

Politesse

The Dale City newsletter of face-to-face, telephonic and photo-
genic Diplomacy electronically serving the NoVirMaryDistric
via carbon ribbon for the past few minutes Issue 6 April '83

GREETINGS

To date we have recorded 14 paid subscriptions, ranging from a handful of change to \$20.00 (the latter by our charter subscriber). A number of others have called or written for the newsletter or have attended the games announced in the March special edition. Four postal zine editors have offered to trade their zines for Politesse. All in all about 35 people have expressed some degree of interest. A circulation of 35 will not land us any significant advertising accounts but it may fill a few games. We hope to locate at least 50 rabid enthusiasts so that a meaningful network of gamers can be maintained. To that end this issue is being mailed to 150 Diplomacists in our service area of Maryland, Virginia and D.C. This will be the last semi-blind mass mailing, however, so BE WARNED, GOOD AND CAREFUL FRIENDS!! GET YOUR POLISUB NOW, ELSE THE MAY '83 ISSUE WILL NOT BRIGHTEN YOUR MAILBOX. As always, you name the price and duration. Make checks payable to...

Ed Wrobel

HAVAGAME

Marty Ward is organizing a Baltimore Dip game for Saturday, April 23, beginning at noon. Call him at 358-5409 or write if there's still time c/o Nancy Malone, 6000 Pimlico Road, Baltimore 21209.

PHONAGAME

We have two signed for our Metro DC area telephone game, Sagrans and Myers. Turns will be weekly, called in to Arlington, with results mailed out the same day. Monthly summaries will appear in Politesse. You need a phone local to the DC area. No fee except postage for the weekly game report.

MARYCON and

Register for MaryCon today! (Write Jeff Breidenstein, P.O. Box 4791- College Station, Fredericksburg, VA 22402. Pay \$23.00 for registration, a dorm room for Saturday night and three meals OR \$4.00 for registration only. Individual meals will be sold at the cafeteria also.) We need you to take home one of many handsome prizes. Top three players point-wise will receive trophy-plaques depicting actual situations from their games in three dimensions (with wooden blocks and a real map). The Best Country awards are foot-long, appropriately-colored wooden fleets. Winners and drawers in individual games will be awarded certificates of diplomatic prowess inscribed with the Warner Number of the game.

and

Allen Barwick has asked that we (David) mention EastCon (Goliath), to be held June 24 through 26 in Glassboro, NJ. There will be tourneys in Traveller, Squad Leader, AD & D, as well as Diplomacy, and sci-fi movies and art, computers and role-playing events. 3000+ are expected. Write EastCon, POB 139, Middletown, NJ 07748. Your editor is considering trips to DipCon at Origins in Detroit July 15 through 17 (for info, write John Caruso, 160-02 43rd Avenue, Flushing, NY 11358) and GreatNeckCon (for info, write Eric Kane, Anduin, 109 Hicks Lane, Great Neck, NY 11024) but is looking for a ride. Is anyone going? GreatNeckCon (also dubbed KaneKon and KiddyKon) is tentatively scheduled for early August.

NO, IT WASN'T ARMY MUNICH...IT WAS BEAUTY DREW THE BEAST

The following excerpts are reprinted (without comment and without the knowledge or consent of your PoliEditor) from the March 16, 1983 Washington Post article on Mary Washington college, site of MaryCon, for the benefit of our lonelier male readers.

No longer an all-women's school, no longer the sister school to the University of Virginia, no longer trying to shed its feminine name, Mary Washington, which celebrated its 75th anniversary Monday, should be heaving a sigh of relief at having negotiated with relative ease the difficult passage from a state-funded women's enclave to a public coed college. Today, 700 of the college's 2,800 students are men, and that number is growing.

