

\*\* POLITESSE \*\*

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Politesse is the monthly journal of the Washington Area Retinue of (Tacitly) Highly-Organized Gamesters. Ken Peel, publisher and co-editor; Ed Wrobel, co-editor and illuminated keeper of the exalted wrobel-script machine. See below.  
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*Nas failed again!*

GREETINGS:

This issue is an attempt to get back on a more reasonable schedule. As stated previously with the best of intentions, my target is the weekend after of 15th of each month. With the new postal dip game, a regular schedule becomes even more important. Of course, meeting this lofty goal enters the realm of the possible by the camera-readyness of the submissions I receive. Now, don't get me wrong. I will still do the typing if it comes to that, but it's best that you all know that "procrastination" was one of the first five syllable (threshold wrobelesque) words in my youthful vocabulary. The word was usually presented to me in the command form, prefixed by "you've got to stop all this." The above WARTHOG mascot was expertly penned by none other than our own Southern Swineherd, Phil Dancause. Nothing indefinite about the free-hand skill of Phil, I say! Check out the forms inside for the Rod Walker and Don Miller Awards. Vote WARTHOG!! See campaign material following the forms! Now's your chance to gather in the chits from the Great Babirua and the new Chairman of the Committee on Shoats and Polls. No Diplomat-Times this month containing the Stab Wrobel/Bernie Oaklyn Memorial local postal dip game. We are giving plenty of time for a fully-seasoned Spring 1901. That's it for now. But before moving on to HAVAGAME, the very essence of this publication, how about a little subscription information?

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For the still-low, but threatened due to problems with the one-ounce limit, sub price of 35c per issue, you get not only a secret decoder ring, but membership in WARTHOG with the attendant monthly arrival of Politesse. Don't be like Bruce Poppe and forget to resubscribe. Sure, get those free issues for submissions later, but send your money now to Ken Peel, 8708 1st Ave., #T-2, Silver Spring, MD 20910, 301-495-2799.  
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## HAVAGAME:

## HOSSCON:

May 4 and 5, Al Pearson's in Charles Town, West Virginia. Charles Town is just 50-60 minutes out of the Washington area, and is near Harpers ferry. Al is a new WARTHOG recruit (see full page announcement on HossCon later this issue), and should be welcomed with open arms. Uncle Al, the novice's pal, however, is an old time publisher from the middle ages of the postal Diplomacy hobby, whose 'zine, I am told (Just Among Friends) was once tops in the popularity polls. Well Just Among Friends has long gone to that great archives in the sky, but Uncle Al is now reappearing amongst us all! Go to HossCon. Make Al feel like one of the shoats. Crush him like an insect in Titan. I can't make it because of a seminar I must attend for work, but if you need a ride, Ed Wrobel has graciously volunteered to work as coordinator of such activities. Ed's number is (703) 670-3489. Again, please refer to the full-page flier on HossCon at the end of this issue. Should you require more information, call Uncle Al at (304) 725-5537.

## MARYCON:

May 31 (VariMaryCon) and June 1, 2 (MaryCon), Mary Washington College (MWC), Fredericksburg, Virginia. Near the end of this issue, I have put together a photo-journalistic retrospective on last year's MaryCon. It was something and a half, believe you me. I have also reproduced again the entry form for MaryCon '85. If you should decide to go at the last minute, you can register at the door. Just arrive early. Directions to MWC can be found on the entry form. Just look; you'll find it. MaryCon is the creation of Dick Warner (professor at MWC in Russian history) and is expertly managed by representatives of the only gaming clan more massive and dangerous than the Vesseys: the brothers Kelley, Matt and Mike. But let me make clear that there is a strong incestuous connection between WARTHOG and MaryCon. The first MaryCon in 1983 might not have come off as the success it did (which allowed the con to continue and to grow) if not for novice-like and energetic activities of our own Ed Wrobel. Although Dick Warner is the man behind it all, Ed excited the lethargic; he raised the troupes; he brought life to those thought dead. Ed's involvement continues on a more modest scale now, but he may very well be presenting MaryCon's bid for DipCon '86 (as he did for DipCon '84 in Detroit a few years ago) at DipCon this summer in Seattle. DipCon is the roving national Diplomacy tournament, and thus is similar to Origins, although on a smaller and more specific scale. Also, MaryCon's GMs are noneother than Dick & Julie Martin, Dean and Head Mistress of our own GRISTLE PIG U. Dick also doubles as WARTHOG Chairman-at-large of the Committee on Education, Training, and Right-Thinking. So while MaryCon is not technically a WARTHOG event, you may well consider it a home-turf tournament. Go there and beat the pants off all those interlopers, I say!

## ORIGINS/ATLANTICON:

June 29 and 30, Towson State University in Baltimore. Yes, the location of Origins/Atlanticon has changed back to Towson State. I'll reprint the Origins flier, but remember (repeat after me) that it's Towson, not Univ. of Maryland, Baltimore! Send away to the address on the flier for more information. For those who like to play everything, it is there. From role playing, to war gaming, to WARTHOGing... and more. If you are hot on Dip, I suggest you do it at MaryCon. I played at AtlantiCon's Diplomacy trounament last year, and found it too frantic, too hot, and chaotically administered. If you love Dip, Dip and more Dip, go ahead. If you like a wide variety of games, Origins has all and playing in a long tournament like Diplomacy makes it hard to hit the others. I think, in fact, that Origins has been extended from Thursday through Sunday, however that works out. I am definite for MaryCon, but doubtful for Origins. Either Dipcon or Pudgecon now even looks possible. But more on that in future issues.

\*\*\*Sean Vessey may be hosting a Saturday game of Pax Britannica in the coming weeks. Watch your mailbox for more information, or call Sean at (703) 768-1285.

HADAGAME:

1829

or

IF AT FIRST YOU DON'T SUCCEED, CHOO-CHOO AGAIN by Marc Hurwitz

On March 30th, nine gamers (identified by first name only) met in solemn conclave to decide the fate of british capitalism. Mike, Marty, Ed, Marc, Doug, Herman, Ron, Randy and Winston were to play 1829, the northern version.

