

Politesse

The Dale City Journal of face-to-face, and, we hope,
telephonic negotiational nonwargaming featuring an
open letter to all PoliSubbers October, 1983

You are hereby invited to a gathering to play the new, updated version of WORLD DIPLOMACY. Pending timely receipt from its creator, Mark Stegeman, I will forward a copy of rules and map to all those who express an interest.

THE DATE: Saturday, November 19, 1983
THE TIME: 11:30 am for the teaching session
12:30 pm for the game
THE PLACE: 8708 First Ave., Apt. T-2
Silver Spring, Md. 20910 (2 blks. from metro)
(301) 495-2799
THE HOST: Ken Peel

For your information, WORLD DIPLOMACY received a short blurb in the latest edition of Diplomacy World (p. 49, "A New Variant"). There are eight countries, the U.S., South America, Western Europe, Russia, the Arab Block, Black Africa, China, and Australia. Assuming we get enough interested people, I will GM (I am presently GMing one postal game of WD, and playing in another). If we come up short, which I do not expect, this will turn into a day of regular Diplomacy.

We already have four confirmed players (plus my humble self): Ed Wrobel, Tom Andahl, Steve Fleshman, and Masaru Tamamoto. Get your reservations in early for this exciting global event!

Your humble host,



Kenneth Peel

P.S. Rules are the same as for regular Diplomacy -- except for those needed to accomodate an additional support-only unit, Air Forces. Air Forces compete among themselves for "air spaces" above regular provinces, and never actually land. They support operations taking place among armies and fleets in the province below them, and can move up to three spaces a season. Also, there are about twice the number of supply centers, and countries start with 5-7 units (initially only armies and fleets). Only slightly more time than regular Diplomacy is required, however, because of the added mobility of Air Forces, and an added rule allowing a player who conqueres all the home supply centers of another power to build on those centers as if they were his own. Nevertheless, expect the game to go quite late.

Politesse offers announcements of face-to-face Diplomacy and other multiplayer games, reports of such games and related material. For a fully adjustable PoliSub, send any amount of money to Ed Wrobel, 3932 N. Forestdale Ave., Dale City, VA 22193 (703)670-3489

HadaGame

BURNS SWEEPS RAIL BARON DOUBLEHEADER AS ORIOLES CLINCH AL PENNANT, SUFFERS EMBARRASSMENT WHEN EMBITTERED EDITOR MISPELLS NAME IN HEADLINE

Between rounds at MaryCon, Wrobel walked up and asked if I wanted to play Rail Baron.

"It's easy to learn," he said, "and we need another player."

I accepted, and after getting creamed, decided that luck played too large a part in this game, and there was really no reason to play again.

A few weeks later, Ed invited me to a Dip game in his backyard, but for some reason only six people showed up. Ed quickly produced a copy of RB, and we began rolling dice and moving the little plastic counters back and forth across the board. When I lost all my railroads and all my money, I had to drop out of the game. Since skill played only a minor role, I decided that I'd played my last RB game.

I arrived at Louis Newman's picnic and gamefest looking forward to some cutthroat Dip. My nose count revealed only six, and, after Illuminati but before I could say "Monopoly," Louis whipped out RB and someone was telling me it was my move. My final rail system could generously be described as desolate, and I resolved to never again waste my valuable time at this stupid, childish contest.

Wrobel has told me several times that Matt Ellis was the winner of the RB tourney at Origins '82, and, therefore, has some claim to the title of "National Champion." I have also seen Ellis' charts regarding probable occurrences in RB. So when Fahrmeier invited me to a RB game at his house, and mentioned that Wrobel and Ellis were playing, I accepted for several noble and honorable reasons: revenge.

I knew that Wrobel and Fahrmeier were rabid Oriole fans, and the O's were playing the Sox for the AL championship the same afternoon we were to play RB. The two Eds kept their eyes glued to the TV whenever it was not their move, and Wrobel would turn his head away from the board whenever the crowd roared, so it was easy for me to gain a huge advantage by the end of the O's game. After several more hours of intense play, I won the game.

Exhausted, Ellis and I shook hands. He was obviously relieved to have the burden of National Champion lifted from his shoulder. For he knew as I was about to learn just how tough it was to be champion. Ellis went home to a good night's sleep, but I had to stay and face my first title defense versus Wrobel and Fahrmeier. We were all somewhat dazed by Fahrmeier's extensive supply of brew but I - like the O's - managed to secure the championship.