"If I had my way we'd go back to being all-girls," says (coed Jennifer) Kirby wistfully. Instead of improving social life, Kirby and other women say, coeducation has made it worse by effectively removing Mary Washington from the time-honored road map that has linked Virginia's single-sex colleges on Friday and Saturday nights since the first Mary Washington girl gave up her bustle for bloomers. Men from such bastions of Southern manhood as Virginia Military Institute, Washington and Lee and the University of Virginia (now itself coeducational after a Supreme Court ruling that opened all but a few of the state's schools to both sexes) no longer can be relied upon to come calling. "The school misleads you. They make you think that guys from other schools roll up here all the time," says Kirby. "They don't, because they think we've got guys here, so instead they go to Hollins or Sweetbriar or Mary Baldwin"- private women's colleges elsewhere in the state. "Nobody comes here!" groans Kirby's roommate, Susan George.

WANNAGAME

Doug Byrnes, 2911 Frederick Avenue, Baltimore 21223, (301)566-4477, can play almost any weekend, the closer to Baltimore, the better, but will travel to the D.C. area.

Wylie Wilson, 1010 25th Street NW, #106, D.C. 20037, some Saturdays free, limited transportation.

HADAGAME

The Novices' Game, (Myers Number 3/83D), was held March 19 at the home of Mark Sagrans in Arlington, VA. Three novices bailed out shortly before game date and experienced players were recruited.

	01	02	03	04	05	06	07	08	09	10
A Mark Sagrans	5	5	5	5	3	3	3	3	4	4
E Doug Byrnes	4	6	6	6	8	10	11	13	13	13*
F Ed Wrobel	5	5	7	8	9	11	11	10	9	9*
G John Long	5	5	6	7	6(cd)2		1	0		
I Chris Jones	4	4	2	1	0					
R Doug McMahon	5	4	3	2	2(cd)0					
T Wylie Wilson	4	4	5	5	6	8	8	8	8	8*
	Swe	Spa								
	Spa									

*E/F/T draw

All three codrawers submitted endgame statements!

Ed and John immediately saw the wisdom in my suggestion of a triple alliance, so toward the sunrise we marched. While the Eastern Barbarians squabbled among themselves, France conquered Italy, the English Empire expanded into Russia and Germany claimed Denmark. It was at this point that France shocked me by suggesting we stab our Good Friend, the Kaiser! I refused to consider it, and it is sheer coincidence that I liberated Denmark on the next turn, per a prior agreement with Germany. During the next few turns, I was too acquiescent to French demands. With Germany in civil disorder, I helped France take Belgium and Munich, and supported a key French breakthrough against Austria-Hungary. This put France in position to roll up the Balkan centers while I was stalemated against Turkey. Ed said he was playing for a two-way draw with me, but his position had become too strong to tolerate.

I chose to be the stabber rather than the stabbee, and the remaining players formed a desperate alliance against me. I mercifully offered a three-way draw, which was of course accepted.

Doug Byrnes
England

"Alright- the English orders."

"Army Kiel to Munich." Only moments earlier my heart had leapt as my armies cracked the Austrian line and poured into Vienna. My fourth fleet was finally in position in the Med. Very soon Austria-Hungary would be but a memory and the Turk, who had the audacity to veto the proposal for an Anglo-French draw, would sit cowering as our combined forces crushed him. It was not to be. Once again "perfidious Albion" had lived up to her name. She had Munich and Belgium from me. One more build season and I could've fortified those areas!

It's not a pretty sight when blood is spilled between friends. I set the timer and Wilson wanted to talk. I told him to wait. "Doug, could I see you a minute?"

Byrnes got up and I followed him down the hall. When we were

out of sight of the others, I pushed him up against the wall, twisted his left arm behind him and threw two quick punches to his right kidney. "That's for Munich!" I turned him around and kned him in the groin. He slumped to the floor. No sense hitting him in the face and leaving evidence. "That's for Belgium, sucker! You're a dead man!" He looked a little pale, so I turned to go back to talk to Turkey. With any luck he'd be there for 15 minutes and miss the next deadline.

"Ed- wait!" He coughed up a little blood. What could he say now? I squatted down beside him. Poor guy. He didn't know how seriously I took the game.