Randy, Marc and Hermann were new at the game. Ed, Doug and Mike were acknowledged masters. The others were simply the others.

The game started off swiftly, with LNWR, NER, Midlands, and NBR quickly achieving blue-chip status. LNWR rose to 200, then suddenly folded as massive profit-taking occurred, partly to finance a new wave of investment. Mike was appointed conservator of the railroad, whose stock suddenly fell in value. Around 70, another massive wave of investment occurred, and the railroad became operational as a public company again. From then on its value rose until it reached 345 at the end.

We interviewed Marc, one of the novices, for his story. "I realized quickly that the actual tactics of directing a railroad were not essential to amassing wealth. Therefore, I decided to emulate Ed. Whatever he bought, I bought. I bought as much as possible so long as I did not become director of any firm. Soon, two rival interlocking directorships arose. Marty and Doug controlled Midlands and NER. Ed and Mike controlled NBR, LNWR and GNR. Meanwhile, Hermann had acquired the directorships of several companies, but without experience he didn't do too well. I owned a lot of stock of companies controlled by the second faction. The 10 share limit began to cramp my style, so I decided I needed some directorships. I took over LNWR from Mike and GNR from Ed. Nonetheless, I endeavored to insure that each maintained large (50% or more) holdings in these companies. I ran them at their command -- essentially appointing them CEOs. Ultimately, my biggest mistake was hitching to Ed instead of Doug. Clearly they were the two best players, but Ed faced the distractions of playing host (he was an excellent one, by the way)."

The final Standings:

Doug	6363	Ron	4088
Marty	6193	Hermann	2700
Marc	5122	Randy	1700
Ed	5111	Winston	(Haddago early)
Mike	4471		

Marc continued, "Coming in third out of nine the first time I played this game was quite satisfying. My thanks to Doug for inviting me, and to Ed for feeding me."

Other comments were, for MY BIGGEST MISTAKE:

Mike-- "Not screwing Doug"	Hermann-- "no comment, I made lots of little mistakes"
Marty-- "Selling NBR"	Ron-- "Selling out LNMR early; not having enough trains"
Ed-- "Investing in GNR"	

GREATEST COUPS:

Doug-- "Owning Midlands & GCR simultaneously. Buying #7 choo-choos."

OTHER COMMENTS:

Randy-- "Great Game... being a director helps"

Ed-- "Marc is destined to be one of the greatest players of all time. His wit and cunning are stellar in their intensity. I feel honored to have had him as a guest. Compared to him all other visitors were churlish boors with barely wit enough to belch out their mouths rather than their rears. Infamous twerps all!"

Twins, but not  
identical

DIRECTIVE

Be It Known,

As the Politburo of WARTHOG deems it necessary and good for the body  
as a whole,

Sean Vessey, Washington Area Tusk

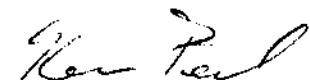
Is hereby assigned the post of


TacticsTusk-at-Large

Effective April the First, Nineteen Hundred and Eighty-Five and continuing.

The Vice Premier shall assume the Chairpigship of the Committee on Shoats and Polls.

For the Politburo,

  
Ken Peel  
Premier, WARTHOG

  
Ed Wrobel  
Vice Premier, WARTHOG

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POLITESSE HISTORICAL DOCUMENT #103:

1984HB-GRAUSTARK-F-E-"Fall, 1903" 3/12/85

Dear Dick,

Your letter of 3/8 was very convincing.  
I am confident that you will not attack  
Brest. So, I will now concentrate all my  
efforts on Marseilles.

Thanks for the reassurance, and  
good luck versus the Germans in the  
North. In the meantime, I will continue  
trying to persuade the Ities to turn  
East while lending support versus the  
crazed Germans.

Sincerely,  
L. M.

## MEMORANDUM

From: E. Wrobel, Vice Premier (Tentative), co-editor, Politesse

To: K. Peel, Premier (Provisional), co-editor and publisher, Politesse  
 D. Byrnes, Baltimore Area Tusk, Minister without Postal Folio  
 P. Dancause, Southern Swineherd, Indefinite People's Junta  
 E. Fahrmeier, Northern Swineherd, Indefinite People's Junta  
 D. Martin, Education Minister, Dean, GRISTLE PIG U

Re: The Vessey Situation

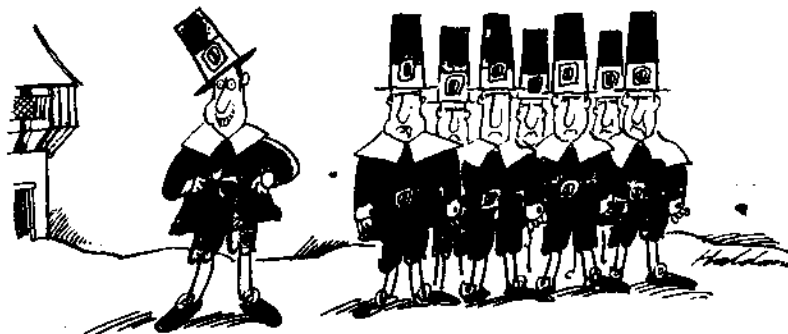
By now you have all received the crudely crafted "Polesse" (Journal of Tactical Swine), a feeble but significant attempt at a coup de tat by the militaristic Vessey family, and read the Vesseyich propaganda besmirching Politesse proper (NOT written by my son, Eric, by the way!). Fortunately, we stand together, strong and united, against this assault upon our multiparticipational, nonhexagonal nature. We must not, however, underestimate the potential threat of a rival publication, no matter how derivative, or a heathen philosophy, no matter how heretical. Timely and effective action must be taken to re-absorb and pacify the maverick Vesseys.

It is written that a hexagon has 6 sides and 6 angles but a gamester has only 2 eyes and 2 ears. Vesseys, on the other hand, may be as numberless as the grains of sand on the beach. It is better to be green than mean, thank you for not smoking and have a nice day.

