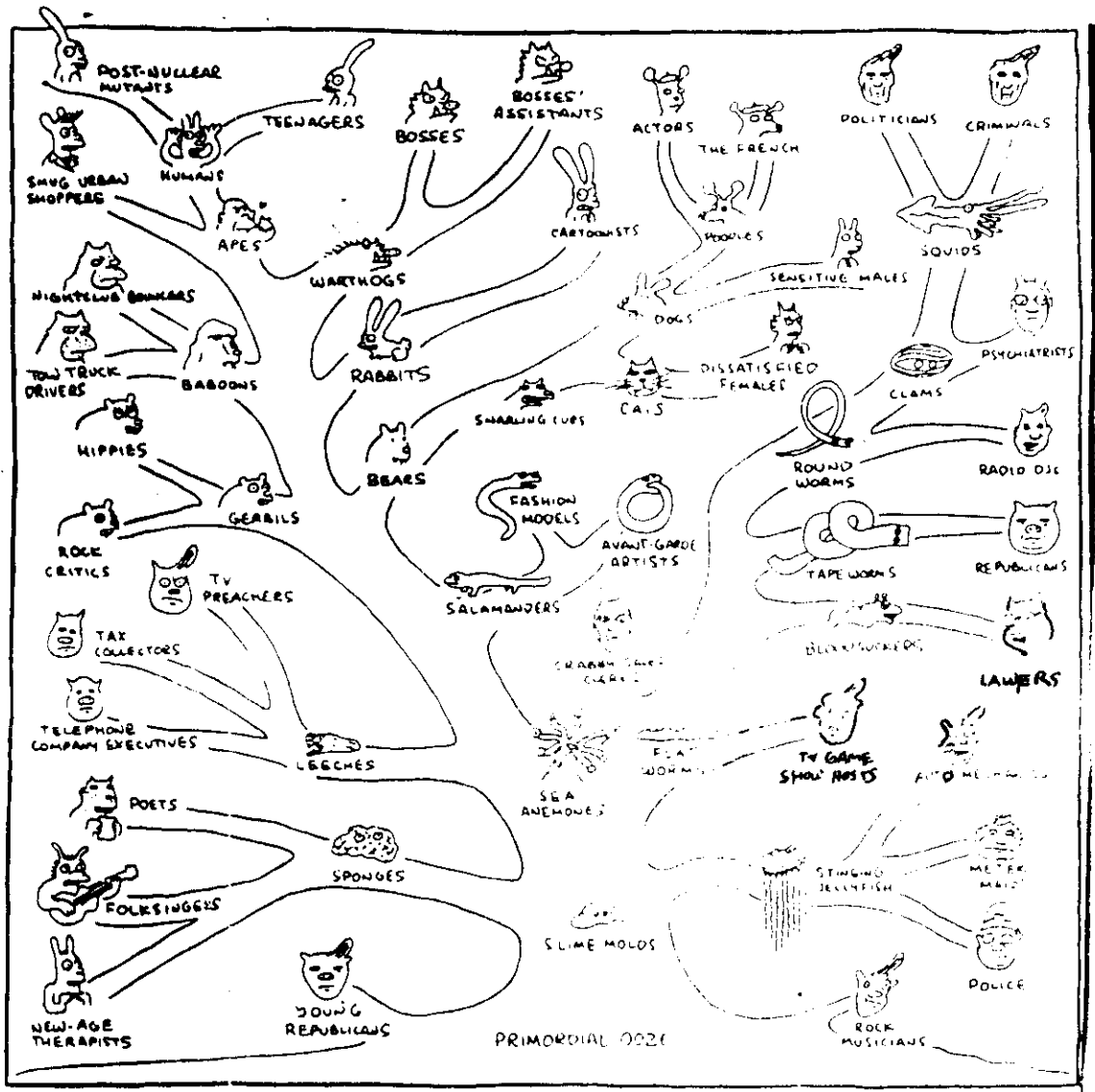
I recall Herr Peel's disparagement of Barbarian, Kingdom, and Empire after he played all of seven turns (and those without reading the rules). I also remember a general agreement that Machiavelli was "too complicated," although the only differences between that and Dip, other than the mapboard, are the presence of another kind of unit (the garrison) and the fact that one can convert fleets to armies and then to garrisons, as one's needs change. Of course, Machiavelli allows optional rules that allow one to do such things as bribe an enemy's armies out from under him, and more complicated economic rules that make the control of territories and sea areas important (basically, instead of cities/supply centers dictating how many units one can have, the amount of territory that one owns gives money, which can be spent on armies, fleets, bribes, etc). But those are optional. The game's basic rules are only five pages long. The optionals add

another five, and the rest is scenarios. But when the assembled worthies at the Vessey Fool's games some time ago saw the rule book, everyone immediately passed the game off as too complicated.