"Doug, why did you do it? We had the two-way draw in the bag. There was no way I could've stabbed you. I had no fleets near the Atlantic. I gave you most of the German holdings. I did the dirty work in the Med. Why?"

He coughed again and began to explain, "Well, you see..." I listened to him for over ten minutes before I realized it was all a ploy to keep me from planning a counter-attack with my new allies. The deadline was fast approaching; Austria and Turkey would think it was a phoney stab. I was caught between an ex-ally and two foes I had been battling for years. Byrnes was a good player- too good.

But there wasn't anything I could do about it now. Without a word I stood up, kicked him once in the ribs and raced back to the game board. Austria and Turkey were off somewhere talking. The bell rang to signal the end of the negotiating period. I saw Sagrans and Wilson helping Byrnes back into the room. Fortunately it was another ploy. They dropped him on the floor, gave him pencil and paper, and attacked him anyway. Austria eventually voted himself out of the draw and England was admitted to the dominant co-alition. It was a bittersweet result- a 3-way draw, when a 2-way had been so close. And I had probably alienated Byrnes forever with my strong-arm tactics. Oh well, it's only a game.

Ed Wrobel, France

Editor's players notes: (Please read Wilson's statement next page first). When Sagrans told me that 3 of his recruits cancelled, I made phone calls to fill the game. One individual was interested but wanted to know who was playing. He said he was only interested in "quality" games and that this one sounded "iffy" i.e. not worth his time. He predicted we could not assemble 7 players and that someone would leave by 4:30 anyway. He was almost half-right! (It's fortunate he didn't attend.) I wouldn't chide someone for leaving a game early. Dip takes a long time; people have other things to do; they get bored and tired. We would like to organize quality games, though. Some serious enthusiasts have participated in past Myers games. For 1/83A, some drove from Baltimore to Dale City and played from 12:30 to 10 p.m.! Not to discourage anyone, but please show up if you have said you will, make every effort to arrive timely and set aside enough time. A game beginning in the afternoon may well last into the evening. Those who wish to play but can only devote a few hours should host or seek out games in which a time limit is established ahead of time. Thus there are no surprise departures and no one is disappointed.

ENDGAME

Arlington, Virginia-----March 19, 1983

Endgame Statement-----Turkey (Wylie Wilson)

Diplomacy Variant #1-----Impure Diplomacy

We met in a military-industrial housing complex in Pentagon City. The apartment's playing area was the spacious living-dining room with waist-to-ceiling windows along two sides and a luxurious burgundy-colored rug. Doors closed on three other rooms. Our host was Mark Sagrans, a grad-student of diplomacy. He served us munchies while we waited for two people to arrive at 1:00, an hour late. In the Gunboat Diplomacy practice held for the benefit of the two "first-timers" I doubled my number of units in Winter 1901.

War broke out in DiploEurope at about 1:30. I spent the first game-year living down my "dangerous" reputation for Russia (played by first-timer, Doug McMahon), the Power that is frequently Turkey's best ally. Austria attacked Turkey in Spring 1902 driving Turkey back from Bulgaria. Meanwhile Italy, who had gone East, bounced with Austria in Greece. As a result Turkey and Italy cooperated to gain Bulgaria and Greece respectively. At this time Turkey, Italy, and Russia, the smallest Great Powers at four units each, banded together. I was inexperienced at playing an eastern Power and ordered Tur F Bulgaria-Aegean Sea. The fleet was on the east coast. The mistake hurt both Turkey and Italy. Russia, after a series of original moves, was reduced to two units adjacent to Turkey. Chris Jones, who was expert in the role of Gamemaster; as Italy, nevertheless, overlooked that the letters E and F and G are closely allied. The western half of the Med soon became a Frog-pond. John Long (Germany), who had arrived with Doug McMahon at 1:00, announced that he had to leave at 5:30. Around Fall 1905 France eliminated Italy with Austria and Turkey gaining some of the spoils. In Spring 1906 Germany and Russia were in Civil Disorder.