Thus, it behooves us to meet the Vessey menace in a wholly negotiational, co-optive and sly manner. The Politburo will issue a directive appointing S. Vessey TacticsTusk-at-Large. Duties associated with this post include careful evaluation of multicparticipational games of a quasi-hexagonal nature with rulebooks spanning more than 6 pages, recommendation of such activities deemed acceptable for official WARTHOG participation and introduction of those pastimes sanctioned by the full body of the Politburo. A draft copy is enclosed for your consideration. As always, your comments will be carefully weighed prior to effectuation of the pre-ordained action. However, I am certain the good members are well aware of the efficacy of this approach. Not only will Vessey have little opportunity to engage in further subversive publicational activities as he pores over terrain effects charts and modified combat results table, he will also be deluded into believing he has won a victory of sorts while real power remains with the Politburo and we continue to play Titan and 1829. Further, I will assume Vessey's chairpigship of the Committee on Shoats and Polls so as to indoctrinate new shoats correctly and properly influence available polls for the greater glory of WARTHOG. Should Vessey refuse his new post, we will simply seize the high moral ground and condemn him for rejecting a fair and generous compromise, as is the usual course in DipDom,

Snort Snort,

*EW*



"Watch Brother Vessey. I fear he may be backsliding."



## a pig you could ride

FELLOW SHOATS...MEMBERS OF THE POLITBURO...DEAN DICK AND HEADMISTRESS JULIE...

*It is my obligatory honor and bravely borne duty to place into nomination for the coveted title of Great Fuchsia Forager of the Forest, the name of our Provisional Premier, pollyannish poliPubber and my very own co-editor, Kenneth Peel.*

*Cynics may view this nomination as little more than an act of self-aggrandizing twin-like mutual back-scratching. Skeptics may see in it a brilliant satire of DipDom's current Rod Walker Award (for which Rod himself has been nominated).*

*No way, friends, this time I am serious.*

*Last November, depressed by the rise of the Dark Side of DipDom and weary of the financial, emotional and typographical burdens of poliPubbing, I determined to flee from my swine-given responsibilities to you, the loyal shoats of WARTHOG. My weakness was shameful indeed and I confess it reluctantly now, only after months of healing time have passed.*

*During this dark night of the pig, who came to rescue Politesse from oblivion and save WARTHOG from disassociation? None other than our current publisher! With his bold plan to return Politesse to its roots in the regional gaming community, his facility with high-tech reprographic equipment and his unfailing commitment to you, our loyal shoats, Peel has preserved and expanded multiparticipational generative nonwar gaming opportunities within the greater Washington/Baltimore area and beyond.*

*Ken Peel is truly a pig you could ride!*

TUSKS OFF TO YOU, PREMIER PEEL!

OUR GREAT FUCHSIA FORAGER OF THE FOREST!!

Respectfully,  
Vice Premier Ed

((Blush. Actually, Ed, I just din't want to let you off so easily. Now, as Provisional Premier with real power, I have you just where I want you. Has it ever occured to you that the Dark Side of Dipdom just might be playing to my puppet strings? Now, finally, no longer a figurhead, I at last ha... last word. Ahah...haha!!!!))



ALL WE ARE SAYING  
IS GIVE NONWAR A CHANCE!

-Ed Whobel

I wish to offer a public apology to the House of Vessey for my nearly inexcusable failure to express myself in a clear and effective manner. Longtime enthusiasts of my discursive style would readily admit that I have, on rare occasions, indulged in an obscure allusion or two. Therefore, in responding to the good Vesseys, I hasten to clarify that it is not conflict simulation I oppose, but conflict realization. Titan, for example, involves conflict, as Eric has so capably noted, but it occurs in a mythical world among imaginary creatures. Conflict simulation of this kind permits us to express our asocial aggressive instincts in a wholesome, uplifting manner. Games that closely mimic real war, however, only whet the appetite for militaristic adventure.

This dynamic was graphically depicted during a meeting of the Washington Gamers Association I attended some months ago. The WGAers have polymorphous gaming tastes, ranging from Squad Leader and Crescendo of Doom to Civilization, Diplomacy and beyond. One enthusiast participating in a classic tactical hex game bubbled lustily over the efficacy of a 50 caliber projectile in removing a man's leg. I don't believe this to have been the isolated ravings of a frustrated gunman. The pleasure derived from a boardgame does not spring solely from the bare mechanics. The ambience, the paraphernalia, the background, the trappings, the "chrome" are of equal or greater importance.

Eric argues that many of the games officially sanctioned by the WARTHOG bureaucracy are "war games" not unlike those he enjoys. Certainly a game without competition would miss the point and with competition, some degree of conflict follows. What is important is the nature of the conflict. The WARTHOG favorites abstract and diffuse conflict through generalized multiparticipational formats. Some mutually beneficial action is required, thus compelling the participants to recognize and work within the social structure created by each game. Granted, each player searches for victory (or, in Diplomacy, perhaps a 3-way draw or a so-called "strong second"! ). The key is that the goal cannot be reached solely through force of will, a tank charge, relieving your opponent of his limbs or an excess of familiarity with Rule 13.3(a), paragraph 3, subparagraph (c). The concept of social interdependence may seem quite simple but it can hardly be emphasized enough in a society overrun by drivers who fail to employ their turn signals, smokers who assert a right to pollute entire offices and politicians who sacrifice the poor on altars constructed to "Peacekeeper" missiles and tax breaks for the comfortable.