Please, piggies, let's take a closer look at new games before dismissing them. Sean and I try to introduce new games that we think WARTHOGS might enjoy, but many HOGs scoff at anything unfamiliar. All we ask is a little variety. And some open minds. At least read the rules.

Thank you, and goodnight.

Eric



"since the turn of the century"

```

AAA  RRRR   CCC  H  H DDDD  U  U K  K EEEEE  SSSS  H  H  OOO  TTTTT  !
A   A R  R C   C H  H D  D U  U K  K E       S   H  H O  O T   !
AAAAA RRRR  C   HHHHH D  D U  U KKK  EEE     SSS  HHHHH O  O T   !!
A   A R  R C   C H  H D  D U  U K  K E       S   H  H O  O T   !
A   A R  R  CCC  H  H DDDD  UUU  K  K EEEEE  SSSS  H  H  OOO  T   !!

```



GERMAN CHANCELLOR'S GAFF INVOKES SUSPICION IN OTHER LEADERS - (REUTERS) Munich, March 21 - German Kaiser Bern Oaklyn excited the international community today with a remark he was heard to make at the press conference in Berlin yesterday.

As he was leaving, he was overheard in a comment to his defense minister to say that "We must have more living room!"

Reporters on hand immediately jumped at the remark. When asked "Kaiser, what was that remark - about living room - what did you mean by that?" he replied, "Oh - that, er, I am remodeling my house, and Wilfred here is my carpenter," (see TRAVEL, Belgium, p23)

EUROPE IN TURMOIL; LEADERS ARRANGE QUICK CONFERENCES TO AVOID CONFRONTATION (REUTERS) London, March 21 - Leaders here and around the world expressed outrage over yesterday's assassination of the Archduke.

Kaiser Bern Oaklyn of Germany called it "a despicable act of cowardice"; Queen Minter of Italy described it as "a terrible thing ..worse than English food," and President Nicewarnier of France called it "a horrible act, but quite a good shot."

Meanwhile, immediate talks have been arranged between the major countries involved to prevent a (see BLOODBATH, p12)

REMOTE TURKISH ISLAND TO HOST SUMMIT (WNS) Constantinople, March 20 - Leaders from all major European nations met this week at a remote island off the coast of Ankara in the Black Sea. The Turkish Sultan Sean-Al-Vessiya arranged the talks "as a measure of the good will of the Turkish Empire."

The island has not been used as a diplomatic outpost in the past, and has few of the facilities normally expected on such an occasion. One official did comment on the "fantastic Turkish tobacco" available on the island, and the Sultan boasted that "any King would pay a ransom for this ... tobacco - and many do!"

The talks produced little in the way of results. One high official who asked not (see LIFESTYLE, p8)

+-----+
 | The DIPLOMAT-TIMES is |
 | run by Jeff Close and |
 | is being published by |
 | Ken Peel's POLITESSE. |
 | (703) 841-2914 |
 | 4850 Connecticut Ave. |
 | Washington, DC 20008 |
 +-----+

+-----+
 | WEATHER |
 +-----+
 | West. Europe: ptly.cldy |
 | Balkan region: cold |
 | Medit.: fair, calm |
 | North Af.: clear |
 | (see WEATHER, p8) |
 +-----+

+-----+
 | INSIDE |
 +-----+
 | Op-Ed, Setup.....2-3 |
 | Protocols.....4-5 |
 | Sample orders.....6 |
 | Sample results.....6 |
 | Political map.....7 |
 +-----+

WHO SAID IT? :

"The power which has always started the greatest religious and political avalanches in history rolling has from time immemorial been the magic power of the spoken word, and that alone.

