

Politesse

Journal of the Washington Area Retinue of (Tacitly) Highly Organized Gamesters.
#49 May 1987

Greetings

Hi, welcome to another issue of *Politesse*. Next month will be the fiftith issue. Not that this issue, number 49, is any less important or valuable just because it doesn't end with a zero. However, there is something special about going to the big five-oh. [Book him, Dan-o...] Look next month for more on WARTHOG WORLDS (also know as STAR PIG or PIGS IN SPACE). Not to knock this issue, but I simply *must* come up with something spectacular for issue 50. Okay, I'll admit it: I'm desparate—any thoughts? Let me know.

If I may take an aside for a moment, I would like to address one of the burning social issues of our time. Yes, that's right, I'k like to talk about Spontaneous Human Combustion Syndrome (SHCS). SHCS is a serious problem that can strike at any time. How many times have you walked down the street or sat in the subway and seen someone make a total *ash* of himself? Plenty, I'm sure. SHCS is alluded to in our popular music, like the Pointer Sisters and "I'm on Fire" or Bruce Springsteen and "There's a Fire Down Below."

So I ask you to think twice the next time someone comes into your office at work and exclaims, "that guy! He really burns me up!" Or the next time you're in a crowded restaurant and your date asks, "do you mind if I smoke?" Always keep that fire extinguisher handy. You never know when your feet might start smoldering...and if I may make a suggestion—avoid hot foods, like chili or Cajun cooking. The highest reported percentage of SHCS is in an enclave of Mexicans in Louisiana that liberally apply Tabasco sauce on their Cajun burritos. Watch out for the person who complains of being abnormally hot in an air conditioned room. Remember, only you can prevent Forrest fires. BURN, BABY, BURN!

Only Y-Y-Y-You Can Prevent SHCS!!!



HavaGame

Last call for DixieCon - May 23 & 24 at the University of North Carolina at Chapel Hill. The Carolina Amateur Diplomats are *still* hosting their first annual DixieCon gaming convention. The featured tournament game will be Diplomacy, with two rounds on Saturday and one on Sunday. Those players participating in two or more rounds will be eligible for awards for the top seven placers overall and the Best Country performances for each of the seven Great Powers. Fees will be \$10, with \$15 per night to stay in university housing. Free shuttles are available for those flying into Raleigh-Durham airport. Contact David Hood, Tournament Director, 604 Tinkervill Rd., Chapel Hill, NC 27414. For more info, call: (919) 967-7608.

Okay, I'll admit it. I originally made Budd Haemer, editor and main extortionist around these parts, up out of thin air. But now the handy human prop I found to represent the big guy for game meets has taken on a life of his own, so I reluctantly advise all Shoats to send articles, letters, game announcements, etc. to Budd, or whoever he really is, for next month's climatic 50th issue (approximately) at 4518 So. 36th St., Apt. A-2, Arlington, VA 22206. Now, as for the assistant editor, Dr. Marc Hurwitz, Warthog Laboratories, P.O. Box 191, Owings Sty, MD 21117, no one could ever think up something like that. So have pity on the plight I'm in, and send me your 39¢ each issue to keep this august (or whatever the month) publication coming your way to Ken Peel, Publisher and Really Neat Guy (RNG), at 8708 First Ave., #T-2, Silver Spring, MD 20910.

—Ken

The Big Lie Has Other Uses Outside of Diplomacy

or

Diplomacy Letters and Resumes: Good B.S.

by Jack McHugh

One can justify playing Diplomacy on a number of grounds: the competition, the exercise of your mind, or even just to have (shudder) fun. There are the more outlandish reasons: therapy for those of us stricken with megalomania, a way to meet girls, or a chance to improve your writing skills. However, no one ever mentions my favorite reason, namely to learn the art of bullshit.

Where else can you write lots of letters that you are not only allowed, but expected to lie in? As Rod Walker says in *The Gamer's Guide to Diplomacy*, "suspicion is a professional courtesy." I believe that the same can be said of a creative lie. Not just your standard, "I won't attack you...let's be friends," lie that sounds like the chorus from one of John Lennon's peace songs, but a lie with some elaborate, logical justifications behind it. As Issac Goldberg has said, "Diplomacy is to do and say the nastiest things in the nicest way."

Don't be fooled into thinking that this art has no use outside of your Diplomacy games. A prime example of where this kind of talent can be used is in resumé writing. What is a resumé? It is an advertisement of your worth to potential employers. What do professional employment counselors tell you that your resumé should do for you? If you've read as many as I have, you will see that they tell you to highlight your achievements and duties of your previous jobs, show what you *did* regardless of your job title. Stress what you actually did as opposed to what you were supposed to do. Considering the quality of most

jobs, this is an open invitation to lay on the first-class bullshit.

Let's say you were a shoe salesman and occasionally had to take inventory and man the cash register. Don't write it on your resumé the way I just said it, write, "responsible for inventorying and ordering complete stock and in control of large sums of money for extended periods of time." The idea is to make it sound like the whole store came to a screaming halt whenever you weren't there. In other words, you were indispensable to the place.

Just as when negotiating any Dip alliance, every job on your resumé should make it sound like the whole office revolved around you. Wherever you are applying should feel like this is a chance of a lifetime for them and if they fail to hire you they are missing the boat. When trying to get allies in Dip, this is exactly the point you want to get across. Of course, in both cases the trick is to do this in a polite and subtle way. You don't want to appear arrogant; you want them to think that this is an opportunity for *them*.

This is propaganda in the lowest sense of the word. That is, the art of exaggeration: making the most trivial job or threat seem to be huge while maximizing your won strengths and minimizing your own weakness. As Joseph Goebbels said, "We have made the Reich by propaganda." If you learn the art you, too, can make your own personal Reich by propaganda, even if you are not talking about Dip!



DIPCON XX - MADCON V

JUNE 5th THRU JUNE 7th, 1987

The University of Wisconsin-Madison's Memorial Student Union will be the site for this year's North American Diplomacy Tournament. This is a championship tournament from Avalon Hill's boardgame of intrigue, politics, and diplomatic treachery. Held in a friendly festive atmosphere, where postal and face-to-face players meet to renew their friendship or another chance to revenge themselves.

There will be five diplomacy rounds played, two rounds shall be minimum for awards. Rounds are scheduled to begin on Friday evening - 6:00 pm; Saturday: 9:00 am, 1:00 pm, & 6:00 pm; and Sunday at 9:00 am. A non-formal Titan tourney shall also be held, with a maximum of 36 players for this event.

Lodging is arranged for at Lowell Hall (see following registration form). Those who stay at Lowell Hall may be able to use the pool and sauna at the residence. If anyone needs a room for Sunday night, please contact Marc Peters or Mark Frueh as soon as possible. Arrangements will be made for possible stay over in the student union itself.