Turning to specific games, I believe Eric has given too little consideration to the co-operative possibilities in Titan, Borderlands, Illuminati, Russian Civil War and Junta. If we assume that conflict is inevitable and not necessarily damnable, we can look beyond Eric's simplistic analysis and see that these games all have positive interactive potential. The point of Borderlands is to rebuild civilization; trade and co-operation are essential to success. Russian Civil War not only teaches history and multiple reality level theory, it also diffuses conflict. Co-operation is built into Junta; no player can go it alone. Joint victories occur frequently in Illuminati. Nuclear War and Escalation are not traditional competitions in any sense; their purpose is teaching that no one wins! Don't call them "nonwar"; "antiwar" would be more appropriate. Perhaps Holy Roman Empire has similarly beneficent characteristics. I was immediately turned off by its imposing rulebook and military ambience. But I'm certainly willing to give it another look, especially if the map and counters are aesthetically pleasing. Machiavelli seems very much like Diplomacy and not overly complex. I believe it was not favored by a number of participants at The Vessey Games due to a fever to begin something (remember the difficulty we had reaching an agreement?) and impatience with the nonfamiliar.

I agree with Eric that degree of complexity and familiarity is a matter of taste. I tend to have one or two favorite games at a time, which change every several months.

Believe it or not, at one time I played postal Third Reich (a "10" on TAHGC scale!) with relish. My current distaste for complex games is rooted in disillusion with the tendency for such contests to be decided by quirks in the rules ("Hey, you can't do that!" "Yes, I can-- look it up!" I realize 3R is especially problematic in this regard but the principle applies to other games as well.) Just reading the rulebooks to these kinds of games is a burden, much less playing them. But don't give up on me-- I have been struggling off and on with Ed Fahrmeier's copy of Star Trader, a rather complicated economic interstellar trade game.

We all hope that Vessey the Elder will employ his new post as TacticsTusk-at-Large in a constructive and reconciliatory manner to inform shoatdom of exciting new gaming possibilities. WARTHOG needs cross-fertilization to remain a viable and congenial group. Let us not split into a choo-choo faction, a Titan faction, a Diplomacy faction and a polyhexagony faction. At the same time, we must recognize that we each have limited time to devote to gaming and, thus, be accepting of differing tastes, no matter how incorrect (except for two-person tactical hex games with tanks).

Shalom.

#### TALK TO MR. ED

You, too, can talk to Mr. Ed by writing to Ed Wrobel, 3932 North Forestdale Avenue, Dale City, VA 22193, future home of an Elvis Presley Museum! Eat your heart out, Gary Coughlan!

## Elvis Museum coming to Dale City!

Winner of the Mr. Ed Stakes is Ken Peel. Ken wins a gamestart in the next World Diplomacy game. Congrats, Ken!

Sean Vessey

Dear Ed (England),  
This course you suggest maximizes a balanced operational flexibility. This could provide responsive reciprocal mobility. Turkey stands firm on the need for synchronized modular guidelines. Hopefully we can proceed on a parallel transitional concept. Turkey awaits your response.

2623 102 Windbreak Drive  
Alexandria, VA 22306  
4/8/85

Yours in "Hexags",  
Sultan Al-Vessey

(If you are going to talk to Mr. Ed, you are going to have to make a little more sense than that! -ed.)



THE WINNING ENTRY OF THE MR. ED CONTEST

or,

PROOF POSITIVE OF PREMIER PEEL'S JINGLE-INFESTED MIND

--The Mr. Ed Theme Song--

A horse is a horse, of course, of course,  
and no one can talk to a horse, of course,  
unless the horse can talk, of course, like the famous Mr. Ed.

Go right to the source and ask the horse--  
he'll give you an answer that you endorse.  
He's always on a steady course. Talk to Mr. Ed!

People go yackety-yack and chat about the time of day,  
but Mr. Ed, he'll never speak unless he has something to say.

A horse is a horse, of course, of course,  
and no one can talk to a horse, of course,  
unless the horse can talk, of course, like the famous Mr. Ed!!

--Thank you, thank you. Now for my next number, I would like to do the Felix  
the Cat number. Ehem. Cough, cough:

Felix the Cat, the wonderful, wonderful cat.  
Whenever he gets into a fix, he reaches into his bag of tricks.

Felix the Cat, the wonderful, wonderful cat.  
You'll laugh so much, your side will ache, your heart will go pitter-pat...  
Watching Felix the wonderful cat!

--Hey, this is fun. Now for my next number... Hey, you guys, what are you doing?  
Let me go! Just one more theme song. This is MY MOMENT!! Arggh!!!



Ken,  
Thanks for the mention  
in Politessc. Here is \$3 for a sub. Al

((Al, this smacks of bribery. You avoided this establishment until you finally recognized our usefulness. But hey, bribery is fine with me. Here you go, save the whales, and have a nice day! -Ken))

### HOSCON ANNOUNCEMENT!!!!

For those of you who thought it was safe to go back to gaming.....Al Pearson announces a fun-filled(?) weekend of games, drinking, horse racing, etc, at the Pearson palacial estate outside of Charles Town, WV. The Pearson Manor is located on two acres of rolling hills at the northern end of the Shennadoah Valley (where John Brown's body lies a'moldering in his grave.

Festivities will be on Saturday May 4 and conclude on the afternoon of May 5. Those wishing to come a little early will be able to arrive on Friday night if desired. (Please contact Al to see if he desires to see you). Please bring any large quantities of your favorite beverages; Al will attempt to supply food for the horde of locust that gamers at these events seem to be.

Activities will include gaming for those who wish to partake in DIPLOMACY, CIVILIZATION, GUNSLINGER, TITAN, RAILBARON, or whatever else you bring to play. (Please, no jews harps or accordians!!) Individuals who wish to converse, talk, lie, slander, disparager, or defame are eagerly encouraged to attend. Charles Town also has a thoroughbred horse track that runs Saturday night and Sunday, so those wishing to bet on horses from such famous racing stables as Alpo, Gainesburger, and KennelRation can be accommodated.

If you can, please bring a sleeping bag or other appropriate items. Al can supply a few beds since he is sending Nancy and the kids off for the evenings, but beds and couches are limited. There is plenty of space, so bring you friends if you have any.

