

# Politesse

June 83

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The Dale City journal of non-postal Diplomacy catering to the well-heeled of Guilford, the well-connected of Capitol Hill, the suburban squires of McLean and the landed gentry of Fredricksburg  
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"Come in," he cried. "I was afraid it might be someone wanting to make love in which case...toujours la politesse, I should have felt bound...What are you eating? The fire is lovely. I was just looking up a quotation which has been worrying me all evening."

- Lawrence Durrell

Balthazar

## GREETINGS

With this issue we enter tout à la cochon into the world of semi-professional Diplomatic journalism. No longer a mere four page newsletter hastily reproduced on anything available, Politesse has grown up, spread out and gotten ennui. No more naive enthusiasm for two-bit regional cons, no more effusive thank-yous to readers for deigning to host or attend a game, no more jolly pleas for "PoliSubs." That's all behind us now. We're tough; we're sophisticated; we're smart. C'est la vie, paysana!

EW

## HAVAGAME

Saturday, July 9 beginning at noon, at the editor's home. A quality game; be prompt, stay to the end, bring food and drink and make your reservations early.

## YOUR OWN POLISTATUS REPORT

All that are checked apply to you.

- You are a PoliSubber in good standing
- You are a PoliSubber in very good standing
- You are a PoliSubber in extremely good standing
- Are you a PoliSubber? We think you are and will continue to mail to you unless you protest vehemently or anger us
- Do you want to be a PoliSubber? We haven't heard anything from you, although we had reason to believe you might want Politesse but now we're not so sure so we won't send you the next issue unless you tell us to
- We trade. Forever. Till fold do us part. Trust me.
- We think you are an important Hobby Fossil and wish to curry favor *also for archives per Davis and we would appreciate mention of Politesse*
- You don't fit into any of the above categories but you *and MaryCon* attended MaryCon and chuckled at our intros of Martin and *(see next page) in DW* Warner so we're sending you this one. Let us know if you want more

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Send any amount of money for any number of issues of Politesse to Ed Wrobel, 3932 N. Forestdale Ave., Dale City, VA 22193, 670-3489. Let us know if you want to host a game or want to play elsewhere.  
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## HADACON

MaryCon83 drew players from New York to South Carolina and filled 5 boards. The campus of Mary Washington College was as lovely as expected; the playing space, dorm, dining hall and pub were quite convenient; the awards were beautiful; Dick Warner was managerial; Julie Martin was decisive; your editor was there; what more can we say? We've a surfeit of semi-colons.

Curiously enough, we gamers shared the campus with a convention of evangelicals known as "Women Aglow." These ladies were rather well-dressed, especially in contrast to the jeans-and-T-shirt crowd which comprised a significant portion of the MaryConventioneers. They also sang. They sang about Jesus and about parting the Red Sea and about joy. They carried Bibles and they handed out a few tracts. They advised that players of Dungeons & Dragons are in the kingdom of darkness. (Where could DIPpers be??) And they smiled, even at 8 a.m. before they had coffee. We were pleased to help one very nice lady prop open a dining hall door. Yet we had an uneasy feeling as we stood in line between a woman enthusiastically promoting "winter white" apparel and two gamers discussing the appropriate "kill rolls" of 50mm and 75mm cannon. Ah, sweet diversity...but mildly surreal. Anyway, here are the scores (those <1 omitted):

Pete Ansoff 10.0	Mark Fassio 9.3	Rob Robinson 9.6
S. Arnawoodian 9.7	Jay Flynn 12.6	Richard Rogers 9.0
Mark Berch 9.2	Howard Fowler 9.7	Randall Senn 9.0
Jeff Bohner 18.3	John Kador 25.9	Bill Thompson 35.8
Doug Byrnes 18.1	Mike Kelly 12.5	John Thrall 9.3
John Daly 25.2	Mark Larzelere 9.0	Fred Townsend 18.4
Phil Dancause 9.7	Tom Mainardi 21.9	Sean Vessey 18.0
John Daniel 12.6	Mark Murray 11.4	Jim Yerkey 13.0
	Ed Regan 19.0	