I heartily recommend RB to all experienced gamers as an ultimate test of skill, cunning, endurance, guts, discipline and raw ability.

-- D. P. Byrnes, Baltimore

Ed's note: Sometimes it is better to be lucky than good. First game systems were: Ellis with PA, NP, SP, CB&Q, N&W; Byrnes with NYC, NYNH&H, SOU, UP, MP, T&P, RF&P; Wrobel with B&O, SAL, C&NW, CMSTP&P, D&GRW, SLSF, GM&O; Fahrmeier with WP, L&N, ACL, AT&SF, GN, C&O, CRI&P, IC, B&M. Second game systems were: Wrobel with B&O, WP, ACL, SP, GN, NYNH&H, CRI&P, C&O, SL&SF; Byrnes with NYC, SAL, UP, CMSTP&P, C&NW, GM&O, MP, B&M, SOU, IC, RF&P; Fahrmeier with PA, AT&SF, L&N, NP, CB&Q, T&P, D&RGW, N&W.

Ed Fahrmeier, 4001 Fords Lane, Baltimore, MD 21215, (301)358-8355, is looking for Rail Baron players. Ed prefers sore losers over good winners.

ROADTRIP II: KANEKON-- REVENGE OF THE BOARDMAN TOADIES!!

KaneKon, way back in early August in Great Neck, NY was a blast. There were about a dozen GreatNeckers who dropped in and out throughout the weekend (including Jeff Trester, Nick Felelka, Joe Wan, Sean & Brian Lorber, Steven Brooks, Scott Bloom, Scott Cameron, John Ferguson, Ken Halpern and Dan Palter). Five out-of-towners, Bruce Linsey and his ToadStone, Kevin, PoliSubbers Phil Dancause and John Thrall, your PoliEditor, and host Eric Kane, made up the KaneKorps. When Thrall and this correspondent arrived late Thursday night, a noisy game of Nuclear War/Escalation was ending with the usual bang. More militarists should play this game. It offers the clear light of reason to those who discuss "survivability" in serious tones.

Another relaxing game with a social conscience is Linsey's "Family Business." We could not get enough of this delightful little domestic card game. Again and again we assembled our mobs, launched our vendettas and gleefully shoved rival gang members up against the wall. Fun for the whole family.

And there was Diplomacy. Variant Diplomacy, no less...11-player/Gunboat/Anarchy, no less...Gunboat allows no communication and Anarchy permits little coherence. The supply centers are assigned at random, in this case two to a customer (Edinburgh and Belgium to your editor). Thrall held Liverpool and Portugal next to the writer, outside the seated circle of players. Thus, it was a simple matter to exchange communiques. Although this was technically forbidden, no one objected. Unfortunately, it helped very little as indigent "Turks" parlayed an advantageous starting position and the absence of sustained opposition into a textbook win.

There was more...1885 II, Fred Davis' 9-player variant adding Sweden and Spain as major powers. It went like this:

	01	02	03	04	05	
Eng (Eric Kane)	5	5	4	3	4	
Fra (Scott Cameron)	4	4	2	1	1	
Ger (Ed Wrobel)	6	6	6	6	5	Result: Draw among all survivors after Spring 06
Ita (Dan Palter)	4	6	5	6	3	
Swe (John Thrall)	3	4	4	5	3	
Spa (Ken Halpern)	5	5	7	8	10	
Rus (Kevin Stone)	6	8	10	9	10	
Tur (Steve Brooks)	6	3	1	0		
Aus (John Ferguson)	5	5	7	8	10	