The broad masses of the people can be moved only by the power of speech. All great movements are popular movements, volcanic eruptions of human passions and emotional sentiments, stirred either by the cruel Goddess of Distress or by the firebrand of the word hurled among the masses; they are not the lemonade-like outpourings of literary aesthetes and drawing-room heroes."

GREETINGS and welcome to the Op-Ed page! First things first - since only one of you has ever seen a Diplomat-Times before, (it hasn't been around that long), I'll describe it here. Page one consists of news about the current game position, plus any other fun things I can find to print. This page is for press, announcements, notes, cartoons, or any other miscellaneous junk. The following pages are for more lengthy printings, either mine or anyone else's who cares to write about anything (a few things won't get printed - more on that in a minute); as you can see, this issue has none anyway. This being the setup page, it also includes some additional sheets on game setup and house rules. And, of course, every issue has a map. Since I am running this game through POLITESSE, Ken is handling the fees, results, printing, etc.

FORBIDDEN - I mentioned before that there ARE a few things that I won't print; actually, the list may seem restrictive, but I have reasons for each. I am very wary of the proverbial POLITICS/RELIGION conversational taboos, for the traditional (and justifiable) reasons. I will print responsible, sincerely written articles about either of these. However, because they can be such inflammatory topics, I reserve the right to nix them. It really just depends on the apparent intent of the writer - it works well until one jerk gets offended and writes a malicious rebuttal. But, we're all adults, right? I will rarely print anything uncomplimentary about any other zines, just because I want to avoid the inter-zine bickering that goes on in many of them. I won't print anything about myself, but players are welcome to submit pages from their diaries. However, I WILL print non-dip-related articles, if they are interesting. I'll keep it about 75% Diplomacy, but if someone has an interesting article on restaurants in the Antartica, I'll print it. Finally, I am very lenient about printing press from players, because I enjoy it so much (get it? hint-hint! WRITE NOTES WITH YOUR ORDERS!). I hope they don't get too personal or removed from the game (i.e., "I hate Bill and I often confuse his girlfriend with his dog").

Ken may need to restrict the amount of space used by the D-T depending on how many pages I use, postage, etc. I'll insist on including game-related press, but any miscellaneous is up to him.

PRESS - Another note on this - this is why I like GMing. I WANT commentary on the game. Either to print in the Op-Ed page or for me personally, either way. If you want something in Op-Ed, be sure to put whether to sign your name to it (yes, they can be anonymous). I like the objectivity of GMing, but it makes it more fun when I get inside clues as to what's going on. Confidentially, of course.

SETUP SHEET

PLAYERS: Below are the names and addresses of this Dip septet. Notice there are no telephone numbers listed. See the house rules.

Ed Wroble	3932 N. Forestdale Ave. Dale City, VA 22193	Meredith Minter	802 Brook Hill Rd.#401 Richmond, VA 23227
Sean Vessey	2623-102 Windbreak Dr. Alexandria, VA 22306	Nate Brown	5933 N. First Street Alexandria, VA 22203
Bernie Oaklyn	13412 Brackley Terrace Silver Spring, MD 20904	Tom Andahl	1810 Youngblood St. McLean, VA 22101
Steve Nicewarner	2166 Kaufmann Rd. New Windsor, MD 21776		

COUNTRIES: I have assigned countries rather than use players' preferences. It keeps more experienced players from getting lazy, by forcing them to play other than their favorite country, and less experienced players don't really know what country to play, and also need the variety. The assignments are:

AUSTRIA	Nate Brown	ITALY	Meredith Minter
ENGLAND	Ed Wroble	RUSSIA	Tom Andahl
FRANCE ...	Steve Nicewarner	TURKEY	Sean Vessey
GERMANY	Bernie Oaklyn		

MATERIEL LOSSES IN THE 1973 ARAB-ISRAELI WAR

COUNTRY	TANKS	LOST	(%)	AIRCRAFT	INVENTORY	(%)
ISRAEL	1700	840	49.4	500	120	24
ARAB (TOTAL)	4500	1330	29.6	960	368	38.3
EGYPT	2500	650	26	600	182	30.3
IRAQ	400	80	20	60	21	35
SYRIA	1600	600	37.5	300	165	55

Losses in the 21-day-long war in 1973 were heavy. The Arabs lost roughly 1.6 tanks for every one lost by the Israelis, and almost 3.1 aircraft for each. Moreover, as the Israelis ultimately remained in possession of the battlefield, many of their lost tanks were salvageable; they were even able to recover and utilize damaged Arab equipment. Figures for the Arabs exclude minor contingents from Jordan, Morocco, and other Arab countries. Figures for Iraq include only those forces comitted to the war, while the other figures represent those countries' total arsenals.