Meals will not be included, participants will be responsible for providing their own. The student union has eating areas and there are many nearby restaurants. Madlad tradition will prevail with the sponsorship of a few kegs of beer and soda for Friday and Saturday nights. Unfortunately (?) though, the traditional trash can "Wopitulli" punch is not planned due to the difficulty of playing Diplomacy from under the table.

Upon receiving inquiry or the completed pre-registration form, a directional map will be sent to you to guide you to the union from the highway. For those who are considering flying into Chicago O'Hare airport to attend the con. One can use a direct bus line to the student union. The Alco Bus Service offers a 3 hour 15 minute ride which runs on average every 1½ - 2 hours to Madison. Round trip ticket cost is \$24. Since the scheduled times are many it would be best to call them yourselves to schedule your trip at (608) 257-5593.

Prizes will be awarded Sunday afternoon to the three top overall Diplomats plus the seven best countries. There will also be a trophy to the winner of the Titan tourney.

This year, voluntary donations will be collected for the Postal Diplomacy hobby services. Donators will decide who and what percentage of their contribution shall be donated to any of the services. Anyone who wishes to be considered for donations are asked to send a letter describing their service, their past year's expenses, and reasons why donations should be made to them. These letters will be for display at Dipcon. This is not meant for critical review but for recognition to those who give their time and energy for our benefit and enhancement in this hobby.

In summary, Madcon is a joyous celebration of playing Diplomacy shared with good friends. I hope everyone and anyone interested will come to Madison, Wisconsin this June. If you wish more information please contact Mark & Debi Peters or myself (Mark Frueh). My phone number is (314) 832-1791. Thanks to all for helping me spread the news.

DIPCON 1987 PRE-REGISTRATION FORM

University of Wisconsin - Madison
Memorial Union
Madison, Wisconsin
June 5-7, 1987

Please use this form or a duplicate to pre-register for DIPCON '87, and to reserve a room in Lowell Hall, located two blocks from the Memorial Union. Room reservation will include a parking space for each person. If you wish more information on facilities or traveling, please contact Marc or Debi Peters, 1814 Cameron Drive #3, Madison, WI 53711 USA, or call (608) 273-0983.

Send completed forms to Mark Frueh, DipCon Registration, 4320 Wallace Street, St. Louis, MO 63116 USA.

****IMPORTANT!**** Please make out SEPARATE checks for lodging and DipCon registration. Checks for DipCon '87 should be made out to "DipCon Administrative Committee". Checks for lodging reservations should be made out to "Lowell Hall".

Also, we are considering a Titan tournament to be held probably on Saturday. If you are interested, please indicate by checking off the last line on this page.

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SEND MY CONFIRMATION OF REGISTRATION TO:

Name:
Address:
City, State:
(Country), Zip:

Please pre-register () person(s) for DIPCON '87 at \$10.00 per person. (University of Wisconsin students \$8.00)
(Make this check out to "DipCon Administrative Committee".)

NAMES OF THOSE ATTENDING: _____

LOWELL HALL RESERVATIONS (Make checks out to "Lowell Hall".)

FULL ROOM--two persons per room:
() Friday and Saturday night...\$66.00
() Friday night only.....\$33.00
() Saturday night only.....\$33.00

HALF ROOM--share with someone else:
() Friday and Saturday night...\$33.00
() Friday night only.....\$16.50
() Saturday night only.....\$16.50

IF SHARING A HALF ROOM:
() I wish to share with
() Please match me with another single registrant.

() Yes, I would be interested in a Titan Tournament.

HadaGame

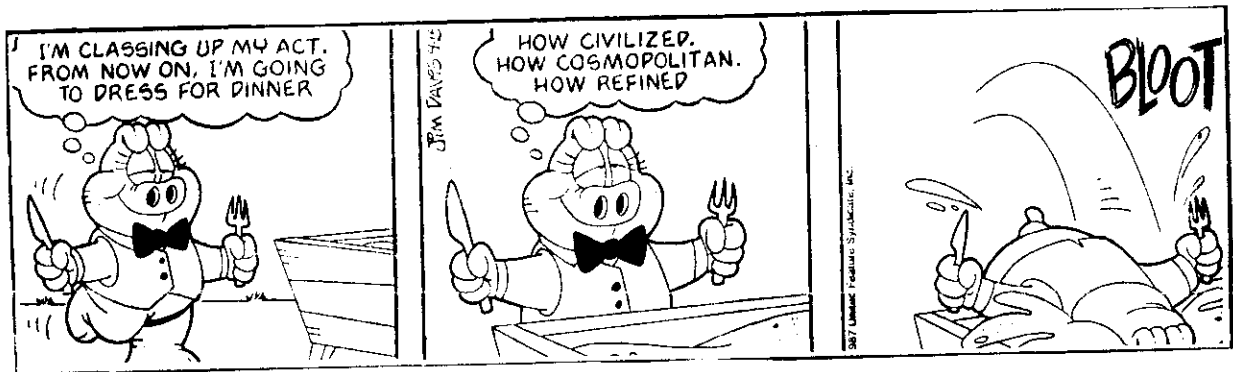
REPORT ON THE GAMING

THE "THIS BUDD'S FOR YOU" GAMES

I was little surprised at the turn out for such short notice. My roommate rather surprised me saying he was going to Nebraska for St. Patrick's Day (since he is Patrick and Catholic, he tends to think of the day as his). So I figured what better way to kill a weekend than to invite a few WARTHOGS around.

There were two Pax games, an 1830 overseen by the famous Dr. Choo-Choo, an All-Night TITAN, Spanish Main, Warrior Knights, and some silly spell casting game with frogs and mushrooms and princesses. (Marc does not remember the name, unfortunately, despite having played it twice. ---To quote, "It's a great game to play when you're trashed.")

The food vanished in an amazing fashion. I hadn't realized that chili and hot dogs had such a low vaporization temperature and were prone to evaporation. I was glad to see that everyone was well prepared for meals and dined with the dignity I expected of WARTHOGS.



The first game to start up was "Warrior Knights" brought by Ed Hall. The game resembles "Kingmaker," but with several important differences. The game has money; mercenaries must be bought at auction, troops must be paid or they quit. An income base must be maintained or your army melts away. Unlike "Kingmaker," the game has no Royal Heirs to capture and manipulate, but a Royal Pretender or two popped up to enliven the conflict. (The Baron with the sole Royal Pretender gets extra votes at Parliment [called Councils].) The game has one major advantage over "Kingmaker." The board is layed out in a large six-by-six grid; no guessing how far apart things are.

Five players were in the game, although there was room for more. None of us had played before; Ed had read the rules only. The game doesn't lend itself to solitare play. Each player chose a Baron and four knights; Ed was Green, I was Black, Herb Levanthal was Blue, Sean Carr was Red, and Sean's friend was Orange. [How embarassing! Six weeks after the games I can recall tiny details of the game like which colors were in play, but I can't remember Sean's friend's name. Her name, her name; a 100 Polish mercenaries for her name. Oh well, perhaps that is why I still am a bachelor.]