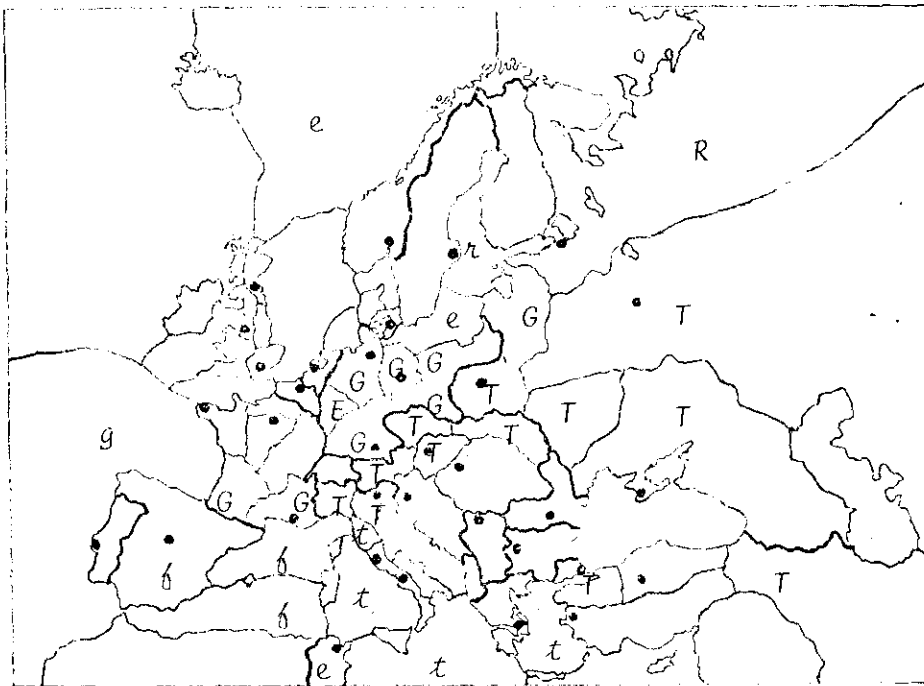
An uneventful but fortuitous ending, with 10-center Russia, Austria and Spain closing in on Germany's borders. Thrall was a loyal ally throughout the game. Kane, on the other hand, attempted to mislead your trusting editor on three consecutive turns. Our apologies to Cameron for our ungentlemanly attack. (Scott had his revenge in Sunday's 3-person Illuminati game; it ended in a 2-way draw, excluding guess who.) Kane's large map of 1885 II is drab and imperfect but quite functional. What a luxury- gamesters enow for an 11 power contest!

One of the most fascinating DipVariants played was Kane's own Jones Beach Dip. In this game, the six KaneKorps activists, armed only with swim suits and The Family Business, challenged the Earth Mother herself. Stone, the most macho among us, was reluctant (not afraid!) to brave the crashing surf.

SAND IN ALL THE WRONG PLACES

JANE WIEDLIN Wrobel was clever enough to land on his gluteous maximus and Linsey took a jelly fish for a ride. Ol' Mom Ocean played her trump- a thunderstorm after a few more rounds of Family Business- and that sent the KaneKorps packing. It's not nice to Dip Mother Nature.

Highlight of the weekend was the best ftf Diplomacy game Bruce Linsey ever played. Not that he played that well but it was a great game in terms of overall interest. Kane, Linsey and Wrobel made up the western triple. Kane repeatedly lied blatantly while Linsey took the subtle approach of pretending to tell the truth and Wrobel built in Brest and Paris outraging both neighbors. Palter's gonzo play of Italy was amusing if suicidal. Stone's Austria and Thrall's Russia were absorbed by the expansive Ottoman Empire. A stop-Turkey coalition formed among the squabbling westerners, England and France rushing to bottle the Med and Germany slipping a pirate army into Turkish Austria. This gallant band of guerillas toured the Sultan's empire and gave the allies hope not only of halting the threat from the east but of rolling it back to Persia. It was not to be. The stalemate lines congealed and a truce was called in 1918 after 2 days of real-time play. Note the Turkish armies in Armenia and Constantinople.



Result:

E/F/G/R/T

draw

T played by
Dancause

It was a great weekend of gaming comraderie. A number of the NYers plan to attend MaryCon84. There will probably be another KaneKon next year as well. We look forward to excellent gaming at both events.