TELEPHONES - As you might have noticed, I didn't include telephone numbers for the players, although I have them. I want to strongly discourage the use of telephones in postal play. This isn't a rule, and I can't prevent anyone from calling information and getting other players' numbers, but I won't help by giving the numbers. I believe it takes the flavor out of postal play, and it puts less wealthy players at a disadvantage. I even discourage phoning in orders, but that's more understandable under certain circumstances (like when you get a last-minute correspondence and have 2 hours to get your orders in). However, I feel as strongly about this as about phoning each other - I would rather extend the turn deadlines to allow more correspondence than to get a lot of phoned-in orders (I don't expect to get any). Ken?

GAME NUMBERS - The number on the front page, to be included with all your orders, is MY game number (as opposed to a Boardman number). I use it to keep track of games and my floppy disks have these numbers on them.

NMRS - Two consecutive NMRs, or three total, disqualifies a player from the game. Since you can phone in orders in emergencies, there's no reason to NMR by mistake (and no excuse).

ABBREVIATIONS - I follow the abbreviations in Bruce Linsey's "SUPERNOVA". I have included that list below. However, because the editor that I'm using doesn't underline, I use slightly different notation for printing results of orders and unit positions. See the separate sheets on sample orders and results. I don't hold people to abbreviations -- as long as it is legible and makes sense, it's OK with me.

DEADLINES - Deadlines will follow POLITESSE's deadlines -- in other words, to be announced.

AMBIGUOUS ORDERS - Illegal or improper orders are ignored (i.e., the units hold. For example, A MOS -> BER is impossible and must be ignored. Badly written orders, unfortunately, must be respected (for example, "No, I didn't mean F HOL->HEL, I meant F HOL->BEL"). An ambiguous order (one which could refer to more than one piece or province) is ignored. DO NOT USE NOR, that's N-O-R, for an abbreviation, for instance. All this is saying is that I will not do any interpretation or correction of the orders.

ADJUCATION - I happen to have an IBM PC on which I am writing this, and also with which I resolve the orders. I have a DIPLOMACY package made by TAHGC which will resolve orders fairly conveniently. I will interpret the rules according to the above, and then type them into the program. I always check the results, but it may please you to know that I have never caught myself making a mistake, even with some of the chain-support/convoy paradoxes.

=====

RETREAT, BUILDS, REMOVALS, & CONDITIONALS - After adjudication, there will likely be a number of orders which did not succeed as planned. Some units will be forced to disband, and that will be reflected in the reporting of results. However, some units will have the option to retreat. I will handle this two ways:

First, when writing the original set of orders, a player may specify possible follow-through orders for retreats. In this way, he/she may specify a possible retreat or list of retreat areas for each of his units. If desired multiple, conditional retreat lists can be written, dependent upon both yours and other countries' unit positions. Obviously, this cannot substitute for seeing the results of all yours and the other players' moves. However, if the game is still relatively simple, this can avoid slowing things down. For example, along with France's order for (A PARIS) could be (POSSIBLE RETREATS: 1) BURGUNDY, 2) RUHR). WARNING: IF YOU DO NOT INCLUDE THESE, I WILL WAIT FOR YOUR NEXT ORDERS WITH RETREATS - IF YOU INCLUDE THEM, YOU HAVE FORFEITED YOUR RIGHT TO DELAYED RETREAT ORDERS. However, only if ALL players include these will the game pass the retreat phase to the next turn. Otherwise, I will return the results and ask for retreat orders for ALL countries, even those who wrote conditional retreat orders. In other words, if you aren't sure, wait for your next turn.

Secondly, if the above is not used by everyone, which is likely, I will collapse the retreat order into the next turn's orders. For example, SPRING01 orders are written, some retreats result, and in writing FALLO1 orders, you specify the retreat orders for your units. Then in writing those FALLO1 order you must specify conditionals for your units. For example, if after S01, GERMANY must retreat A RUHR to either MUN or BUR, then France could write two sets of F01 orders, depending on whether the German unit retreats to MUN or BUR. Any number of conditionals of any complexity may be written.