Turkey got the Russian supply centers, England got most of the German supply centers, and France got a little of Germany and a little of Austria. Austria did an about-face when France pressed eastward in the Med. Now it was England-France with 22 supply centers against Turkey-Austria with 12. Mark (Austria), a first-timer, was clearly in last place with four units and also apparently under time-pressure from outside social obligations. He started on a downer trip.

By now it was dark; a small lamp lit the board. Our break came when England stabbed France gaining three units. France (Ed Wrobel) joined forces with Turkey and Austria. Mark's trip lasted through to the end of the game. His flailing attempts to break free of puppetdom failed and he proposed a three-way draw that excluded himself. I was inexperienced at stabbing and at endgames, and failed to give serious consideration to stabbing Austria and continuing to aid France in gaining revenge from England. I told France that I would accept an EFT draw but that he had final say. The draw was agreed to at 10:30. The inherent relative strengths of the Powers, strategy and tactics, and diplomacy influenced the final outcome. A significant additional factor, the players' outside demands, resulted in a game of, in Doug Byrnes' (England) words, Impure Diplomacy.

JUST A FOOL'S GAME

The first annual Dale City Fool's Game (Myers Number 4/83E) was held April 2. Negotiations were monitored by The Fool. His notes are reproduced below. Photographic evidence of the proceedings was also obtained. The letters in the left of each column separated by a slash (e.g., "E/F/G") indicate the participants in the discussion. The speaker is followed by a colon (e.g., "G:"). When direct quotes are not available, the suggestion or discussion is summed up within parentheses. On the maps, fleets are lower case; ARMIES, CAPS. Underlined moves fail; final location of the unit is shown in CAPS.

The Fool's Pregame Advice:
 Have more than thou showest,
 Speak less than thou knowest,
 Lend less than thou owest,
 Ride more than thou trowest,
 Set less than thou throwest;
 Leave thy drink and thy whore,
 And keep in-a-door,
 And thou shalt have more
 Than two tens to a score.

KING LEAR, Act I

The initial negotiating groups were A/R/T, F/I and G/E

G/E G: Get F over here, how about E/F/G? 2 neutrals each. Bel & Hol for me; Den & Nwy for E.

F: OK

A/R R: DMZ in Gal? Between you & T for the rest

R/T (non-agress with A, R wants long-term R/T)

F/G F: Why triple? Let's attack E; give him Bel for now (A overhears)

F/R/G R: anti-E, could take Nwy and build F Stp(nc)
 G: I'll let you have Swe

E/T E: you anti-R?

T: maybe later, what's the talk in the west?

E: G wants triple v. the east, but F won't buy it

A/G (mutual non-agress)

E/R E: how about an E/R north v. south alliance? All I want is Nwy; guard your flanks

R: I just want Swe

E: Just Nwy for me, not even Den

R: I won't commit in the north

E: I'll show you by my Spring moves

E/R E: I'll move A Liv-Yor & take Nwy with a fleet

E/F (E prefers 2-way v. G)

F: OK, will support A Par to Bur & support you to Bel in the fall; you must convince G you don't want Den so he doesn't occupy Hol and Ruh

G/R (R is anti-E)

G: No, I would consider A War-Lvn to be anti-G

R: I'll move A Mos-Stp

E/G G: I'll take Den; you can have Bel

F/G/R F: Has E asked you to move to Den? (anti-E)

T (still sitting quietly at the board)

E/F/G F: What's the status of the triple? G gets Hol & Bel?