The winners' trophies were quite handsome, consisting of actual mapsections and wooden blocks in white wooden frames on white bases. (No plastic.) They were handcrafted by Dick Warner moments before the awards ceremony with some design suggestions from Martin and Wrobel. (Dick is a professor of history, not geography.) Champ Bill Thompson participated in two 2way draws, as England and as Turkey. His trophy included portions of England and southern Russia suffering a Turkish invasion. First runner-up John Kador won with with Russia in round two, earning Moscow and St. Pete. John Daly, second runner-up, participated in two 3way draws, as Russia and as Best Turkey, thus forcing the Bosphorus onto his trophy.

Speaking of Best Country Awards, these appropriately-colored foot-long wooden fleets (should make great nightsticks for Detroit's DipCon) were awarded to: Tom Mainardi for an 11center Austria in a 3way draw; Ed Regan for a 13center England in a 4way; Jay Flynn for an 8center France in a 3way; Mark Murray for a 14center Germany as Toady in Kador's win; Jim Yerkey for a 15center Italy in a 3way; John Kador for a 19center Russia as winner; and John Daly for an 11center Turkey in a 3way.



Kador      Daly      Thompson

## Mary Con-83

Below, Woody gesticulates  
Julie Martin stands agape



Above, StrongSenn, the  
only bi-headed quadruped  
at the Con

Right, MaryConers  
nervously paw the  
starting gate



# Mary Con-83

Wylie Wilson of Washington (left) and Mike Kelly of Foneswood compare notes during this weekend's Mid-Atlantic Championships of Diplomacy. The board game battles were held at MWC, and by the time the tournament was over the players had been through 10 major wars.



Staff photos by Norm Shafer

Diplomacy players include (from left) Tom Mainard of Philadelphia, Richard Rogers of Baltimore, John Daly of Rockwell, N.C., and Lynda Strong of Alexandria.

## The PeeriColumn

Nancy and I wanted you all to know how much we wish we could be with you this weekend. Unfortunately, we are stuck here at Camp David entertaining the Eisenhower-Nixon-Rockefeller kids while their parents are off at Disney World having a good time.

Ok, we'll try again....On behalf of the members of the San Diego Diplomacy Society and those of us located in Southern California who are afflicted with that incurable disease called Diplomacy I would like to wish you all a good time at MaryCon.

I am convinced that those people attending MaryCon will look back in years to come at this event as a highlight of their Dippy experience. I attended my first Con back in the mid-1960s. The highlight of that event was a StarTrek musical parody, attended by William Shatner, Leonard Nimoy and hundreds of Trekkies. Diplomacy at that event was confined to a penthouse suite in the hotel.

There is nothing easy about making a one-time event an annual event, let alone a tradition. And it is so easy to take a new zine as a matter of course, without realizing that, without support from its readers, it will wither and die. But, given the desire, and the will, and the leadership, it can be done.

So, today I wish you good gaming, and success in your efforts in building for a stronger local Dippy group. Remember, old blood is tired blood. New blood is where tomorrow is, not to mention tastier.

-L. Peery

This column is an occasional feature of Politesse. Our correspondent is the editor of Xenogogic, a quarterly journal of Diplomacy, a founder of the ftf DipGroup in southern California, and one of the undead. -ed.

## GOTALETTER

Just thought I'd get in a few cutting remarks about the MaryCon stabfest for the consideration of anyone who is gullible enough to consider them.

The scoring system needs to be modified. Diplomacy is designed as a one winner, six losers game. The scoring system used for MaryCon encouraged draws. The 3way and 4way draws are wimp draws, but it is encouraged by the scoring system. I'd suggest in a game with a clear winner, 18 centers, the winner gets 34 points, everybody else gets 1 per supply center. In a game with no clear winner everybody gets one point per supply center.

This system, I believe, would encourage going for a win, while finishing 2nd with, say 8 centers, is not much different than a draw with 10 centers in terms of points.