WROBEL

KANE

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W. TAYLOR
8-6

GOTALETTER

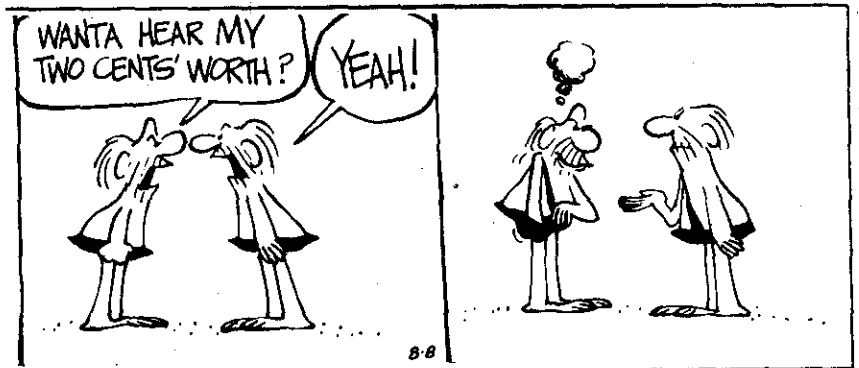
I am once again grossly engaged in perusal of your poignant, yet not overbearing, utterings. Thanks for clipping the Con announcements. However, the ConToBeAt appears to be ByrneCon at Thanksgiving time! Olsen, Mazzer, Coughlan, plus all those east coast crazies and maybe the Midwest can send a number of Dippers! As for Politesse, it should definitely remain committed to its original intent, with some allowances for the rest of the world out there. Well, just keep sending them so I'se can enjoy them. I presume Illuminati is a pretty decent game? It's been mentioned a lot lately. Idea for scoring tournaments: winner gets 34, right? He can award some of those to strong second if he choses. However, this would have to be done at precisely the end of the game and without knowledge of tournament scores. I know, the longer you think about it, the worse it seems.

-Mark Luedi, Bloomington, IN

Glad to hear your perusal is gross rather than fine- maybe you won't notice the typos. Yes, TurkeyCon at the Byrne household looks like a good one. We are advised that check-in time is after 5 p.m. 11/25/83 at the abode of Kathy Byrne and John Caruso, 160-02 43rd Avenue, Flushing, NY 11358, 212-353-9695. Bring your own pillows and sleeping bags. It's a toss-up whether we wish to attend this one or preserve our marriage. How about leaving it up to you, the very responsive PoliReadership?? NVR=GoForIt! Illuminati is great. There's a factual review of the game in the Fall Diplomacy World. Although Costikyan writes that players generally negotiate only to stop a player from gaining an easy victory, that really depends on the players. The last game we had at Newman's was chock full of negotiation, lying and cheating-- just great fun! At what point would the winner commit those points? How would the commitment be enforced? What if the game dragged on for several seasons after the commitment had been made? --ed.

...and don't forget to plug ByrneCon- Fri-Sun after Thanksgiving and New Year's, 12/30-1/1.

I can't believe you are still getting mail about the "Double Ordered Unit Affair." Can I put my 2¢ in? Thank you. I would have accepted the orders as mutual supporting each other in not moving, However, since the rule is so vaguely written, and it is the Gm's interpretation of said rule, I would not have overruled the GM's decision. But I have a question, no- a problem to solve, for Ron Brown and those who feel that what Ed



wrote was a double order. The problem: Austria orders A Ser-Bul, A Gre S A Ser-Bul, A Bud-Gal, F Alb-Ion, A Tri-Vie, A Ser-Bul (again). Aha!- A Ser is ordered twice (thrice if you count mention in the Gre support order). It is ordered twice, though both the same order. The rule reads- double-ordered units are disallowed, the result would be A Ser H; at least that's the way the Linsey/Brown theory of GMing says it must be. Well, Ron? The point is, the intent of the rule was to stop players from ordering units to do 2 different things- either 2 different moves, a move and a support, (or convoy). Hold is a legitimate order, but it is also what a unit that doesn't move is doing, even when it supports or convoys. The bottom line is common sense, not the intent of the player, has to be exercised.

Why not put your con dates in the form of a calendar? I'll look for other con announcements and forward to you. -Caruso, Flushing

Ooooo- "Double-Ordered Unit Affair"! That's a worse label than "The Wrobel Affair." How about "Not Double-Ordered Unit Affair"? Complicating matters further is the parenthetical nature of the beast, i.e., A Bul H (A Gre S), A Gre H (A Bul S). Very foolishly I tried to be a good little Doomie and fit in with the masses by adopting Linsey's nomenclature. Alas. I feel that the way I wrote the order makes the meaning crystal clear but others disagree. Berch tells me that both Browns are in his camp. We've only begun to scratch the surface of this controversy. There are a number of people in North America who have not yet commented. I read somewhere that a GM would not accept "A Gre S A Ser-Bul" as including the order A Ser-Bul. He requires that "A Ser-Bul" be written out in addition to "A Gre S A Ser-Bul." What's the point of that? It's pure grammar, intended not to facilitate communication but to annoy. I get enough of that feces on the job; don't sully my hobby with it. I don't plan on doing a calendar. Kane is doing one for '84 and I wouldn't want to cover an entire page with empty date boxes. Thanks for your help. --ed.