G: E gets Nwy & Bel

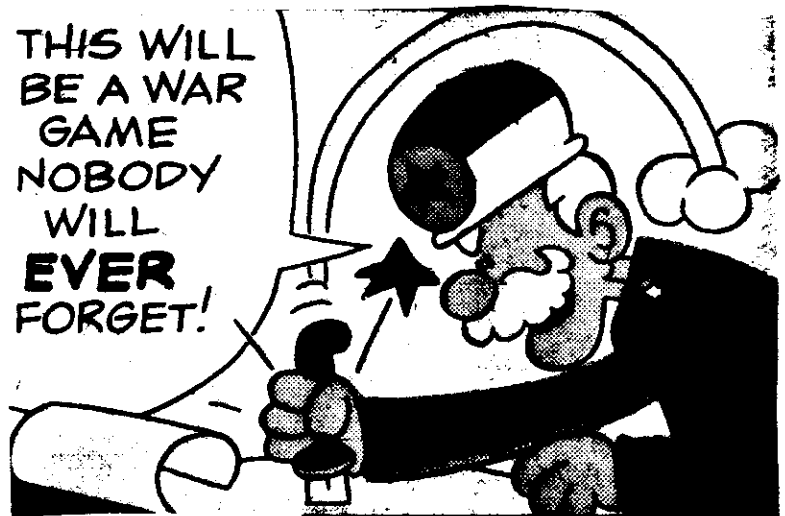
F: OK, I'll swing to the Med

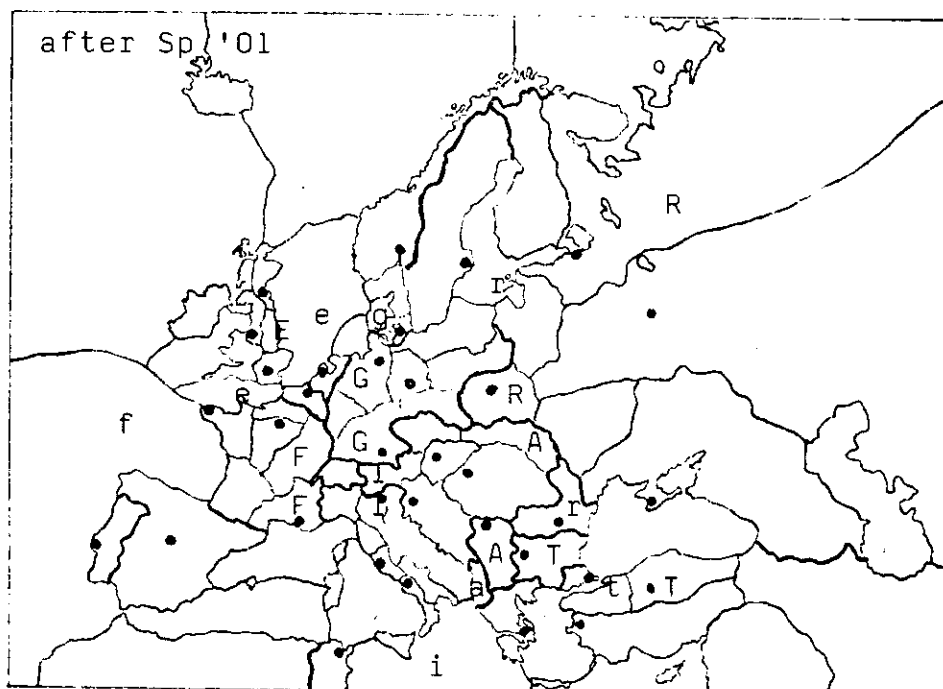
R/T/I/A (somewhat quiet)

Foolish Thoughts:

Which player will be found to epitomize the spirit of the top Pentagon official pictured below?

**THIS WILL
 BE A WAR
 GAME
 NOBODY
 WILL
 EVER
 FORGET!**





AUS: A Vie-GAL
 A Bud-SER
 F Tri-ALB
 ENG: A Liv-YOR
 F Edi-NTH
 F Lon-ENG
 FRA: F Bre-MID
 A MAR S A Par-
 BUR
 GER: A MUN-Bur
 F Kie-DEN
 A Ber-KIE
 ITA: A Ven-TYO
 A Rom-VEN
 F Nap-ION
 RUS: F Stp-BOT
 A Mos-STP, F Sev-
 RUM, A WAR H
 TUT: F Ank-CON
 A Con-BUL
 A Smy-ANK

PreFall '01

E/F (F is unhappy about the channel)

A/G/I I: Say, Austria, shuffle off

G/I I: I gotta get Aus 1st
 R/T is solid, nothing went to Black Sea

R/T (whispering)

E/G G: You could just take Belgium; A Mun is H. F & I both adjacent.

