

## Who's Zoomin' Who?

### Greetings

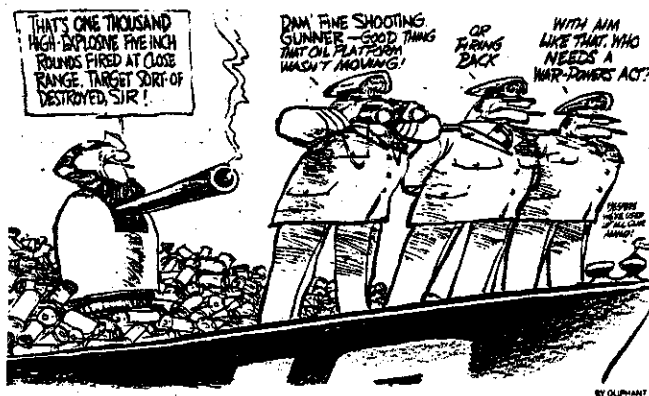
There are no Greetings this month. I have the following reasons for not writing one:

1. I'm very late getting this to Ken.
2. I don't want Ken to have to type very much.
3. I've got nothing to say.
4. Nobody reads the Greetings, anyway.
5. No Puftas!!

So, having nothing to say, I have nothing to add. There is nothing to mention about the contents of this issue. Of course, I would have to be insane to babble on like this when I have nothing to say.

Fortunately, I'm writing this in invisible ink. A friend of mine from the CIA (Bob Woodward) gave me this ink. Bob said that Bill Casey used it to write his memoirs.

Hey, did you see that in retaliation for the Iranians shooting at our oil tanker, we shot at their oil platform? Makes sense to be, but then I'm insane. President Reagan said the Iranians weren't crazy enough to start a war with us. But then, since they're certifiable, they may think we've already started one. —Budd



### HavaGame

**Halloween Games October 30 through November 1** – Due to a localized baby boom in the Wrobel household, our own Marc Hurwitz (talk about “certifiable”) has managed to usurp the honor of hosting these things for himself. So, the Owings Mills, MD version of the Halloween Games will begin Friday evening, October 30 and continue through Sunday, November 1. Special featured games will be Civilization and Pax Britannica, but there will be lots of time for other gaming pursuits. Remember that Halloween this year falls on Saturday. Marc's address is in the lower header (below). Call Marc for directions if you are interested at: (301) 363-6303. Also call Marc if you're looking for transportation, to see if anyone's coming from your area. If you plan to sleep, bring along a sleeping bag might be a nifty idea. Opps, that's this weekend! Never mind.

#### December, January HavaGames needed!

**The Zine Register & Pontevedria**, listings of amateur postal gaming publications and of postal game openings (mostly Diplomacy), respectively, can be had by loyal shoats everywhere at rock-bottom prices! The *Zine Register* costs a mere 75¢ per quarterly issue, and *Pontevedria* may be had at absolutely no cost whatsoever—just ask. Ken Peel (address in footer) recently took over these two publications, and the first issues of each are now available.

**Game openings still available in Politesse** – Blind Diplomacy has started (barely), and it appears that a few standbys are most definitely needed! Charges waived for standbys, so here's your chance to see what all this talk is about (see? talk? in “Blind Diplomacy?”). Drop a note to Budd Haemer (address below), quick, and grasp the golden ring, take the bull by the horns, and be there or be square! As for PBM Godsfire, Budd plans to work on the postal rules a bit more, and print in these pages all that the revolutionary gaming masses would need to jump right in. Look for more on this Real Soon Now...

# Hadagame

MACHIAVELLI by budd

A couple of weeks ago, Marc and I dropped in on a friend of mine who had just bought a new game, MACHIAVELLI. None of us but Marc had played before, which made the natural fall guy. We had six playing the game, but up to eight can play.

MACHIAVELLI is like DIPLOMACY; however, instead of playing for the unification of Europe, the game is to unify Italy. There are eight powers, five in the center of the board and three around the edge. On the edge, France is in the northwest corner, Austria is in the northeast corner and Turkey is on the east, south and southwest edges. Naples is the southern boot of Italy along with Sicily. The Papal States are immediately to the north of Naples and envelop Florence. Venice and Milan divide the northern end of Italy with Venice to the east and Milan to the west.

The heart of the game is in the monetary system, based in units of ducats. Each player gets a die roll each year (the Florentine player usually gets two rolls and the player that controls Genoa gets a bonus roll). The die roll determines the base income level. Added to that is one ducat for each territory controlled and one to three ducats (as printed on the map) for each city controlled. Armies and navies cost three ducat each for each year. In addition, garrisons can be put in cities for increased defensive value. Garrisons cost three ducats also. Double strength units can also be built. They cost six or nine ducats depending on their capabilities. Each player can only build one double unit, but can replace it if it is lost.

However, military units are not the only thing that ducats can buy. You can buy off enemy garrisons, convince enemy units to disband or even bribe enemy units into switching to your side. Of course, defensive counterbribes are possible, leading to duplicitous intrigue. Assassins can be bought to bump off other players. Being assassinated usually puts a player out of the game. [Like for sure -- Ed.] Following an assassination, units can go into revolt. Those units not lost to revolt are in civil disorder for a year before the heir gets control restored.

Each year has three seasons; Spring, Summer, and Fall. At the start of the Spring season, famines strike. Famines disrupt income from a region and any units in a famine territory and the end of Spring die, unless three ducats are spent on famine relief. Plagues occur at the start of Summer, wiping out unlucky units in selected territories. Unit construction and paying to maintain units occurs at the start of the Spring season, but bribes can occur in any season.