Finally, if at any time, TWO OR MORE players decide that they want to separate moves, they may state so in place of their orders. In the previous example, if France decided that he/she HAD to see Germany's retreats before writing her orders, she should include her retreats from S01 with a note to the effect: WAIT FOR S01 RETREATS BEFORE F01 ORDERS. Furthermore, if I decide that the situation is too complex, I will include a note to that effect and I will separate the turns. Now, the turns and order schedules are as follows:

SPRING - SPRING MOVES
SUMMER - RETREATS AFTER SPRING
FALL - FALL MOVES
AUTUMN - RETREATS AFTER FALL
WINTER - BUILDS AND REMOVALS
TURN SCHEDULES: SPRING, SUMMER & FALL, AUTUMN & WINTER

* S A M P L E O R D E R S & R E S U L T S *

=====

SAMPLE ORDERS

Below is an example of some sample orders. Things in capitals are required in every order set. Things in parentheses are optional.

GAME NUMBER: 1-85

DATE: April 21, 1985

GAME DATE: 503

COUNTRY: France

ORDERS: A PIC->BRE
 A GAS S A PIC->BRE
 A SPA->MAR

ADDRESS: 1234 Reagan Ln.
 Middle America, Iowa 45678

(Anonymous note to ENGLAND: Better watch that fleet in Norway!)

 Thank,
 Freddy Feeler

SAMPLE RESULTS:

Because I'm using a PC editor, I can't do underlining, so I use the following notation: Plainly written orders or moves - succeed; orders in square brackets - fail. When referring to piece positions, I use the following notation: Plainly written units - owned last year and still own; units in angle-brackets - gained since last year; units in square brackets - owned last year but lost this year.

AUSTRIA: A Gal H, A Rum S ITALIAN A Gre->Bul, A Ser S ITALIAN A Gre->Bul,
 A Bud S A Rum, [F Alb->Gre]

ENGLAND: [A Mos H / r-StP], F Nwy H, F Nth H, A Edi H, F Lpl->Iri, F Iri->Mid,
 [F Bre S GERMAN A Bur->Gas]

FRANCE: [A Pic->Bre], [A Gas S A Pic->Bre], [A Spa->Mar / r-Por]