F/I F: E gets Bel; that's it! R gets Scan

I: Is there E/R? Do you have a concrete proposal?

G/R R: I'll go for that (Nwy & Swe); maybe I can get an Eng center. F/G?

I/T T: I appreciate the offer; what I said earlier still holds
 I: I'm not giving you physical support
 T: I certainly could give you some in return; Aus is a big place

A/I A: What are you going to do now?

I: Why? You want support into Greece?

F/R F: Please move to Nwy
 R: I don't know; I might get bounced and be stuck in Stp

F: He won't go for Nwy; he'll support himself into Bel; its a sure thing

R: Good point; if I get Nwy, I can build in Stp

F: I don't know his intentions but he has to go for Bel

E/R (R wants Nwy & Swe)

E: An army in Scan won't bother me; I have other ideas; I have to go for the sure build, Bel

R: Well, I'm not with you or against you

Foolish Thoughts: Let us name the players...

A Dan Huffman

E John Thrall

F Mike Cannon

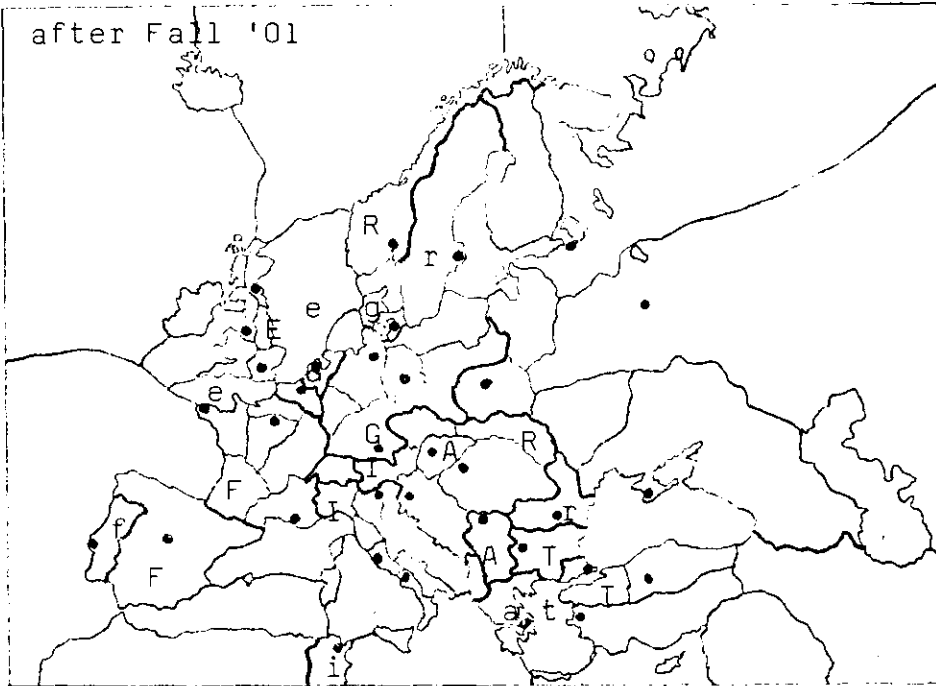
G Lanny Myers

I Mark Nicholson

R Doug Byrnes

T Chris Jones

after Fall '01

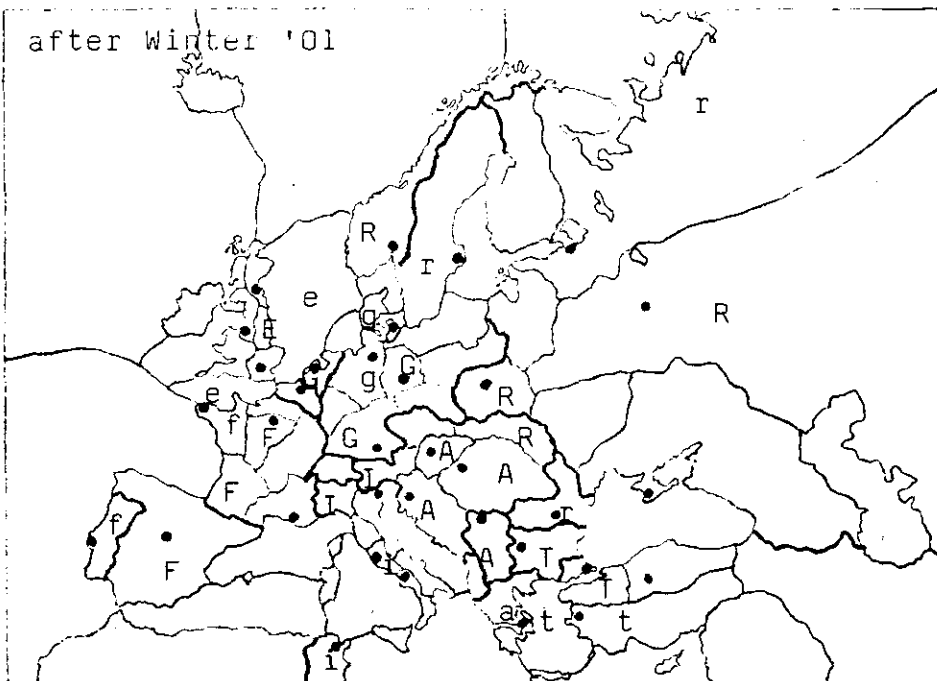


AUS: A Gal-VIE
 A SER S F Alb-
 GRE
 ENG: F NTH S &
 F ENG C A YOR-
 Bel
 FRA: A Mar-SPA
 F Mid-POR
 A Bur-GAS
 GER: F DEN H
 A Kie-HOL
 A MUN H
 ITA: A TYO-Mun
 A Ven-PIE
 F Ion-TUN
 RUS: A Stp-NWY
 F Bot-SWE, A War-
 GAL, F RUM H
 TUR: A BUL-Ser
 F Con-AEG
 F Alb-GRE

When priests are more in word than matter;