Those planning to attend are:	Those not planning to attend are:
Steve Arnawoodian	Ronald Reagan
John Cook	Margret Thatcher
Tom Mainardi	Momar Kadify
Steve Knight	Idi Amin
Ed Wrobel	Pia Zadora
others to be confirmed	others to be maligned

Charles Town is 50 miles from ground zero in Washington DC. Go from either Frederick, MD or Leesburg, VA to Charles Town, WV. Once in Charles Town follow Rte 340 west to Rte 51. Take 51 west to Middleway. After about 5 miles you will come to a crossroads -"Childs Road." Turn left (south) and go about 1/2 mile. On the left is a dirt road and a sign for Willow Wells Subdivision. Take the dirt road to the end and turn right. Al's house is the only house on the right from that point.

If you can spare the change, please call ahead so he can load in enough supplies. Al's phone is (304) 725-5537. If Al isn't home, you can either talk to the answering machine (a real thrill-a-minute) or Nancy who will handle reservations.

**DON'T MISS THE GAMING EVENT OF THE YEAR IN WV!!!!**

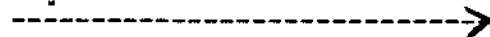


### MARYCON!!!

...a retrospective, by Ken Peel

With the Mid-Atlantic Diplomacy convention of the year fast approaching, a photo-journalistic look back on MaryCon '84 seems in order. Above, the familial team that made the whole thing work -- Matt & Mike Kelley -- showed off their great creation, the impressive MWC "Wash Board" just finished the day before the festivities began. The Wash Board hangs in the awards auditorium, and one lucky round each day gets to use it for play. The Kelley clan (yes, there are more) were infamous in their days at MWC, and took to Diplomacy like Nixon to Watergate. It is rumored that a certain Kelley was even responsible for introducing Professor Warner to The Game. May the Lord be merciful on his soul...

MaryCon '85 will be June 1 & 2, with VariMariCon -- the Diplomacy variant tournament -- the day before on May 31. The MaryCon flier is again reproduced later this issue. The facilities are superior, the atmosphere is both competitive and collegial, the attendant "Women Aglow" (aka, Glow Ladies) convention is a trip, and no, I repeat, no seven-year-old D&D walkons. Just serious and fun dipping, with open gaming, open beering and the inaguration of an official gunboat dip tourny in the Pub Saturday night. There will also be open gaming in the campus Pub Friday night for VariMaryDippers and those arriving early for the Saturday festivities.

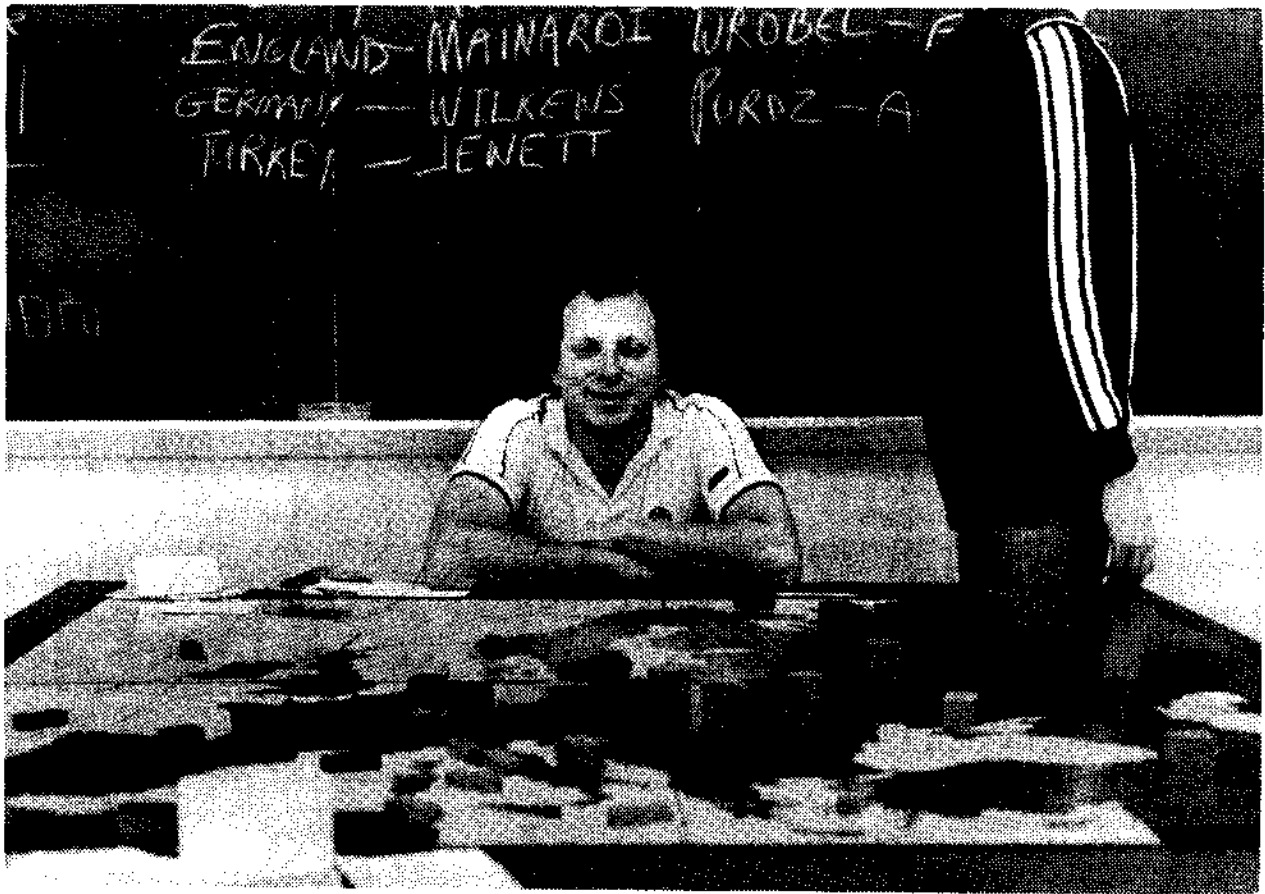


To the right, that legendary dipster, Bill Thompson, turns on the charm to the obvious delight of the sympathetically-posed (glow lady?) lass in the background. The classic surroundings is the historic foyer of dipster dorm at MWC, which doubles as the location for VariMaryConGaming.