Why do I always want to write "Dale City, CA" on the envelopes??

--P. Ansoff, Alexandria

I don't know, Pete, why do you always want to write "Dale City, CA" on the envelopes? --ed.

**"Since it was already taken for granted
that the audience was uneducated,
below average intelligence and
constitutionally antagonistic, anything
they might actually like had to be cheap,
vulgar, derivative and eclectic. - - - and that's what we're**

*striving for here at Politesse. Let us know how we're doing.
Better yet, write us an article or host a game and advertise
for players here. It's your tabula rasa - scribble on it!*

PINC DIPLOMACY: AN INSIDE LOOK AT TODAY'S MILITARY-INDUSTRIAL COMPLEX

by Peter Ansoff

Presearch, Inc. is a small but well-established consulting firm which does studies and analysis, project support, and other things for various government and private customers. They hired me in December 1979 to study Naval logistics (I was a former USN Supply Officer). One day in October 1981, noting that the sailing season was about over and that it would be nice to have a Winter project, I put a notice on the bulletin board asking if anyone might be interested in an intramural (?) Diplomacy game.

The reaction surprised me. A couple of people had actually played before, and a good-sized crop of novices came out of the woodwork. By January 1982, we had two games in progress, one GM'ed by myself and one by Richard Kram. My initial flyer turned into a 'zine called Pinc. Diplomat, which reported results of the games I GM'ed as well as general information. PD is still going strong.

Typically, PI Diplomacy games run on a roughly weekly schedule. I set my deadlines at 2000 so that people can finalize and 'phone in their orders without upsetting office routine. The other GMs seem to prefer a 1600 deadline so that they can distribute results on the same day. Naturally, things are pretty flexible; there are frequent breaks for vacations, etc.

Diplomacy at PI is similar in many ways to postal Dippy. The game reports feature press, GM-player rules disputes (No!- ed.), and even the occasional rating system (Italy seems to do very well, and France does very poorly). As you can see from the Game 2 wrapup from issue #74, standby/replacement policies are relatively freewheeling; Bill Byrne (no relation to Kathy) played 3 different positions at one time or another while I took over as GM after being eliminated as Russia.

To date there have been 5 PI games. Three have ended, all in victories (1 each for Turkey, Germany and Russia). The other two are still in progress; at least one appears to be headed for a 3-way draw.

So far, no PI players have gotten involved in postal play, but a number (Glenn Anderson, Chris Jones, Mike Plitman, Earl Eaton) have attended Poli-sponsored games. Several have also expressed interest in attending MaryCon in '84.

Diplomacy at PI is alive and well; we have a lot of potential new blood and I expect Game 6 to be underway shortly. As for the future, who knows... we do have a small office in San Diego!

(Ed.'s note: Peter informs us that Game 6 has just begun under the stewardship of Earl Eaton in Swiss Tabloid - Apocalyptic Biannual. Eaton's S.T.A.B. is a lively publication, featuring mandatory press, pirated cartoons and odds by Jimmy the Exiled Greek. As of Spring 02, Ansoff's Austria was a 15 to 1 shot. The Greek's upset pick of the season was England and Austria out the same year after 1903. Politesse frowns on wagering.)