I also favor having a few points going to those who fought especially well. These could be voted by the players at games' end. -Randall Senn, Alexandria, VA

It's good to get some feedback on the scoring system. I'd like to maintain a multilogue over the course of this year. Perhaps

we can shape some kind of consensus by June '84. I think most people like to see wins and want to provide a great incentive to go for the win. I hoped my scoring system would do that by one, providing no points for the larger draws, and, two, awarding points to a Toady (if you will, "strong second," if you won't). Originally I proposed that the 4way draw not be awarded but several people thought that a poor idea. It was argued that some positions simply are 4ways, i.e., 2 vs. 2 situations in which it is unsafe for any party to stab. I don't believe the game is that limited. It surprised me that a number of games in round one ended well before the deadline in 3way and 4way draws. Stalemated positions? Exhaustion? The scoring system?

I don't believe that awarding 1 point per supply center would've changed that. Many players would obtain similar scores under both systems. Placing the emphasis on number of centers is somewhat distasteful to me. The game is not simply a race for centers; it's a series of maneuvers with the aim of gaining power by eliminating rivals. Generally, if you have 10 centers and 6 enemies, you are worse off than if you have 8 centers and no enemies. The center count is a temporary measure of your success in the meat of the game, i.e., those 15 minute intervals between moves.

So how to encourage wins and discourage draws? I expected more and louder cries of protest to my "Toady" proposal (a Toady was awarded 10 points; to qualify, one needed 12 centers in a game won by another; the winner, then, received 24 points if a Toady existed rather than 34). It seems that many people despise such "strong second" play. I certainly wouldn't begin a game planning to finish second. But the Toady points do at least provide something to talk about in mid-game; it's an alternative to a draw. Does it cheapen the win? At MaryCon it was cheapened to the tune of 10 points. A bad compromise? Well, that's a matter of taste. Wonder what John Kador and Mark Murray, the only Winner/Toady combination at the con, would say. Did the scoring system influence your decisions?

#### PHONAGAME

Getting one new person per month for this game. Now it's McMahon, Myers, Sagrans and Vessey. Unfortunately, it appears that the moves will have to be called in to my home in Dale City in the evening weekly. That means one long-distance call per week for the players, but it need only last a minute or two. Need three more; can we accumulate all three this month? You must have a DC metro phone so that all negotiations will be local calls. No game fee, just postage for the adjudications.

#### WANNAGAME

Doug Byrnes, 2911 Frederick Ave., Baltimore 21223,  
(301)566-4477, almost any weekend, prefer Balto, DC ok  
Wylie Wilson, 1010 25th St. NW, #106, DC 20037  
Sean Vessey, 2623-102 Windbreak Dr., Alexandria 22306,  
(703)768-1285. Within 2-3 hours of DC. Also play-by-phone.  
Doug McMahon, 3104 Black Hickory Drive, Falls Church, VA  
(703)560-5602