The game started off on the right foot. At the first mercenary auction (each Baron submits sealed bids), competition drove everyone to the brink of bankruptcy. At the first council, a motion was adopted to expel the Rumanians, seriously cutting into the size of Red's army. Blue was the first to conquer a city. He razed it, getting a big swelling of his coffers and a general warm, fuzzy feeling. However, without a regular income base, he was unable to pay his army and his mercenaries

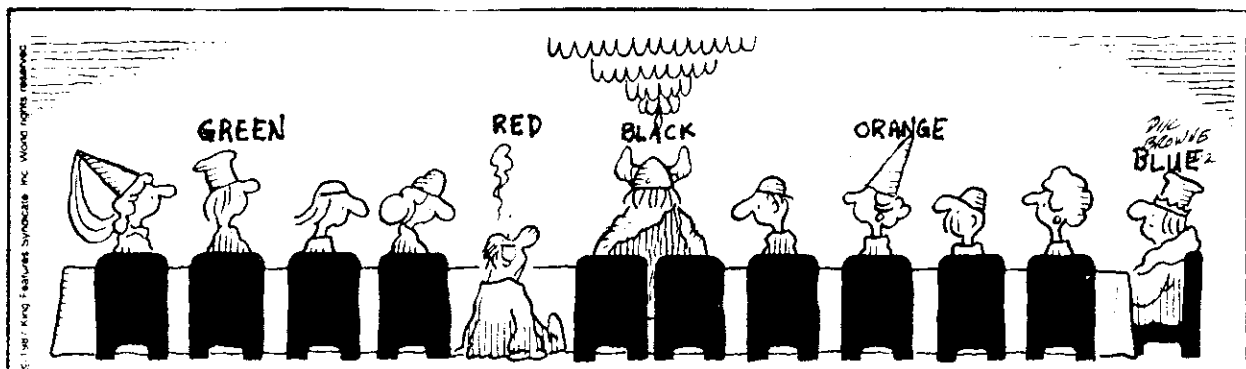
melted away. Blue was never able to regain his early lead.

The other four recognized Blue's mistake and forewent instant gratification for long term gain when they captured the first city. The game moved through a city grab phase into a middle game. Victory goes to the player that owns half the cities on the board. There are two ways to do this. One is to conquer half the original 30 cities plus one (ie. 16 out of 30). The other way is to grab and hold five cities in a home region and raze 22. Guess which strategy everyone adopted?

Black & Green had a commanding lead. Each had a strong base of cities in a home region and were merrily razing the towns in the surrounding area. They had agreed not to bid against each other at the mercenary auction, so that by careful bidding they were freezing out the other Barons. Black was busily gobbling up Orange's cities. His home territory was relatively undefended, since Black and his immediate neighbor, Red, had a mutual non-aggression treaty. Then Green's most powerful knights received a summons to an area near Black's home region and began razing Black cities.

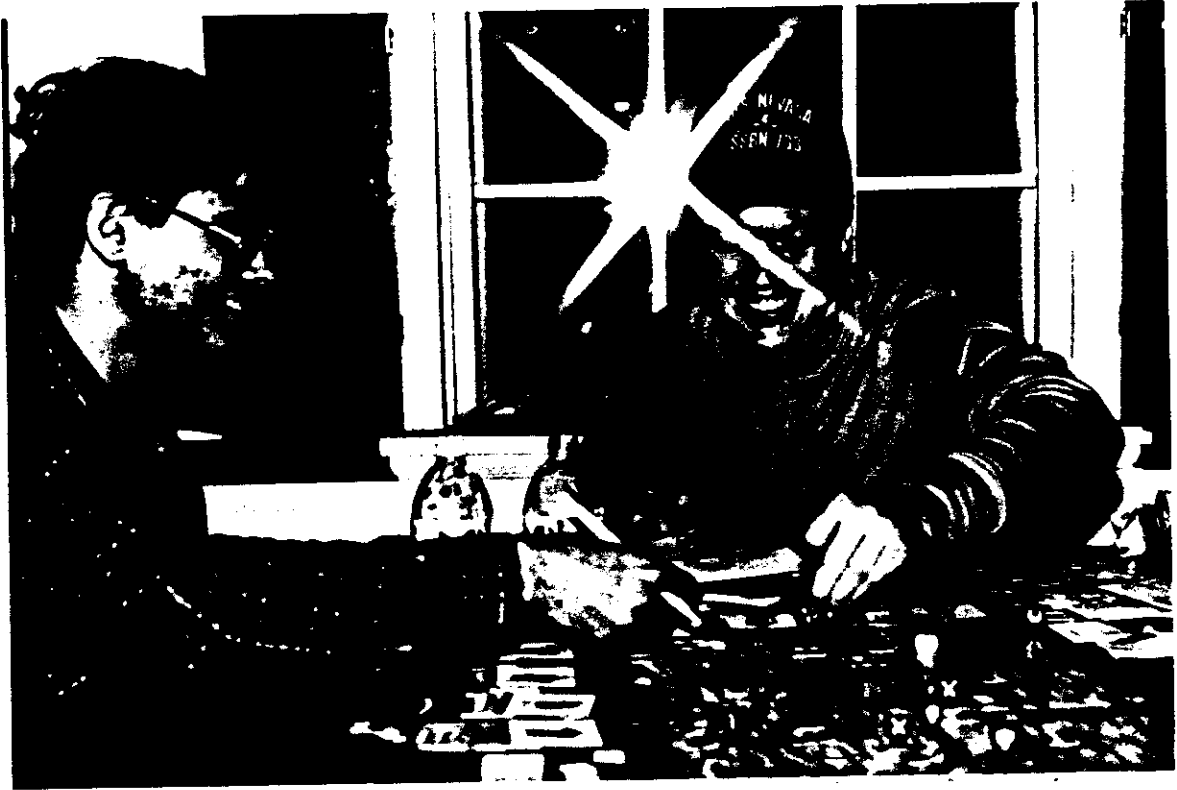
In retaliation, Black loaded most of his mercenaries on one knight and sent that knight on a forced march rampage through Green territory. However, this made the Black knight a ripe target for an assassin that Blue secretly had. Fortunately, Blue was short of funds to pay the assassin, and Black got wind of the scheme before enough funds could be accumulated. At the next council, it was arranged that Blue would be appointed Governor of the Holy Lands. The time Blue would be away would give Black the opportunity to redistribute his army, making assassination of any one of his knights not cost-effective.

However, just then an EPIDEMIC swept through the land. Only Red had sizable forces left. It was mutually agreed that the game should end, all of us sadder but wiser. Everyone was exhausted and hungry after eight hours of directing rampaging armies around the countryside and engaging in skullduggery with their fellow Barons.