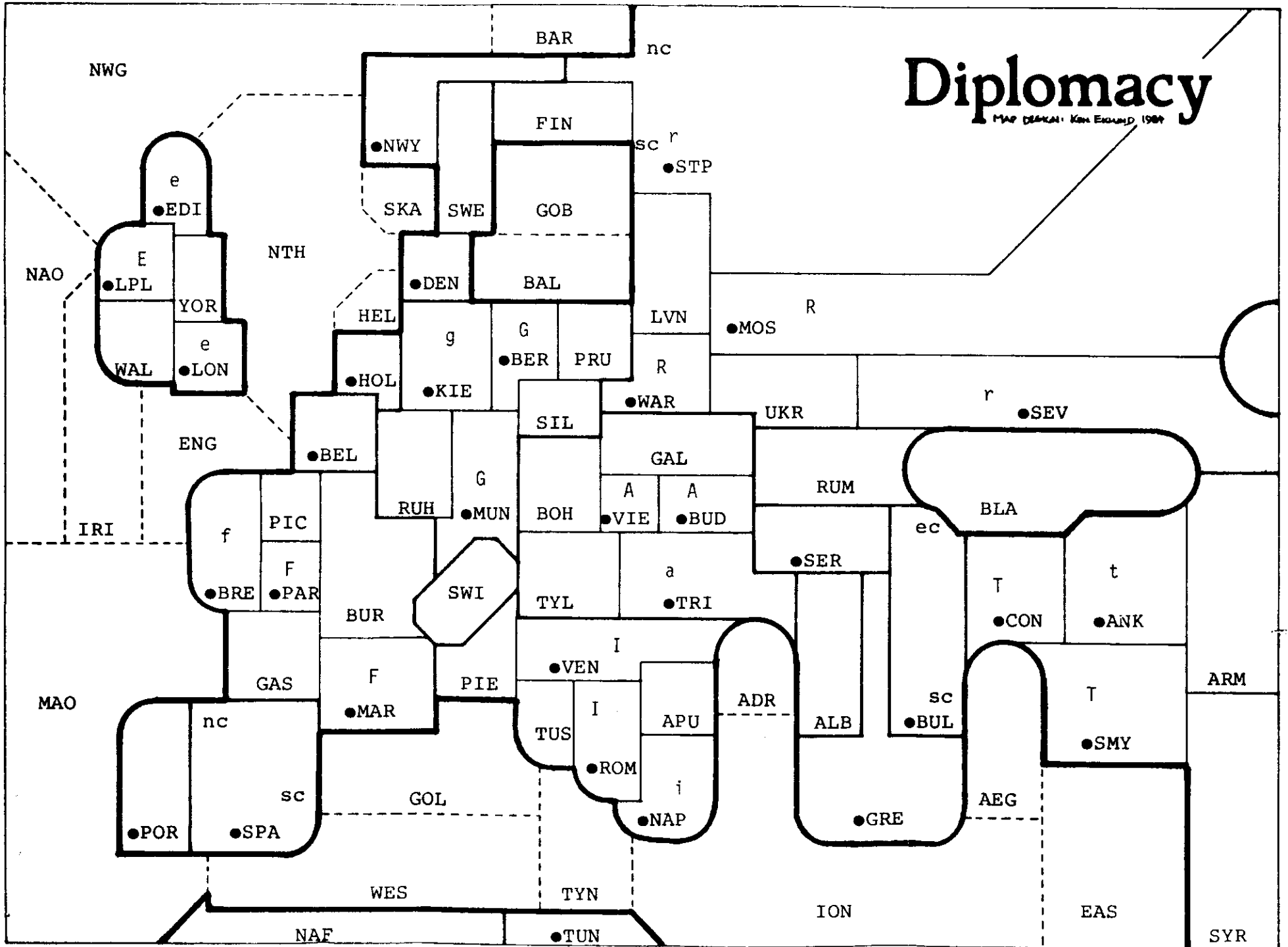
GERMANY: F Swe H, A Ber->Pru, A Mun->Sil, A Kie->Mun, [A Bur->Gas],
 [A Ruh->Bur], [A Bel S A Ruh->Bur]

ITALY: [F Ion S AUSTRIAN F Alb->Gre], F Nap S F Ion, A Gre->Bul, F Lyo->Spa(sc)
 A Pie S A Mar

RUSSIA: A Ukr->Mos, A War S A Ukr->Mos, F Sev H

TURKEY: [F Eas->Ion], [F Aeg->Gre], [A Bul S RUSSIAN F Sev->Rum / nso / d],
 A Con S A Bul

This is in addition to the front-page stories you will read about each turn. Also at the end of the year a supply-center chart is published.



PRESENTING THE 3RD ANNUAL
MID-ATLANTIC DIPLOMACY TOURNAMENT

MARYCON 85'
AND
VARI-MARYCON
FOR VARIANT PLAYERS

FRI. 5/31: VARI-MARYCON
10:00am - 10:00pm
SAT. 6/01: MARYCON 85'
10:00am - 10:00pm
SUN. 6/02: MARYCON 85'
SECOND ROUND
9:00am - 6:00pm
AWARDS

COME JOIN US AT:
MARY WASHINGTON COLLEGE
FREDERICKSBURG, VIRGINIA
(95 SOUTH TO RT. 3 F'BURG.
LEFT ON RT. 3, LEFT ON COLLEGE
AVE., RIGHT INTO THE COLLEGE.
DRIVE TO MONROE HALL.)



MARYCON 85'

REGISTRATION FORM

NAME: _____
ADDRESS: _____
TELE #: () _____

ENCLOSED IS MY CHECK OR MONEY
ORDER PAYABLE TO MARYCON FOR:

- () VARI-MARYCON (5/31)...\$35.00
- () MARYCON (6/1-2).....\$50.00
- () MARYCON (LOCALS).....\$30.00
- () VARI-MARYCON (LOC.)...\$20.00

TOTAL ENCLOSED.....\$ _____

MAIL TO:

MARYCON 85'
1309 HANOVER STREET
FREDERICKSBURG, VIRGINIA
22401

PRICE INCLUDES: **

VARI-MARYCON: (5/31) LUNCH, DINNER, LODGING, BEER. (6/1) BREAKFAST.
VARI-MARYCON (LOC.): (5/31) LUNCH, DINNER, BEER.
MARYCON: (6/1) LUNCH, DINNER, LODGING, BEER. (6/2) BREAKFAST, LUNCH.
MARYCON (LOCALS): (6/1) LUNCH, DINNER, BEER. (6/2) LUNCH.