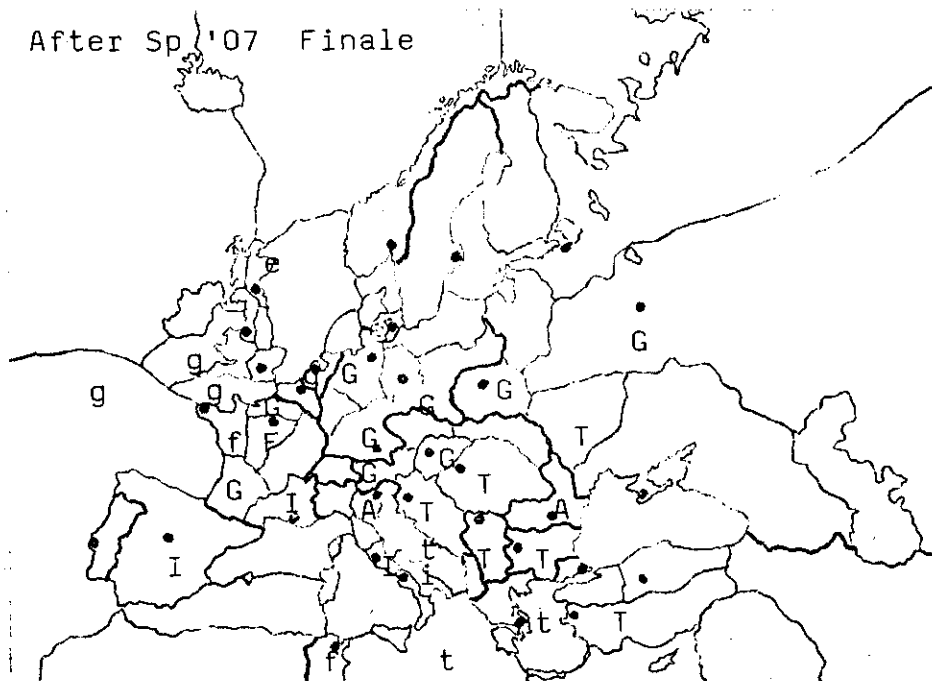
HADAGAME

Myers Game 5/83G was held 5/21 at Strategy & Fantasy World in Falls Church under the auspices of the Washington Gamers Association. To join WGA send \$5.00 to Ben Butterfield c/o Reese, 6108 Juneberry Ct., Alexandria, VA 22310 and receive the bimonthly Washington Gamer.

	01	02	03	04	05	06	
A Richard Queen	5	5	5	6	4	2	
E Nate Brown	4	3	3 <sup>2</sup>	2	1	1	
F John Daniel	5	6	5	6	5	3	result: G/T draw
G Ed Wrobel	5	7	8	9	11	14 <sup>2</sup>	
I Ben Butterfield	4	4	5	5	4	5 <sup>2</sup>	
R Doug McMahon	6	4	3	0			
T Kevin Larsen	4	5	5	6	9	9	<sup>2</sup> played one short
	Bel						

Notes: McMahon as Aus in Sp 06; McMahon as A/I in Sp 07  
Brown as Fra in Sp 07; Eng in CD after 02

After Sp '07 Finale



Endgame Statements: Germany

This game came to a resolution relatively quickly (1907). By that time Germany and Turkey dominated the board. It would have been interesting to have continued; had Germany gone for the win, could the remaining powers have stopped her? Idle speculation. Unfortunately the roster dwindled as the afternoon wore on and, as can be seen from the chart, free substitution was the rule. I don't believe the game was unduly distorted, as the subs came late, but certainly a stable cast would have been preferable.

Early on I attempted to establish an alliance with France. He seemed to accept but I never fully trusted him, as he is a compulsive teller of less-than-truths. (Some role model for our impressionable adolescents!) When I suggested a triple alliance to England simply to keep him off guard, France took up the call (at least for '01) and eventually began trying to convince me to accept the triple. I wouldn't buy it but France kept trying to sell it even after he moved to the Channel in '02. What gall! No wonder England was upset. I still couldn't figure France out. I kept looking over my shoulder for blades covered with a rich cream sauce. Although he had three units bordering my Belgium in Fall '02, he never did attack me. My decision to stab was almost casual. I had moved to the Channel the season before my betrayal, thinking I smelled an F/I attack on my unsupported army in Munich. Italy attacked but French army Burgundy declined to provide the necessary support. Here I was, all righteous indignation, sitting in my loyal French ally's backyard with egg on my face. A German never accepts humiliation! I was forced to go ahead with my attack. My deepest apologies to John whose only trespass was to speak out of all sides of his mouth at all times to everybody. Not once did he attempt to set foot on German soil.

My relations with all powers were generally cordial at some point in the game. Russia was quite pleased that I offered a hands-off policy in Sweden in '01; Austria respected the Tyo-Boh demilitarized zone throughout the game (regrettably I was constrained to enter this region after the Austrian attacked the by-then Germanic possession, Livonia, threatening Moscow, the capital of the Eastern Teutonic Provinces). Italy's attack on France was timely but unfortunate for my Gallic friend. Most pleasing were TurkoGermanic relations. We hardly spoke until the end of the game when Austria became a burdensome presence. The Turk's stab of Austria was quite effective and most reasonable. Luckily it also took care of that problem in Livonia.