AT THE FIRST COUNCIL, THE CHAIRMAN MOVES TO EXPEL THE RUMANIANS

Marc Hurwitz here now, taking over for Il Editore Supremo, Baron Budduardo Black. After sobering up from some magic game, I played my second game of Pax Britannica as the Emperor of Japan, with Greg Porter as my Shogun. The Honorable Porter-san, who had played Nippon in the 1st Pax game, had explained his philosophy to me after that game and I was eager to apply it. I was so eager that I shamelessly abandoned a game of 1830 to join the 2nd game of Pax, which I won thanks to the wisdom of my Shogun. Meanwhile, back in 1830, Doug Byrnes by sitting left to the flake (me) was able to defeat Dr. Choo-choo's careful planning. I apologise to the good doctor, and promise never to do that again. Meanwhile, enjoy Greg's great article on his Nipponese strategy for Pax Nipponica!



OUR GLORIOUS EDITOR- ONE OF WARTHOG'S BRIGHTEST STARS



TWO POTENTIAL BARONS



GREG PORTER PERSUADES ROB McCARTER
TO STAY FOR FINAL GROUP PHOTO



BROWNHEARD BYRNES & CO. PIL*
LAGE THE SPANISH MAIN

Pax Nippon - Playing the Yellow Devils

by Greg Porter

Believe it or not, I like playing Japan. Maybe it's because I'm lazy, but I find record keeping a lot easier for the "minors" than for behemoths like Great Britain. This gives more time for long range planning, etc. So, I've picked up a bit of strategy on making the most of Japan. At the Haemer games, Marc Hurwitz (or should I say 'even Marc Hurwitz') was able to win using the following strategy in a marathon Pax session that Sunday. Take that as you will.

1880 - Wow! You've got one merchant fleet in the North China Sea. Since you have no control markers down, you get your full colonial office income of 30f. This is good for six interest markers, one in each area you can reach (Korea, Port Arthur, Manchuria, Shan-Tung, Shang-Hai and Formosa). It is best to put your markers down quietly after everyone else has moved. Given the initial layout, it is unlikely you will run into any serious difficulties. However, possibly the slime-dog British or the pig-dog French will give you trouble by placing influence or even protectorates in Korea and Formosa, respectively. In a large game, the Evil Empire Russians will hassle you immediately for Korea.

British Solution - If the Brits are spending 20f in Korea for a protectorate, kindly mention it is not economically profitable to do this yet and mention vast untapped resources in Africa, which the Frogs and Germs are undoubtedly taking advantage of in the British absence.

If this doesn't work, threaten to put a protectorate there yourself. I'm sure the other players would be happy to get a Congress to divest Britain of all its possessions, and you might even be able to convince a gung-ho France or Germany to slug it out a bit.

If this doesn't work, threaten to put a protectorate there and declare war against Britain. The GeeBees will have little they can take from you, whereas you have 22 factors of troops that can ream any British aims at Korea, and by loss of troops and money, put a serious dent in his victory chances from turn 1.

If all else fails, negotiate. Settle for a peaceful codominion if Britain signs a defensive treaty with you.

French Solution - Same as the British Solution.

Russian Solution - Screw the bastards. They can't hurt you without ruining themselves. Threaten to and/or start a war. His 12 factor navy cannot battle you without virtually annihilating itself, and you can muster 22 factors of infantry as opposed to his 10 (thanks to the Russian garrison rule).

If all else fails, offer a codominion. The Russian VP divisor is the same as yours, so it is no loss.

The main advantage to using all interests the first turn is that you have no Control markers on the board, which means you will also get a 30f Colonial Office for Turn 2. Putting a control marker down means you have to roll, which only gets an average of 12f.

1884 - You should either have six interests plus 30f Colonial Office for an gross income of 64f, or a protectorate in Korea plus interests in Manchuria and Formosa for an average gross income of 48f. You get a merchant fleet, which should go in the South China Sea. This turn you again wait until most of the action has died down, then place protectorates in any of the following that you can: Korea, Formosa, Indochina. Also place interests and influences anywhere you think is worth it. A Co-protectorate is always a good spot for an interest, as the area is unlikely to be upgraded to co-possession status for a while. The reason you should wait is because the big boys need to get into other disputes, so they don't have the time to play saber-rattling games with the Japanese Empire.

1888 - Sit and collect profits. Your gross income should be 60-65f at this point. The other players may realize that you are sitting pretty with high f protectorates and a low VP divisor. From now on, don't give anyone a Cassus Belli against you if you can help it, or your budding empire will be carved up in a short and bloody (for you) war. Start buying VP's. You shouldn't have had the money left to do it before now. From now on, you will actually acquire little territory of your own, but will be left to placing interests and influences where you can get them. Use them wisely. You will run out if you don't. Take advantage of any area where there is a Cassus Belli among players hostile to each other. By placing an interest in the area, you have a stake in the issue, and must be invited to any Congress of Europe. Once there, hopefully you will be bribed with offers of f or territory for your vote.

1892 - You get another merchant fleet. Expand into the Indian Ocean. Key spots to hit are Egypt (which should be a multinational influence or Co-protectorate by now), Kenya, Tanganyika, Mozambique and Madagascar. Due to their value, many of these will be co-owned, with opportunities for parasitic interests on your part. Watch out for Chinese rebellions. Formosa is invulnerable, as there are no lines to the mainland, but accidentally losing a Control marker in Korea or Indochina could be crippling. Here is where co-ownership is nice, because the other players can field big armies to protect their interests (and incidentally, yours). When a rebellion occurs, make sure to conquer at least one territory. This allows you to get in on the vote for splitting up the country after the rebellion. The key here is to make sure no one gets control of Manchuria or Central China, while making sure you have access to Central China.

1896 - Take advantage of any opportunities that present themselves. Collect profits. You should be buying about 30 VP's this turn if things are going well.

1900 - You get a merchant fleet. Depending on the international situation, it should go either in the Mediterranean (Anatolia, Greece, Tunis, Algiers, Marocco), or the South Atlantic (Brasil, Argentina, Senegambia, Kamerun, Angola). Again, you should be getting around 30 VP's.

1904 - With the 1900 opportunities, you should be able to hoard away nearly 50 VP's. You will need every one of them.

1908 - You get your last merchant fleet. Place it in the one area you havent bothered with from 1900. Oceania, the Baltic and Black Seas have no economic potential. Buy VP's.

1912 - Coast along on your income. Buy VP's. Avoid conflicts with greedy Great Powers.