Bill Thompson was the MaryCon '83 champion, and came in fourth or fifth or something last year, over my dying-but-not-dead body in the first round. In that round, Bill played Austria, and was attacked by Turkey, Italy and Russia in '01. He not only managed to talk them off him, but forged a covert two-way alliance with my (supposed) ally, John Caruso, through nothing more than secretive winks and hand gestures. Not a word was said in private between them until it was just the three of us left on the board! Thompson and Caruso are probably the two best FTF players I have ever had the pleasure(?) to have shared a board with. Both will be back at MaryCon '85 with daggers drawn. Beware!



To the left in a candid snap is the hard-fought gunboat dip game in the MWC pub Saturday night following round one. From left to right, is Doug Byrnes, Mark Stegeman, Lee Kenter (the current postal Miller Number Custodian), Ed Jones, and Don Scheifler (MaryCon '84 champion). As I mentioned earlier, there will be an official gunboat tourny Saturday night in the pub, with an award to be presented at the ceremonies on Sunday.



Above, Tom M'Nardi beams proudly across his ever-so-impressive personal mega-dip board. Stop snickering, Wrobel; I just mean that the thing's big and beautiful -- and how! The above photo was taken in round one, just before Ed Wrobel and Mark Murray began the process of picking apart the board and rolling on to a 17-17 draw. This impressive accomplishment netted Eddie-baby the Best France trophy of the tournament. In round two, however, Kathy Byrne & Kevin Kozlowski saw to it that Fast Eddie not get overly uppity. Only problem is, they did the same to me.

To the right, Dick & Julie Martin, the tournament's official gamesmasters, have a quiet moment just before the awards ceremony on Sunday. This intimate pause over Albania reveals just exactly the right stuff. Dick, a renowned postal GM for many years, has such an instinctive feel for the Diplomacy board that he usually adjudicates his games without even pulling out a board or conference map. A word of warning, however, to all those "clever" types who try to fool would-be allies with intentional misorders: Dick and Julie's philosophy is that if the intention appears clear technical mistakes fly out the window (especially in tourny FTF). F. Black Sea break support Rumania? Hey, no problem. And now, the countdown begins. See you at MaryCon '85 in a few weeks! *- Ken*



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.)



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MARYCON 85'

REGISTRATION FORM

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_  
\_\_\_\_\_

TELE #: ( ) \_\_\_\_\_

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

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MARYCON 85'  
1309 HANOVER STREET  
FREDERICKSBURG, VIRGINIA  
22401

PRICE INCLUDES:\*\*

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\*\*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.

\*\*\*You may register at the door!

Vote WARTAG!!

\*\*\* AUTHORIZED CANDIDATE

/cut here/

INSTRUCTIONS: Vote for only one choice. Write in ballots are allowed. The identification portion of the ballot must be completed but it will be removed prior to the counting of the ballots. PRINT your name clearly. Allow five days for return of the ballot in the USA, ten days in Canada. Mail all ballots to: DMMA/RWA, Box 8416, San Diego, CA 92102. Receipt deadline is 4 July 1985.

NAME \_\_\_\_\_ SIGNATURE \_\_\_\_\_

ADDRESS \_\_\_\_\_ TEL \_\_\_\_\_

HOBBY STATUS: PUBBER (zine) \_\_\_\_\_ PLAYER (game) \_\_\_\_\_ OTHER \_\_\_\_\_

DMMA  
BALLOT  
1985

- \_\_\_\_\_ 1. JIM BUMPAS
- \_\_\_\_\_ 2. KATHY BYRNE
- \_\_\_\_\_ 3. GARY COUGHLAN
- \_\_\_\_\_ 4. BRUCE LINSEY
- \_\_\_\_\_ 5. BOB OLSEN \*\*\*
- \_\_\_\_\_ 6. RANDOLPH SMYTH
- \_\_\_\_\_ 7. OTHER (Print Name) \_\_\_\_\_

Mail to: DMMA/RWA  
Box 8416  
San Diego, CA 92102

Vote  
for  
only  
1

Mail by: 30 June in USA  
23 June in CANADA  
Receipt deadline: 4 July 1985

Make donations payable to:  
FRED DAVIS, JR.

/cut here/

INSTRUCTIONS: Vote for only one choice. No write in ballots are allowed. The identification portion of the ballot on the reverse side must be completed but it will be removed prior to the counting of the ballots. PRINT your name clearly. Allow five days for return of the ballot in the USA, ten days in Canada. Mail all ballots to: DMMA/RWA, Box 8416, San Diego, CA 92102. Receipt deadline is 4 July 1985. You may return either the DMMA or RWA separately. If you do not use either ballot draw a line through it.

I am interested in serving on the following awards committees for the 1986 awards:

\_\_\_\_\_ IDHOF \_\_\_\_\_ DMMA \_\_\_\_\_ RWA \_\_\_\_\_ JKA. Enclosed is a donation in the amount of: \_\_\_\_\_

RWA  
BALLOT  
1985

- \_\_\_\_\_ 1. MARK BERCH  
"Must a Stab Be Fatal"/DW 36
- \_\_\_\_\_ 2. DON DEL GRANDE  
"DIP WARZ" (a series)/LOM 44 et al.
- \_\_\_\_\_ 3. STEVE HUTTON  
"The Dippy Horror Show"/NFA 21/22
- \_\_\_\_\_ 4. BRUCE LINSEY  
"The History of a Diplomacy Zine"/VOD 100
- \_\_\_\_\_ 5. ROD WALKER  
"The Siege of Rome" (a series)/DW 38 et al.
- \_\_\_\_\_ 6. ED WROBEL \*\*\*  
"It Came From My Stranded Ego"/Feudesse 1

Mail to: RWA/DMMA  
Box 8416  
San Diego, CA 92102

Vote  
for  
only  
1

Mail by: 30 June in USA  
23 June in Canada  
Receipt deadline: 4 July 1985

Make donations payable to:  
FRED DAVIS, Jr.