Just before he died by firing squad the Tsar protested that I broke every agreement I made with him during the game. This is patently false. He took Sweden in 1901 by my sufferance as I dutifully moved F Kie-Hol. I even permitted him to retake Sweden late in the game as a gesture to his past glory (when he had 4 units). Alas, he was gone in 1904, only to return to lose again as Austria and Italy. The man has a knack for it.

#### Turkey

It was a real honor to share this draw with Ed. He is a great Dip player and a decent human being. He deserved the win and I offered to vote for it but he said he couldn't accept. How do you like that? What an unselfish person! I'm sending him all my money for Politesse and you should do the same...

Ed.'s note: In concert with our new get-tough policy (see cover) endgame statements will be ghostwritten for those who fail to submit one.



### POLIERRATA

It has been brought to our attention that last issue's Hadagame chart was somewhat eccentric. Never a journal to shirk its responsibility, Politesse acknowledges the error and advises readers never to rely on Mike Plitman to count to 34.

### WANNAHAVAGAME

Not too many aging hippies out there, eh? Too bad. In honor of your editor's attainment of the Age of Impending Decay and as consolation to Pete Ansoff who is too old to Rail Baron, too young to pinc, we offer Grace Slick's timeless poetry.

Lather

(Child)

Lather was 30 years old today, They took away all of his toys. His mother sent newspaper clippings to him about his old friends who'd stopped being boys: There was Howard C. Green, just turned 33, his leather chair waits at the bank, and Sgt. Dow Jones, 27 years old, commanding his very own tank! But Lather still finds it a nice thing to do to lie about nude in the sand, drawing pictures of mountains that look like bumps and thrashing the air with his hands... Wait, old Lather's productive, you know, He produces the finest of sound, putting drumsticks on either side of his nose, snorting the best licks in town. But that's all over.

Lather was 30 years old today and lather came foam from his tongue. He looked at me eyes wide and plainly say, "Is it true that I'm no longer young?" (Mommie) And the children call him "famous," what the old men call "insane." Sometimes he's so nameless that he hardly knows which game to play, which words to say... I should have told him "No, you're not old" and I should have let him go on smiling babywide.

As Ms. Slick implies in this lovely lyric, you're as young as you feel and you're as old as you think. Just eat lots of fiber.

### NOTHING TO DO WITH DIPLOMACY

Your PoliEditor is looking for Rail Baron players and someone to teach him to play his newly-acquired Civilization game. Call or write.

Mrs. PoliEditor aka Maggie Loebach has recently been apprised of the deeply-lettered nature of the PoliReadership and has decided to seek additional members for her book discussion club via this notice. Previous readings have included Anne Tyler's Morgan's Passing and Lawrence Durrell's Justine. Next meeting is scheduled for September (summer vacation) in D.C. and Tender is the Night is on the menu. This is a very congenial group, ranging in number from 5 to 10. No one seems overly concerned with impressing the group, so the discussions are substantive without officiousness. (Ahem, certain HobbyGiants!)

VOX POPULI FOOLUS

Those of you looking for the Fool's Game did not find it. Did anybody look for it? The fate of this game is in your hands. Send us a thumb's up or a thumb's down. NoVoteReceived=Don'tCare. Suggestions for a change in format are also welcome.

"HE WAS BRUTALLY HANDSOME, SHE WAS TERMINALLY PRETTY"

May we close out this issue with kudos to Julie Martin and Dick Warner for MaryJobs well done. Warner organized the lay-out of the con almost single-handedly. Martin jumped into the GM role with little advance warning and performed with verve and presence. Two extraordinary supernumeraries. Huzzah!!

LATE BREAKING NEWS

As we go to press, we have just learned that both Martins, the mysterious Dick as well as the vivacious Julie, have agreed to officiate at MaryCon84. We understand that Dick will once again be invisible and that Julie will have a good tan.

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c/o Ed Wrobel  
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Rod Walker  
1273 Crest Drive  
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We brake for MaryConers