1916 - Suffer. All those foreign protectorates you had interest markers in will become possessions, kicking you out without so much as a "by your leave, Oriental scum". This is where the Japanese get reamed. They should have the highest VP total at this point, but the problem comes in the status marker phase at the end. They get booted out of about everywhere, so the players who had the protectorates get most of the VP's, while you get little but the VP's you bought during the game. It is very unlikely you will see either of the special Japanese bonus VP's, so don't worry about it. Just make sure you had the required number of treaties for the 20VP treaty bonus and remember to add in any special amounts you got for a defensive treaty with Britain.

There it is, the secret Japanese plan in all its' Rising Sun glory. Of course, now that I've mentioned it, it is totally obsolete. But that just means I'll have to find another.

BTRC

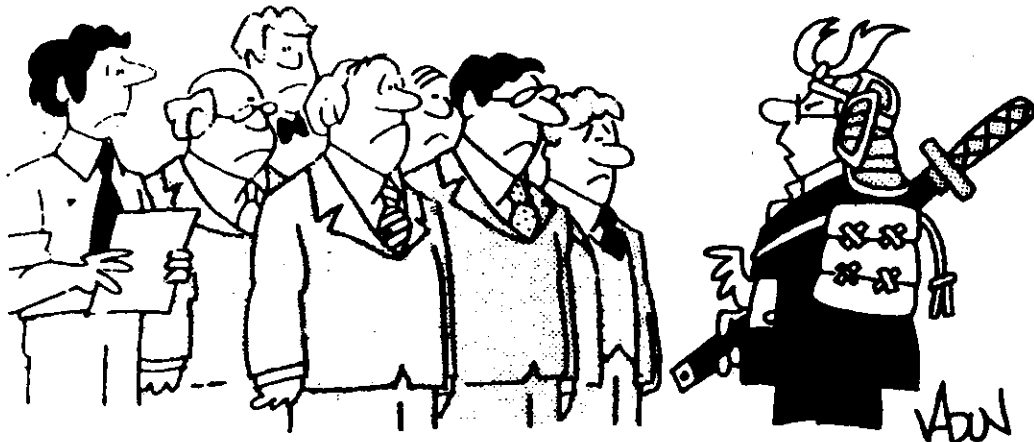
(804) 288-0543

Blacksburg Tactical Research Center

Game Design, Modification, Critique and Abuse

GREG PORTER

4415 Sprenkle Lane
Richmond, VA 23228



"The Protestant work ethic isn't cutting it, so we're switching to Shinto."

HADDAGAME: PAX BRITTANICA I, at the "This Budd's For You" Games
-Marc Hurwitz

USA: ROB McCARTER
GREAT BRITAIN: MARC HURWITZ
JAPAN: GREG PORTER
GERMANY: PHIL RENNERT
FRANCE: ROBIN BARBEHENN

INITIAL STRATEGY: In my last Pax game, I was Germany, and I won. Reb McCarter had been Great Britain, and his endgame quote was "I should have squeezed Germany like a grape." Heeding his words, I decided that the first order of business would be to squeeze Germany like a grape. Following that I would behave like an 800 lb gorilla and beat up on whoever looked like a threat to win.

1880: UNREST in Orange Free State, and Afghanistan. Beer Oppression of Uitlanders.

I quickly annexed all of South Africa. A treaty was made with France against Germany. Both the Germans & I moved to Egypt. The Germans established influences and interests in East Africa.

At the Congress of Europe, it was agreed that France & England would split a co-dominium of Egypt, and Germany would leave. The US would get sole dominion over Guiana, and the UK would refrain from any activity in the North China Sea area until 1888. Curiously, only Germany objected to this treaty, and therefore I declared war on him. Guiana would remain a co-dominium until 1884.

WAR: Germany quickly moved to evacuate all his forces to Germany, in order to end the war and keep some of his markers. He wasn't able to move quick enough, however, to prevent me from wiping out every marker he bought that turn. He had been stomped by a grape.

1884: UNREST in Venezuela, Nigeria, and Taureg. Cape Colony pressures for dominion status. German Naval League Agitation

I grant dominion to Cape Colony, which was just as well as I had stationed a large army there. Japan, under Shogun Greg Porter, annexed Korea losing 10 out of 11 army factors in the process. Reb McCarter placed the US's new merchant fleet in the North Atlantic, allowing him to kill "all glue-sniffing commie fag Marrecans", to use his words. This gave Spain a Casus against the US, and a Congress of Europe was called. France & the UK had a dispute over Kenya as well.

CONGRESS OF EUROPE; It turned out that the UK/French "argument" over Kenya was just an excuse to call a Congress of Europe. The "dispute" was quickly resolved with France getting co-dominium with the UK in both Egypt and Kenya. Then the Spanish Question was addressed.

Reb McCarter had obviously planned this out before the game; he had a "Treaty of Spanish Devoluticn" all made out. The terms were:

1. All Spanish Western Hemisphere possessions were turned over to the US.
2. The US would get a protectorate in Marrocco, and Germany would get an interest there, if and only if he voted in favor of the treaty.
3. The Phillipines would become a Japanese/UK co-dominion.

Everyone but Germany voted in favor of the treaty. At the end of the Congress European tensions were at 51, and the German Navy was now larger than the French, which had not been added to yet.

1888; German Colonial Agitation. UNREST; Shanghai. The German and British Navies continued to grow, while France kept their military budget lean, buying VPs instead. The US, Japan, and the UK formed a co-dominion in Shanghai. European tensions were at 57 at the end of the turn. A victory point check showed France at 24, Japan at 22, UK at 7, Germany & US both at 5. I decided that France and Japan were next on Britain's Hit Parade.

1892: UNREST in Shanghai.

Obviously the first order of business was to kill the Chinamen that had not learned their lesson in 1888! Japan, the US, and the UK sent a tri-national expeditionary force to unruly Shanghai. After the battles, here were the quotes:

SHOGUN PORTER: "I KILLED THEM"

PRIME MINISTER GLADHURWITZSTONE: "I KILLED THEM"

PRESIDENT McKinleyCarter: "I THINK I KILLED THEM- AGAIN!"

Two casus belleran had to be resolved- one over the Kongo between Belgium and the UK, and one over Semolia between France and Germany.

1892's GREAT CONGRESS OF EUROPE: At first, France was prepared to dictate the same draconian terms to Germany that I had done on the first turn. Although France's forces were nowhere near as strong as Germany's, Barbehenn was relying on our alliance. However, sentiment for the plight of the Germans was growing in the other 3 great powers, especially seeing as France was winning the game. The final terms of the treaty was:

1. Germany to get a sole protectorate in Tanganika
2. The UK & Germany were to get a co-dominion in Kenge, to be joined by the US when the US was able.
3. The French were to leave Semolia and Germans were to have a protectorate there.

Initially France was prepared to go to war rather than obey the treaty, turning to me for moral support. I said, "I don't have to join a war right away... I can wait until I see who's winning." "and help stomp the loser!" Greg Porter completed my thought for me.

At this point Barbehenn, tearing up our treaty, conceded to the will of the Congress.