THE Pinc. DIPLOMAT

GAME 2

GAME SUMMARY

GM: Richard Kram (through S14), Peter Ansoff. Players: ENGLAND: Mike Joyce (out 20), FRANCE: Jan Breemer (res. 07), Bill Byrne (out 19), GERMANY: Glenn Anderson (won 31), ITALY: Mike Plitman (res. 25), Bill Byrne, AUSTRIA: Chris Jones, RUSSIA: Peter Ansoff (out 12), TURKEY: Lewis Dunlap (res. 01), Bill Byrne (out 04)

Supply Center Chart

	<u>00</u>	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>
E	3	4	5	7	8	8		9	5	1	2	2	3	4	4
F	3	5	6	6	5	5		5*	6*	7	7	7	8	7	5
G	3	5	6	5	6	8		10	10	10	10	12*	10	11*	10
I	3	4	4	4	4	3		3	4	7*	6	5	5	5	8
A	3	5	7*	9**	8*	9**		6	7	8*	8	7	8**	7*	7*
R	4	5	4	3	3	1		1	2*	1	1	1	0		
T	3	3	2	0											

	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>	<u>19</u>	<u>20</u>	<u>21</u>	<u>22</u>	<u>23</u>	<u>24</u>	<u>25</u>	<u>26</u>	<u>27</u>	<u>28</u>	<u>29</u>
E	5	6	5	4	3	0									
F	4	4*	2	0											
G	10	9	9	10	10*	11	10	11	11	11	11	13	14	13	16*
I	6	9	11	11	11	13	13	13	15*	14	12	11	10	11	8
A	9	6	7	9	10	10*	11*	10	8	9*	11*	10	10	10	10

	<u>30</u>	<u>31</u>
G	17	19
I	9	7
A	8	8

1906 data not available. * = 1 unit short
 ** = 2 units short

GM comments: This was a long game; it was announced on 18 December 1981 and the Spring 01 deadline was 14 January 1982. In my humble opinion, it was too long. There were a number of opportunities for victory much earlier in the game, but they were thrown away for one reason or another. In particular, Italy had a clear shot to win in 1917-18, but chose the easy route of eliminating England rather than the hard one of keeping the pressure on Germany. The game probably should have ended in a draw; my impression was that Germany won by simply wearing out the other players' patience (come to think of it, there are worse tactics!!). It is perhaps symptomatic that not a single end-of-game statement was submitted.

At any rate, congratulations to Glenn on his second Presearch win!!

Reprinted from The Pine Diplomat which reprinted it from Lone Star Diplomat

"Kaiser on Line 3, Sir..."

There are three formats for the play of the game Diplomacy: face-to-face (FTF), by mail, and by telephone. For several years I have had a continuing interest in telephone diplomacy. Telephoning has sometimes been disparaged as a mere substitute for the real thing. However I think it's wrong to give it short shrift. For me it is the most desirable medium and has its own peculiar enjoyments not found in the others.

For FTF you have to organize seven busy people to get together for some extended period of time, especially if you play as we do, having large meals, large quantities of beer and other things to facilitate negotiations. Except for the true diehards, who in my area do not number seven, it is difficult to get enough people to commit their weekend to a war.

Play by telephone is almost ideal for those of us, and I assume out numbers are large, who who

work all day at some sort of job, and who consequently always seem to have to scramble to catch up on our postal negotiations. Many times I have come home from a hard day at work only to have to spend my remaining waking hours writing a number of letters to get something done by deadline.

I suppose telephone play can be considered a compromise between the two more common media: it overcomes the problems mentioned above and provides its own delightful aspects as well. By having a complete group all located in the same city, negotiating by phone, the need for being together at the same time and place is surpassed, and move periods can be speedier than the normal postal rate. When I played before we had one-week move periods, which seemed to work well for everyone. It was slow enough

that everyone got ample opportunity to do what negotiating they desired, but was quick enough that the game moved right along, and no one fell out or had a chance to get uninterested.

In the phone game you may spend as much or as little time with the game as you wish. You may use the phone as a tactical instrument, publicly limiting your "business hours", not returning calls, etc. And for those with conference call capabilities, the advantages are obvious. While playing you always know that anytime you are bored or have a few spare moments you can always make some calls, either to negotiate, share game gossip, or merely socialize with an ally.

Living in the same city, phone diplomats can also arrange personal meetings or conferences. These can be arranged for lunchtime, happy hour, or whenever. It is wise however to ensure that no two players live in the same house, work in the same office building, or such as that; too much proximity can encourage too much collusion and distort the game.

In short, I found telephone play to be a delightful social preoccupation. Most of use know each other rather well anyway, and the game gave us an excuse to get together with something to discuss that was more involving than the ordinaries of everyday life. As fun as FTF game post-mortems are, it is even more fun to live in a game for a few months and savor it as it happens.