**WE WILL MAKE EVERY EFFORT TO ROOM YOU WITH THE PERSON(S) OF YOUR CHOICE.
ALL ROOMS ARE DOUBLE OCCUPANCY AND ARE CONNECTED TO ANOTHER ROOM: FOR A
TOTAL OF (4) PERSONS. THE COLLEGE WILL SUPPLY SHEETS AND PILLOW CASES.
YOU MUST SUPPLY YOUR OWN BLANKETS.

ORIGINS 85

THE ELEVENTH ANNUAL NATIONAL ADVENTURE GAMING CONVENTION

JUNE 27, 28, 29, & 30, 1985

BALTIMORE, MD.

ATLANTICON is proud to announce that ORIGINS will return to its birthplace in Baltimore next year under our sponsorship. We are the same people who started the ORIGINS concept back in 1975 and are happy to be hosting our fourth ORIGINS in Baltimore. In 1985, ORIGINS will return to the luxurious UMBC campus which was the site of ORIGINS VIII. Widely lauded for its excellent facilities at that time, UMBC has since completed construction on a huge Student Union which will vastly improve on the fine facilities used in 1982. There will still be a wide selection of inexpensive on-campus lodging in the form of modern, air conditioned dormitory rooms and four bed room apartments of which so many complimentary things have been said. On-campus housing prices have not been finalized at this time but will be in the \$12 to \$14 per day range, plus a refundable key and linen deposit. The UMBC Field House will once again serve as the main Exhibit Hall with over 74,000 sq ft providing room for approximately 150 booths. All role-playing, miniatures, and boardgame events will be held in separate, adjacent air-conditioned buildings for the ultimate in convenience. UMBC is located just a few miles northwest of Baltimore on I-695; the Baltimore Beltway.

We in ATLANTICON are proud of the rich heritage of the previous five East Coast ORIGINS conventions which we have sponsored in whole or in part and are confident that we can offer you an even better gaming experience in 1985. To that end, and despite the effects of inflation and the passage of yet another year, we are proudly ROLLING BACK prices from the ORIGINS 84 level. Please plan to be with us in 1985, by taking the time to read over our many Membership Plans, and fill out the accompanying form for the plan that best fits your needs and mail it to us at ORIGINS 85, P.O. Box 139, Middletown, NJ 07748, or leave it with our representatives at the ORIGINS 85 booth. Please note however that due to the expense of Computer Pre-Registration, all membership sales are final, there can be no refunds.

ADVANCE PRE-REGISTRATION MEMBERSHIP: \$11.00 until December 31, 1984

This option includes four \$1.00 discount coupons good at any booth at ORIGINS 85 for purchases of \$10 or more; maximum of one coupon per purchase. This option also saves you \$3.00 off the regular Pre-Registration price and \$7.00 off the Door Admission price. Altogether, you can save a whopping \$11.00 over the more expensive options if you use all available discounts. In addition, you will receive the Pre-Registration form by first class mail well before the gaming public so that you'll have first chance to sign up for all the limited admission events that are always first to "sell out." This option is the best choice for the dedicated Adventure Gamer who never misses an ORIGINS.

NORMAL PRE-REGISTRATION MEMBERSHIP: \$14.00 until May 31st, 1985

This option is a must for the Adventure Gamer who decides on attending ORIGINS 85 anytime prior to May 31st. Only Pre-Registrants can secure inexpensive on-campus lodging, meal tickets, and receive guaranteed confirmed reservations in the limited admission events of their choice. This also entitles you to two \$1.00 discount coupons good

at any ORIGINS 85 booth on a purchase of \$10 or more (limit of one coupon per purchase), and saves \$4.00 off the Door Admission Price. To be sure you are on our mailing list to receive your Pre-Registration Form, fill out the form on this flier.