 When brewers mar their malt with water;
 When nobles are their tailors' tutors,
 No heretics burn'd, but wenches' suitors;
 When every case in law is right,
 No squire in debt nor no poor knight;
 When slanders do no live in tongues,
 Nor cutpurses come not to throngs;
 When usurers tell their goldi' th' field,
 And bawds and whores do churches build:
 Then shall the realm of Albion
 Come to great confusion.
 Then comes the time, who lives to see't,
 That going shall be us'd with feet.

Que'st que c'est
 "faux pas" dans
 anglais?

after Winter '01



AUS: A Bud, Tri
 ENG: even
 FRA: F Bre
 A Par
 GER: F Kie
 A Ber
 ITA: F Rom
 RUS: F Stp(nc)
 A War, Mos
 TUR: F Smy

To be continued
 (at a somewhat
 faster pace)
 Your comments
 are welcome; is
 this game of
 interest?
 The Fool



The Boys show off
their Longknives:
Jones, Cannon,
Nicholson and
Huffman (look close),
Byrnes as corpse,
a happy Thrall and
Dr. Myers

Jones is bored,
Nicholson blinks,
Thrall, Byrnes,
Myers, Cannon
and Huffman
foolishly turns
his back



The CoDrawers:
Jones as Turkey and
Cannon as England
(plus a jealous
Nicholson), loyal
friends to the end

The Fool advises
players of the most
important province
on the board



A Fool and his
Loebach are not
easily parted

The Fool is
unhappy to be
excluded from
the draw



Loebach & Wrobel
3932 North Forestdale Avenue
Dale City, VA 22193



Red Walker
1273 Crest Drive
Encinitas, CA 92024