Obviously I am prepared to be an advocate for phone play, despite the fact that even it has its difficulties. The mechanics of play must be adjusted to the telephone format. In organizing the phone game published in LSD#1-7 we developed a complete outline of the necessary rules changes. We also created a game fund to cover incidental expenses.

At first we envisaged regular "move meetings" where orders would be exposed and moves adjudicated, as in FTF, with optional unanimous scheduling of longer "multi-move meetings" where we would actually play FTF for several moves to speed up the game. By making this contingent upon unanimous vote, and by not overdoing it, we felt no one who specifically did not want to commit the time for FTF play would be compromised. By the same token we intended to provide some mechanism whereby we could temporarily step out of the phone format for a little FTF if everyone agreed.

At first we assumed play would have to be conducted through these group meetings, but we later received an offer from Mike not only to publish the game in his new zine, but also to GM it. Since the idea of group meetings seemed cumbersome and therefore could defeat one of the reasons behind playing by phone, we happily agreed. And Mike did an excellent job, though he later regretted his offer. No one had anticipated the amount of time he would spend on the phone, not only taking orders and reading out adjudications one-by-one to each of us, but also in answering questions and resisting being put to use as a tactical instrument himself by some of the more enterprising players.

I would say that having a GM is the most preferable of any of the alternatives I can think of, but it is a very tazing job. You should think seriously before offering your services. Such an offer should never be extended spontaneously, and you should be prepared to be perhaps the most active participant in the game.

The biggest bugaboo in phone games is how to conduct play without either the scheduling headaches of group meetings or the luxury of a competent GM. It is possible to modify both these methods, but I still believe there is a better way just waiting to be discovered.

You could modify the group meeting approach by not requiring actual attendance, but anything short of FTF has its own problems. Orders called in by phone to the group adjudication meeting could be accepted, but that would still require a commitment in time, if not space, to the game. Orders delivered by proxy could also be accepted, but the problems of getting a trustworthy proxy could make this impractical.

Another possibility is indeed to hand everything by phone, having players rotate the duties of GM somehow. By rotating I thin there would be sufficient checks against the GM's monkeying orders around, since the crime couldn't remain undetected for long. However, I suppose inclination for illegal collusion could never be eliminated totally. Mainly, though, some mechanism, probably elaborate, would have to be devised so the GM would submit orders before knowing everyone else's.

cont. on
next page

The best prospect lies in reforming the position and duties of GM so that the job becomes less tazing. Of course, a gung-ho GM can be allowed to participate as much or as little as the players themselves wish. Theoretically the GM could be an intermediary in many ways during the negotiating, but refraining from engaging in such activities during the adjudication period. I know that integrity is too much to expect of the players; for the sake of the game it must be a requirement of the GM. The time commitment can easily balloon so the GM can easily become more active than the players themselves.

I have about concluded that the best way to conduct phone play is to have a GM who will accept phoned-in orders (perhaps within specified hours on deadline day) and who will simply write up the adjudication results and drop them in the mail. This saves having to call all the players with results; that seemed to be the most time-consuming part from Mike's experience. Each player wanted his analysis of the post-move situation. The move periods would probably have to be at least ten days to allow for mail delivery, rather than the seven we used. Postage would come from the game fund.

Assuming there is no outright volunteer for the job, the best way to get a GM by electing one of the eight participants, or even draw lots. But it isn't always possible to find GM material in the average group of players, and still I can't help think that there must be some way to run the game without meeting FTF or having an independent GM. If anyone else has ever thought about these problems with phone play and has some thoughts on these "theoretics" I would be interested in their response or ideas.

Sounds like fun, eh? We have 5 signed and need two more to start a DC area telephone game. Orders will be called into Dale City on Tuesday evening. Adjudications should be received on Thursday, with the gracious cooperation of the U.S. Postal Service. We are certain this game will start in November. Game summaries will appear in Politesse. Telephone play has great potential. Let's get one started.

Rod,
Fine issue of DW. Consciously more fannish? Berck's interpretation of Calhamer's remarks on H-S are amusing. ABC clearly stated he would permit/require the move. Good ol' Berck - always the Mega Dipper. - Ed

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Ansoff's Pinc Diplomacy, Byrnes' Rail Baron,
ByrneCon news, the long-awaited KaneKon review