IT CAME FROM MY STRANDED EGO!

Hobbyists today who retain any sense of taste, porportion or decency spend most of their time and energy lamenting the passing of the Guilded Age of DipDom. Ah, that blessed age from the 1960s when a 'zine was a 'zine, not a "zeen" or a "xyn" or some horrid mispronunciation with a long "i" instead of an "e." A time when great organizations arose and guided the faithful of a then-small and loyal fandom toward good and away from New York. A time when self-importance was a virtue, not a political liability. A time when men feared to print letters perhaps even intended not-for-print, whether or not they might make me look like an evil, manipulative, vindictive bitch. And who am I? You mean you don't recognize the sterling prose of Joe Blutarsky, elderly pubber of the blessed Swiss Knife, Pope Joan Collins' favorite 'zine, and the Best Fairy of postal Diplomacy?

Well, remember that name, bub, because coming back at you is the reincarnation of SK, in fact a clone of all the best of that holy golden cheese of a 'zine. And I am going to make certain it is the best because if I can't bully my players into some golden prose and poetry, I'll just write it all myself!! So you can be sure you are going to get plenty of highly-developed themes or characters spanning several paragraphs and interacting with one another at a high level of reference to geopolitical fantasy, yes, sreee bob, real press, not the crap most of you write nowadays. It was good fun then

and I intend to make it good fun now, even if all my players quit writing or just quit altogether.

Reproduced here (in miniature-- the 'zine is small but not quite that small) is the hallowed cover of the first issue of the new, but still old, Swiss Knife. Above all, SK is a reader's 'zine (well, technically, it's my 'zine, above all else, in contrast to my other 'zine, which is not really my 'zine, but only a

service for which I perform custodial duties); it is a thinking reader's 'zine, intended for the Diplomacy fen who likes a little elitism and haughtiness, "who (the editor (that's me) says) wouldn't be caught dead watching television and slurping Almaden with ice out of a tall plastic tumbler."

Joe (that's me) advises that the big (well, not big) 100th issue came out of the closet recently and can be had for \$25.00 a trick, \$100.00 for the night. Regular visits from The Best Fairy are \$6000.00 per year but

there are no openings.

The return of one of the Hobby's oldest fossils is something of an event, even more so when it's me, one of the most popular and widely circulated of my kind. It's interesting to fill up this patch of white space with an observation that I really don't expect to gain many subscribers from this newsy piece but here's my name and address, just in case: Joe Blutarsky, POB 3463, Arlington, VA 22203.

SWISS KNIFE! ↗  
.....  
"...and, Eric, is that the first time you heard about Bruce Linsey's ludicrous gamesmastering?"



I as.....ME  
ME as.....MYSELF  
MYSELF as.....I

((Well, actually, this satire of the self-promotional plug Rod Walker ran in Diplomacy World for his own 'zine, Erehwon, was not an authorized nominee for the Rod Walker Award. I ever-so-expertly typed it in as #6. Still, I think that this is Ed's best work of the year, and I happen to think Ed the best writer in the hobby when he's on roll, which he was at the time. It may not be strictly legal, still vote WARTHOG, eh, duky??))



**"LARRY PEERY PROJECT WHICH I SUPPORT" -- A PUBLICATION OF THE OVERLY-  
DEVELOPED INSTITUTE OF DIPLOMATIC STUDIES. REALLY! - (KEIO))  
ANNOUNCING THE 1985 BLACK AND BLUE BOOK**

Three years ago we compiled the first BLACK AND BLUE BOOK (BBB), a directory of California Dippy players of all types (play by mail, face to face, tournament, convention, play by electronic mail, etc.) which listed names, addresses, and telephone numbers; as well as some information on publications by state pubbers; and services or organizations of interest to Dippy players in California. The next edition was twice as big and even better with more info to help players find each other. And then last year the BBB grew to include some 450 names from all over California, more than 20 pubbers, and pages of services and organizational support groups; all using a unique computerized format with cross indices by alphabetical listing, telephone area codes, or postal ZIP codes. In affect, California's Dippy hobby had its own telephone book, complete with Yellow Pages.

Many times over the last two years I've been asked why I didn't do a BBB for the entire North American hobby. I told people, "Not now. Later." There was no pressing need for such a service at that time and we lacked the computer software and interest to do the kind of job such a project demanded. Well, later is now and we are ready.

To make the BBB a truly hobby-wide service we need input from the entire hobby, regardless of your particular area of interest, location, or level of activity. Whether you are a pubber with two hundred subbers, a gamesmaster with only one game in a brand new zine, or a PBM player in only one game; we need your input. I realize such a project will not be an overnight success. The project will take time. It will have to overcome the opposition of some in the hobby. It will have to demonstrate its worth. The last three editions of the BBB have been dress rehearsals for this year's effort and I am sure it will take a couple of more years to get all the information we need and you want into a form we can work with. But this is the year we begin.

The 1985 BBB will include the names, addresses, and telephone numbers (optional, except for area codes) of all kinds of Dippy players in North America. All means play by mail, face to face, tournament, convention, play by electronic mail, etc. If you have been part of the hobby in the last year you should be listed in the BBB. We'll have special categories for general wargamers and variant players; for pubbers, gamesmasters, and project workers; so you can readily find people with similar areas of interest. We'll also include a variety of specialized "sorts" based on Area Code and ZIP code information so you can find hobby members in your area. Available by special order will be computer print outs based on the different categories. For instance, if you want a list of PBEM players, or a list of FTF players in the 9000 ZIP code area, or a list of PBM players in the 212 area code you can get it for a nominal charge. And, of course, it will be possible to get a completely up-to-date printout of the latest information stored in the computer.