SUPPORTING MEMBERSHIP: \$10.00 until June 15th, 1985

This option is available to those of you who aren't sure at this time whether you'll be able to attend ORIGINS 85, but want to ensure getting the news and souvenirs of another ORIGINS anyway. With this option you'll receive the Convention program mailed to you fresh from the printers before they're given out at the Convention. You'll see, perhaps before the convention attendees themselves, all the new products making their ORIGINS debut before they even appear in your local store. Mailed with your program will be an official ORIGINS 85 T-Shirt so that you can update your collection even if you can't attend. More importantly, if at any time prior to June 15th, you decide that you can attend ORIGINS 85 after all, you can change your Supporting Membership to an Attending Membership by simply paying the difference in price. To purchase a Supporting Membership, fill out the form on this flier and mail it with your check for \$10 today or leave it with our representatives at the ORIGINS 85 booth. Be sure to specify the size of your T-shirt in the space provided.

AT THE DOOR MEMBERSHIP: \$18.00 for all four days or \$10.00 per day

All memberships include admission to movies, free seminars and demonstrations, video tournaments, lectures, auctions, exhibits, etc. Some ticketed events (predominantly tournaments) require additional entry fees.

WORKING MEMBERSHIP: FREE until February 28th, 1985

ORIGINS is a convention for gamers given by gamers. Without volunteer game masters to run events, there can be no ORIGINS. ATLANTICON actively solicits volunteers to run tournaments by offering the most generous financial support ever offered by an ORIGINS. Here's how it works: To run an event, you pay a \$20 token fee (\$30 if paid after February 28) to guarantee your good intentions and set the entry fee you wish to charge for your event. ATLANTICON will match this figure and use the funds to purchase a uniform ORIGINS 85 plaque for the winner of your event. At the conclusion of your event, you will receive all the entry fees for your event plus a \$14 refund of your membership price (even if you only paid \$11). We regret that it is necessary to ask you to purchase your membership in advance to guard against the inevitable few who would use a Gamesmaster guise simply to get in free and then not honor their commitment and ruin the convention for those who had planned to be in their events. It is wise to first secure the permission of a company before running an event using their game to ensure that there is no duplication of effort. For more details, please request a Tournament Form by mail or from our ORIGINS 85 booth.

ORIGINS 85 P.O. Box 139, Middletown, NJ 07748 301-298-3135

Please check only the box that applies:

- Advanced Pre-Registration; \$11.00 enclosed
 Pre-Registration Mailing List
 Working Membership; Please send Tournament Entry Forms
 Supporting Membership; \$10.00 enclosed
T-Shirt Size: X-Large Large Medium Small

NAME: _____

ADDRESS: _____

CITY: _____

STATE/PROV: _____

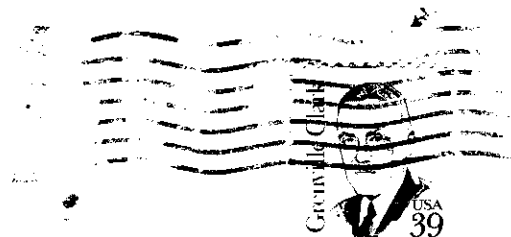
ZIP: _____

THE CONGRESSIONAL PAGE

With fast Eddie declaring himself "contributing editor," thereby basking in the rapturous joy of contributing herein without the responsibility of having his full address published in the header like an honorable co-editor would, it appears that WARTHOG and Politesse are now held together but by my saint-like hobby-custodial sacrifice in publishing and editing this, the east-coast, multi-participational, quasi-non-wargaming, non-numerically oriented, beer-and-pretzels community. We'll see about this contributing editor bit, Mr. Ed. Quill pens at forty paces...

Special Announcement: Gristle Pig U. Dean and Head Mistress Dick and Julie Martin have announced that they will be presenting the new annual Great Fuchsia Forager of the Forest Award at this year's MaryCon, for the shoat who displayed the most saint-like hobby-custodial sacrifice over the past year in the service of WARTHOG. The winner of the Great Triple "F" Award will hold for the coming year a two-foot high prestigious statue in his honor. As the archetype for which this award was obviously designed, I am almost certainly a shoo-in as the inaugural triple "F" recipient, but those of you who wish to do so are welcome to nominate anyone you feel deserves the award. After being published here in Politesse next month, Dick and Julie will judge the nominations for their appropriateness and wrobelesque style.

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



Rod Walker
1273 Crest Dr.
Encinitas, CA. 92024

FIRST CLASS MAIL