1896: Alaskan Agitation for Statehood, German Naval League Agitation, German Colonial Agitation. No doubt about it, the Germans were agitation-prone that year. Chancellor Rennert and Premier Barbehenn went off and negotiated, looking darkly at the sweating Prime Minister of England. The latter was counting up 10-factor fleets in Canada, South Africa, and UK, and wondering whether now was an auspicious time to get a casus against Japan. Meanwhile Japan and the US were aloof from all this plotting as they peaceably cracked heads across the third world.

Barbehenn placed 6 10-factor fleets in France! European Tensions rose to 97! The Alaskan Statehood act passed in the House! Germany built 3 1-factor fleets! European Tensions reached 100! The Great War began, and the Alaskan Statehood Act hadn't passed the Senate yet!

FINAL SCORES:

GERMANY: -4 (started the Great War)

FRANCE: 104

JAPAN: 180

UK: 197

USA: 202 or 197, depending on whether or not the -5 penalty for not granting Alaska statehood applied.

ENDGAME QUOTES:

Greg Porter: "You call that a treaty?"

Marc Hurwitz: hee hee hee hee hee....

Robin Barbehenn: "That's the thing about Ken Peel- he's really good at making himself seem inconsequential.

Phil Rennert: "What do you mean I lost? France & I were set up to win World War I."

ENDGAME POSTMORTEM:

I have no doubt that if the Great War had been postponed a turn, either Japan or the US would have clearly won. Germany could never recover from the complete loss of the first turn investments, but his military build-up precluded any finish but last. France's sudden investment in military hardware meant that he, too, would lose out. Greg Porter told me after the game that he knew I would be going after him, but was determined to avoid a casus belli with me. I think Britain should not only crush Germany turn 1, but Japan as well, going after the US and France after that. Finally, I concede the win to Rob McCarter, who could have easily given Alaska statehood prior to placing down an interest marker someplace. There is no doubt but that he intended to grant Alaska statehood that turn.

Macho Defensive Treaty

It is agreed that _____ and _____ shall come to each other's aid in any war that is declared against the other, regardless of circumstances.

Signed: _____

Signed: _____

Signed: _____

Wimpy Defensive Treaty

It is agreed that _____ and _____ shall come to each other's aid in any war which is declared against the other, provided that the cause of war does not relate to the defiance of a Congress of Europe by the party to be aided.

Signed: _____

Signed: _____

Signed: _____

This space intentionally left blank.



Ken,

Enclosed is the May issue of *Politesse* in very rough form. In addition to following my standard practice of not typing *Greetings*, I didn't type the *Forum* section. I only had one letter this period (it being a short month) and I know you have material left over from April's *Forum*.

I wrote to Doug Byrnes, Robin Barbehen and Phil Dancause asking for comments on Ed's 1830 opus. I asked that they put any comments in the mail to you by April 27. That's a tighter deadline than necessary, I guess, but it should give you some margin.

This month's issue is very full. Depending on how much reduction you get retyping Ed's piece and how much you get from my 1830 solicitations, the cup may runneth over. Start cutting with ((*suggestion cut to protect the guilty—Ken*)) article and then go after anything else that seems extraneous. Send me the unused stuff, so I can use it for next month.

Also enclosed are two extra pictures from the Budd games to use as filler. The machine gun in the tip picture doesn't xerox well; so the joke is hard to understand, but use the pictures as you see fit.

It was nice to see you last weekend. Stop by more often.

—Budd

Budd:

Well, as you know by now, it turns out that this issue is a little less bursting at the seams as it would have been if we had actually gone with Choo-Choo's 1830 article. It turns out that Avalon Hill had Ed sign a release form that prohibits anyone else going to print with the article before they do. Of course, they got behind on their own schedule, and now there is a cone of silence placed on Ed's articles in these pages until the July issue. This does, however, provide us with the opportunity to circulate the article for comment—like we did with Louis' article on Rail Baron. That should leave the July issue as a real blockbuster.

This seems like the place for a word or two about *Politesse's* coming 50th issue. Well, it may indeed be the 50th issue, but I'm not exactly sure. We only began using issue numbers a year and a half ago, as a way for me to better keep track of people's subscriptions. *Politesse* began in the fall of 1982—is that right, Ed—and for the first two or three years was totally under the control of Ed Wrobel. When I started using issue numbers, I just guessed about where it should be, figuring the magazine had done about 10 issues a year with the occasional delays and all. Now, Dick Martin says that he has a complete set of *Tessie's*, and threatens Any Day Now to figure out exactly what number we should be on, and expose us for the issue-fraud that we have been perpetrating on the body Hog. Go ahead. Make my day. In any case, besides the 50th issue approximate celebration, we also have a five year anniversary coming up this fall. Now, Ed, exactly what month did you put out that first *Politesse*? How about sharing a retrospective on its early day, eh?

—Ken

Dear Ken:

Just a quick note to say hello—no more or less. It's been a while since I heard from you, or you from me for that matter, and I just wanted to let you know that I am enjoying *Politesse* more and more as time goes on. Your little group of shoats and swientists are greatly entertaining...and literate to boot.

Actually, I say your boss on Nightline a few weeks back and agreed with her—think we could get her to run for the Senate here in California? (Pete Wilson is not high on my list of favorites.)

Hmm, not much new except for the upcoming birth...I'm in too many games, and writing too much for the wrong reasons. Hey, Ken, stay in touch...and drop me a line next time you're going to be in

town. Always the best,

Don (Williams)

Dear Don,

Great to hear from you. (Don represents the inland most of the LA area X's on the PoliSubber distribution map.) I always wonder exactly how *Politesse* would seem to out-of-the-area shoats. Say, if it's doing something for you, that's all that matters. How about warming up your pen some night and writing us an article?

When Congresswoman Snowe was on Nightline, I was in the production room looking at the operation from our end out in Moscow. It was an odd experience. It was about 6:00 in the morning the day *after* Nightline was running. As soon as we finished, it was off to the airport for the return trip home. Our first stop after flying out of Moscow was Frankfurt. We took Aeroflot that leg, and boy, between the smell, the Casablanca-like characters inside, and the fact that the emergency exits were bolted shut (maybe our plane was used for of the Bolshoi ballet when it tours the U.S.), it was hard to figure out what the oddest aspect of that flight was. When we landed, three people were immediately arrested by German police at the request of the Dutch government. I wonder what was going on? But back to the point here, when we arrived in Frankfurt, we went into the Pan Am lounge to wait for our flight to Washington, and my boss was interviewed again for the Today Show. Interesting: Nightline on one end, and the Today Show on the other...odd thing, these time zones.

Sorry, ole' Limpy can't run for the Senate against Pete Wilson. My impression is that just about *anyone* (well, except for the former Governor Moonbeam, that is) could take on a lightweight like him, so I wouldn't worry too much if I were you.