In addition to the alphabetical list which includes names, addresses, and telephone numbers of individuals we'll also be including a "Yellow Pages" for the BBB which will list zines, other publications, services, organizations of interest to the Dippy player, a con/tournament calendar, locations of frequent FTF games, and PBEM "addresses." Almost anything which might be of interest to a Dippy hobby member will be included in brief, objective digest form **BUT ONLY IF YOU PROVIDE THE NEEDED INFORMATION**. Ultimately you will determine how good the BBB will be by the amount and kind of information you provide. We've enclosed a form for you to use in sending us information. Please use it. For information on publications, services, projects, etc. a copy of whatever you provided to the ZINE REGISTER will do just fine, although we won't attempt to be as inclusive or extensive as that publication. If you are a pubber please reprint the form in your zine or pass a copy around at your next FTF gathering. We're particularly interested in getting listings for FTF players in the midwest and east. Dippy pubbers often don't realize that FTF players or tournament/convention players make excellent prospects for PBM Dippy. One reason the PBM hobby has remained so static the last few years is that few people have really actively tried to recruit players into the hobby. Now you'll have a tool for doing so. You'll have something to show people when you say, "I belong to a real international hobby with members all over North America."

I estimate the cost for the 1985 edition of the BBB will be \$4.00 but you can get a copy for free. We'll credit you at the rate of 10¢ per name for up to 40 names when you send us your mailing list, FTF players roster, or whatever; if you use the form; even if someone else has sent in the same name. The average Dippy pubber has a circulation of around 40 so most of you can get a copy for free with a bit of effort.

And, of course, if anyone wants their name, address, or phone number left out of the BBB all they have to do is send us a postcard to that effect. We'll comply.

1985 BLACK AND BLUE BOOK FORM

Instructions

1. Please fill out the first part of the form for yourself.
2. Then fill out the second part of the form for all the people you know who play Diplomacy or are involved in the hobby. Remember: FTF players as well as PBM players!!
3. Please list by LAST, FIRST, MIDDLE INITIAL (if known) in alphabetical order.
4. Include permanent and temporary (school, APO, etc.) addresses if applicable.
5. Please type or print/write clearly (especially numbers).
6. Include telephone area codes, especially for small towns.
7. Telephone numbers are optional. If you don't want yours (or theirs) published please indicate so. But if you can please provide the number so we can use it to sort by.
8. Use the space provided to list publications, projects, services, etc. by title and attach additional info as needed. The more complete info you provide the better the end product will be.
9. The Categories are the heart of the BBB. They include 10 listings (each represented by a letter) for various types of Dippy related activities. If you are using the form put a line through each applicable activity letter. If you are using your own form you may simply list the applicable letters before the name. (Don't ask why, just do it that way!). The criterion for deciding whether to use a given letter or not is this: Are you (or is this person) now, or have you been, or will you be in the next 12 months engaged in this type of activity? (Thank you, J. Edgar Hoover.) If the answer is yes, include that letter. If the answer is no, do not. Note: If you are filling out the portion of the form that applies to yourself and there is an activity listed which you are interested in, even if not actively involved in, please put a circle around the appropriate letter. We'll try to put you in touch with someone actively involved in that activity.

Here are the ten activities/letters:

- A-Face to face Diplomacy player
- B-Convention/Tournament player
- C-Play by mail player
- D-Play by electronic mail player
- E-Publisher/Editor/Sub-zine editor
- F-Gamesmaster
- G-Variant Diplomacy game player/gamesmaster/designer
- H-General wargamer/boardgame player
- I-Dippy hobby project worker/custodian (e.g. Orphans Game Project, Archives, etc.)
- J-Dippy hobby service provider (e.g.BNC, MNC, Ombudsman, etc.)

Remember: Draw a single line through the letter(s) of any activity you participate in.

Example

A B C D E F G H I J NAME PEERY, LARRY W. TEL 619-280-2239  
 ADDRESS Box 8416, San Diego, CA 92102  
 PUBS &/or PROJECTS XENOGOGIC, etc., IDHOF, DMMA, RWA

\*\*\*\*\*

I. RESPONDENT'S INFORMATION

A B C D E F G H I J NAME \_\_\_\_\_ TEL \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 PUBS &/or PROJECTS \_\_\_\_\_

1. Do you wish a copy of the 1985 BBB? YES NO (Enclose check for \$4.00)
2. How many names are you submitting for the BBB? \_\_\_\_\_ (Deduct 10¢ per name for up to 40 names toward the cost of a BBB if ordered now.)

Return the completed form to: 1985 BBB, Box 8416 San Diego, CA 92102, by 1 June 1985.

(See second page. Origins has moved to Towson State in Baltimore. It will not be held at U.M.D., Balto. Send away to address below for more information. - Ken))

## 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-bedroom 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 24,000 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 moments of another ORIGINS anyway. With this option you'll receive the Convention program mailed to you 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 parties, 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 Game-master 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

Glad to have you back on board as full co-editor, Ed. Quill pens can be pretty threatening things...

Politesse and WARTHOG are dedicated to the east coast multi-participational pretty much non-wargaming community, especially the Baltimore-Washington area. You will find subscription information on page one. Sub now, or risk having to pay for full postage of this publication. Our 35c-per-issue publication is likely to ease on up to 39c, with postage and page numbers being what they are.

So it looks like I win the Great Fuchsia Forager of the Forest Award for this year, as the only qualified nominee. Dean and Head Mistress Dick and Julie Martin, please certify the winner. Assuming the formalities are carried out (NVR = yes), Ed Wrobel will be presenting the annual statue to me with a speech at MaryCon. Opps, that's a perpetual statue. At next year's MaryCon, I will be passing it on to the FY '86 recipient, with the speech being given by that year's nominating individual. Ed, will you be ready?

This issue has been non-computer generated. It contains no artificial preservatives or colorings. Well, maybe just a little red dye #5. See first page. In fact, for the past two paragraphs, I have even run out of carbon ribbons. Now how's that for primitive for you?

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



*Even though you  
apparently do not  
wish to sub, I'm  
sending you this issue  
because of the  
Marycon info. See  
you there?  
-Ken*

*Steve Knight  
11905 Winterthur Ln., #103  
Reston, VA. 22091*

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MAINE

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