Congratulations on the new addition!

Ken (Peel)

Dear Ken—

Thanks for the latest *Politesse*.

In response to your question, I have not heard from Walkerdine or the British. Thanks for passing the rumor along to me. Thanks also for sharing with the Diplomacy community your experiences in Moscow. Much of what you said I did not see in any newspaper or magazine, and it offers a lot of food for thought.

One thought I had was that the State Department should not have any responsibility for any part of the verification process if an arms reduction treaty is signed. Basically, the diplomat is always trying to be conciliatory; but actions under the treaty would have to be "business-like."

I passed the article along to my daughter, whom you may have met at MaryCon. Lately she has been thinking about directing her studies toward the Foreign Service. She will enter American University in the fall. (Maybe after reading your article she will switch to Home Ec.)

Regards,

Allan

Dear Allan,

I did hear from Richard Walkerdine again, and it appears that he meant me to formally ask you to take part in the international Diplomacy convention the British hobby is planning for the summer of 1988. I had told him that I would mention it to you, but that it would be good if he wrote to you directly. So it appears that it is more than a rumor; the British hobby really wants to fly you out for the thing. I'll send this issue to Richard with a note, and I hope that the two of you will be in touch soon. His address is: Richard Walkerdine, 13 Offley Road, Hitchin, Herts, SG5 2AZ, UK.

I found your comments on the State Department and the Foreign Service very interesting. I have given the issues you raise a fair amount of thought, and I hate to think that carrying out "tough" diplomacy when it is needed is institutionally beyond the capabilities of our professional foreign affairs establishment. What we need in some areas in our relations with other countries are "diplomats with elbows." It just may be that there is something about the American character that makes those who study and deal with an area particularly empathetic. Now, that can be a good thing, but we've also got to be able to play the tough guys *diplomatically* if necessary. The French are legendary in this way. A Frenchman can live for 20 years in a small, out of the way country, but when the call from the Republic comes, that country had just better hope it can find a way to keep from bargaining away its national treasures.

One thing we are trying to do in legislation we are working on now is to find a way to institutionally bring together the necessary tough and security conscious elements of the State Department, to keep their views from being submerged in the "exigencies" of the "larger" political issues. We are going to bring together the Diplomatic Security Service, the Foreign Buildings Office, the Office of Communications, and the Office of Foreign Missions into a new grouping under a new Under Secretary. The name of the new Under Secretary will be staff's little joke: he'll be called the Under Secretary for Security, Construction, Communications and Missions—SCCM, as in "sick 'em!"

A diplomatic career can still be an exciting, interesting life. There's no denying, though, that it isn't what it used to be. It's tough on families, administrative burdens are growing, substantive responsibilities are shrinking, and, well, being an American diplomat in many areas of the world is just getting plain dangerous. I decided not to pursue a Foreign Service career because I didn't want to live so much of my life overseas. I wonder sometimes if I made the right decision. One of the problems with wanting to get into the Foreign Service is that only 200 or so enter the service every year. It's best to plan to enter the general field of foreign affairs (business, academics, law, other areas of government), and keep the Foreign Service as an option.

Well, I've rambled on too long. It's always a pleasure and privilege hearing from you. Sure, I remember your daughter. If I can help her out in any way once she gets out here in Washington, just let me know.

Ken

10
11
12
13

Dear Ken,

Why is it all you publishers are alike—you all want *money* for your publications. I get the same thing from the *General* and the *Wargamer*; always trying to squeeze those few extra pennies from the working class—so typically capitalist. Oh well, here's another \$3.90 for ten more issues of your bourgeois publication. Yours in the Revolution,

Rob McCarter

P.S. Sorry about that—I've been reading about pre-WWI Russia and just finished a chapter about the activities of radicals in the late 19th century. See you at DixieCon?

Dear Rob,

Lucky man. You only had two more issues due—now, that's what I call letting your PoliSub get seriously close to termination. But then, I guess you Weathermen types like playing with fire, eh? I've never really explained the codes on mailing labels, so here's the scoop. For most PoliSubbers there will be a number to the far right on the top line (a letter indicates a special status, such as "T" for trade, or "C" for complimentary). Rob, your label had "49,+1" before your resub. Now it says "59,+1." The number indicates the last issue of paid subscription, but the +1 indicates that your sub actually goes an issue further because you wrote an article for *Politesse*. Now, if you write more articles, the complimentary tag number just keeps getting longer. No, letters to *Forum* don't count—generally speaking. Come to think of it, your +1 came from a letter, because it was so extensive and detailed on *Pax Britannica* that it was really more like an article. This goes to show that the rules of the PolitBuro are not meant to apply to us.

What, calling us Capitalists? Are you ideologically incorrect, or what?? We are the vanguard of the downtrodden gaming masses!

Sorry, it now looks doubtful for DixieCon. I'm told to pack my bags for the Memorial Day recess. Time to start looking into the security problems of our embassies elsewhere in Central and Eastern Europe. Vienna, Budapest, and Bucharest, here I come. Hey, I do this to serve my country.

Ken Peel



AVALON HILL MEETS THE PRESS

The following article has been lifted whole cloth from a business newspaper in the Baltimore area. The editors of that professional journal raised no objection to our plans to reprint the article. Not that we exactly asked them directly Anyway, probably none of them get this magazine, so there is no reason to worry. We liked the piece and it fits in nicely with our style, so we thought we'd share it with you. Hopefully, no lawyers will knock on our doors B.H. & M.H.



MONARCH AVALON'S DIPLOMACY AD PULLS NO PUNCHES ON REAGAN

The flyer pushing Monarch Avalon's more than 20-year-old board game Diplomacy doesn't pull any punches. Get this: "Today our foreign policy is in shambles. The worst it's ever been! Is there any parallel to the fact that our diplomatic expertise started going downhill when those cabinet members familiar with the Diplomacy game left their government posts???"

Foreign policy aficionados may want to take arms against that suggestion, but marketing fans can't complain with the Baltimore company's approach. Come out swinging and don't look back. There's more:

"Whatever your opinions of the Nixon administration may have been, you must admit they had one sharp foreign policy ... due, perhaps, to the fact that members of the Nixon cabinet were Diplomacy players," including Secretary of State Henry Kissinger and Executive Son-in-Law David Eisenhower.

"Well ... there ain't nobody playing it today at the White House ... obviously." The pointed rhetoric is the work of Avalon Hill (Monarch Avalon's games subsidiary) Executive Vice President Tom Shaw, among others. Not one to retreat, Shaw notes, "Well, there's certainly a great deal of truth to it."

The flyer is being sent out to the media, of course, and it accompanies the company's games sent to mail-order customers -- about 100 a week, says Shaw.

Avalon Hill currently owns the licenses for and distributes more than 200 games, according to Shaw. Last year, the parent company earned \$93,764 from operations on total sales of \$9.9 million. The games side of the business (Monarch Avalon also operates a printing company) accounted for \$7.3 million of sales.

One way the company would be sure to boost its reknown is through gaming conventions -- you know, where some 4,000 or 5,000 gaming enthusiasts gather to talk about Dungeons and Dragons [not if they are sane -- B.H.], and the like.

Well lo and behold, on the Fourth of July weekend some 4,000 or 5,000 gaming enthusiasts will be gathering in Baltimore for the annual AtlantiCon convention (not to be confused with the annual and upcoming BaltiCon science fiction convention at the Hyatt, or the MaryCon convention, a Diplomacy game gathering at Mary Washington College in Virginia) [or Origins which is what is actually going to be held --B.H.]. The event is sponsored by the AtlantiCon group and its founder, Baltimorean Wes Coates, according to Shaw. Avalon Hill will be certain to put in an

appearance -- exhibit space, cash and prize giveaways -- in promoting its litany of games, which include Dr. Ruth's Game of Good Sex, and a few new ones, just released: "Quest for the Ideal Mate," which is about what it sounds like; and "TV Wars," in which budding Fred Silvermans must decide between prime time hopefuls such as The David Frostbite Show, and Lifestyles of the Obscure and Unknown. And, of course, the stalwarts like Diplomacy.

Diplomacy has been Avalon Hill's property since at least 1975; it was created in 1960 by a Massachusetts man [from Chicago --B.H.].

"The real appeal of the game is its social repartee," Shaw explains. And if Messrs. Reagan, Shultz and Kampelman were to take up the avocation? "What it would do, it make our negotiators a little more cynical in a practical sense," says Shaw. Couldn't hurt.

The End

Pretty amazing, isn't it? As a matter of fact, I feel this piece isn't up to our usual standards, but it is amusing. Notice how the author fails to plug Alen Chalmars [sic] name in the second to last paragraph (probably because he couldn't spell it). Notice the errors throughout the piece that not even the most junior shoat would make (like equating D&D to real wargaming). All-in-all, I think this goes to show the veracity of Ken's point that the articles in Politesse are on a par with (if not superior to) those of a professional(?) journal.

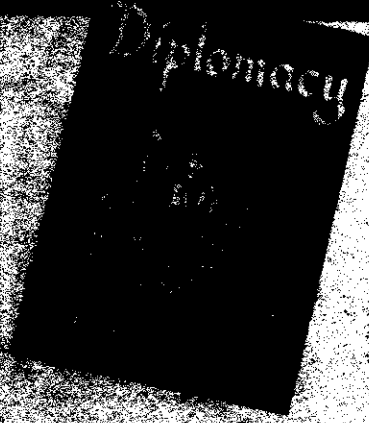
Budd



'10 MILLION DOLLARS DEPOSITED IN OUR SWISS BANK ACCOUNT? THAT DOPEY OLLIE NORTH MUST'VE SCREWED UP AGAIN.'

What the White House Needs Now

... is a copy of **Diplomacy**,
the internationally famous
board game!



Today our foreign policy is in shambles. The question is ever asked: Is there any parallel to the fact that our diplomatic relations started going downhill when those cabinet members involved with the **DIPLOMACY** game left their government posts???

Whatever your opinions of the Nixon administration have been, you must admit they had one sharp foreign policy **DIPLOMACY** player, to the fact that members of the Nixon cabinet were **DIPLOMACY** players.

In *All the President's Men*, the famed exposé which exposed the Watergate mess, it was stated that cabinet members, including David Eisenhower, played **DIPLOMACY** to get their minds off of Watergate.

It was told to Giles Brandeis, *Games '62* magazine editor, that **DIPLOMACY** was Dr. Henry Kissinger's favorite board game. Dr. Kissinger was Secretary of State at the time.

Charles Connors, former U.S. Ambassador, said in November 1972 they play it in the White House. In fact, it's the biggest game ever played at Cambridge, the Dean of Trinity College, John Gallagher, is an expert. In ecclesiastical circles, the Bishop of Winchester knows all about it. If? The game called **DIPLOMACY**.

Regius McGill, *London Evening Standard*, claims that the President's were said to play **DIPLOMACY** at the White House.

Well ... there isn't nobody playing it today at the White House ... obviously.



YOU CAN BUY IT

\$18 Retail

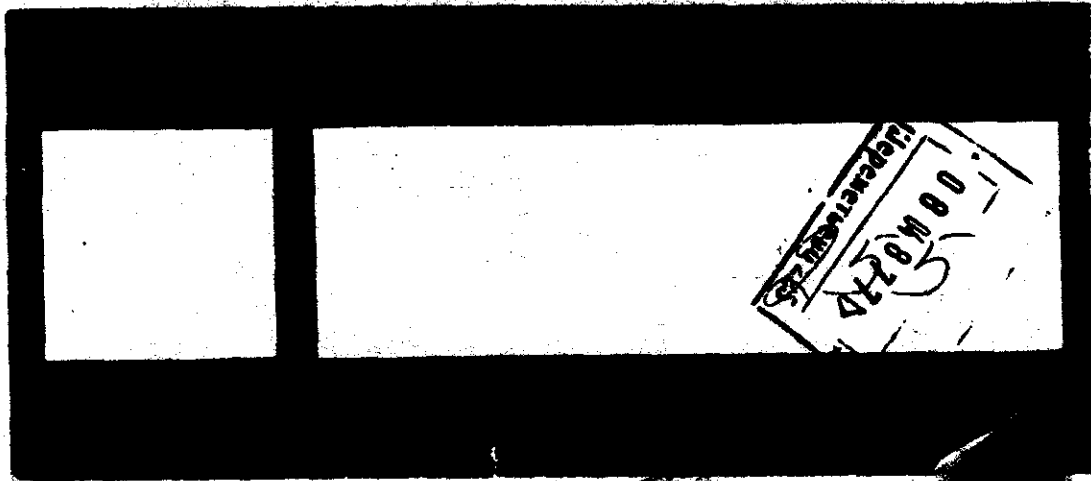
It's not too late to salvage the situation. If every person reading this would send one copy of **DIPLOMACY** to the White House, members surely would get the message.

Better still, if you send one copy to your best friend, who knows the person you introduced to **DIPLOMACY** might end up as Secretary of State himself.



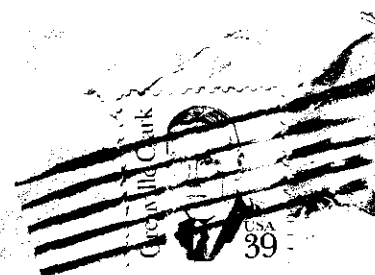
The Avalon Hill Game Company

Politesse Historical Document #255:



Politesse

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



Flash!
No MangCon this year...
Look for it again first
weekend of June, 1988!!

Larry Peery
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