The six player scenario for MACHIAVELLI that we played has Milan neutral and Naples combined with Austria. Borders of the various powers are adjusted from those of the standard game, just for spice.

The game opened with each player jockeying for position. The first year plague hit the Papal States hard, eliminating half the units. This provides the answer to Stalin's question, "How many divisions does the Pope have?" Half as many as before the plague.

The French started by announcing that their goal was Genoa and daring anyone to oppose them. Florence accepted the challenge. This set France back a year in their plans. The stalemate at Genoa could have gone on forever if the Austrians hadn't marched through the weakened Papacy into Florence.

Austria and Turkey were busily dividing up Italy with Venice trying to survive in the North. France was holed up in its corner, but slowly spreading down the coast. The Turks and the the Austrians had their units too intermingled to last forever. This set up the crucial two years in the middle of the game.

Venice bought France's double army in the middle of the board. This turned France's slow, grinding offensive into a full retreat. France would have been pushed out of Italy if Turkey hadn't chosen that moment to backstab Austria. Any suggestion that France put Turkey up to this action is pure speculation. At best, France only hastened the inevitable out of self-interest.

[Editor's note -- Marc, who had started as the ill-fated Papal States, had inherited Austria at this point. I was France.]

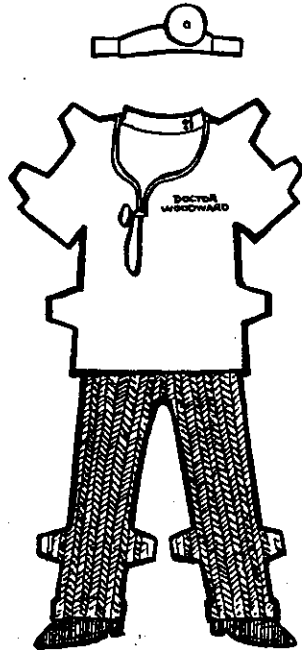
Anyway, Austria was so discouraged over this turn of events that he didn't maintain any units the next year and turned over all his ducats to the French in the hope that someone other than Turkey would win. France used the bonus funds to buy back its double army from Venice and purchase a key Turkish fleet at Tunis. The double army put France back on the offensive down the Italian peninsula. The fleet at Tunis swung the battle of the Mediterrean back around Sicily.

The game ended with France and Turkey dividing Italy down the middle and Venice hanging on for dear life in the North.

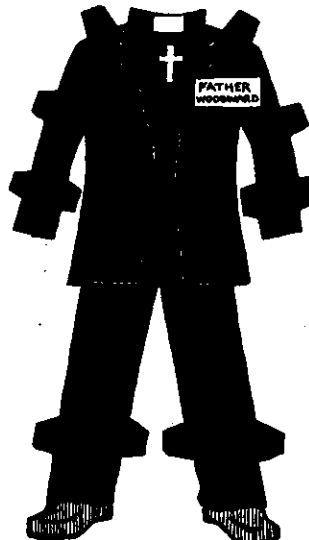
I'd recommend MACHIAVELLI for anyone who has become jaded with DIPLOMACY, the same old strategies, the same old alliances. In MACHIAVELLI, the random events and bribery and threat of assination add flavor and twists not possible in DIPLOMACY.

## The Bob Woodward Hospital Disguise Kit

How did Washington Post reporter Bob Woodward outsmart security to interview former CIA Director William Casey in his Georgetown Hospital room? Did he dress up like a brain surgeon, a priest, or a nurse? You be the judge.  
*By Bill Thomas and R.J. Matson*



Doctor Woodward



Father Woodward



Nurse Woodward

A TITAN VARIANT: RETREAT AND PURSUIT  
by Phil Rennert

Time for some more fun with Titan. Have you ever wondered why you had to fight to the death in every battle? Or what it really means for two lands to be adjacent? Xerox yourself a set of battlelands and cut away all but the hexes, so they can be laid adjacent to your current set; get ready to try Titan with retreat and pursuit!

I) Retreat & Pursuit

You can retreat from a losing combat into an adjacent battleland. Imagine the two battlelands are in contact along the appropriate edge (there's an ambiguity since the hexes touch point-to-point; place the new battleland with one corner behind the defender's entrance row).

Rules which apply are:

1) You must stop in the first hex of the new land (and you must have enough movement to enter that hex).

2) On the strike-phase of the turn in which you cross the interland barrier, and on the strike-phase of your opponent's following turn, you do not get to strike or rangestrike; you can get hit in the back while running without return.

3) You may not rangestrike across the interland barrier (exception: Warlocks can!).

4) When the last member of one side's legion leaves the original battleland, his opponent gets points for victory as though all the retreating legion had been destroyed (no half points for retreating Titans, please!). If the attacker pursues and destroys, he does not get repeat victory points for those who fled.

5) The other side may pursue, subject to 1) and 2) above. Pieces of the pursuer may reenter the original board; pieces of the retreator may not.

6) You can be locked in contact across the interland barrier.

7) Combat ends on any board when one full turn of each player has passed with no pieces of different sides on that board, and no pieces on that board locked in contact. The winner may muster normally (if he hasn't already) when combat ends.

8) Start a new turn count on the new board: the one who entered the new board first is considered the attacker and his entrance is turn 0. If turn 7 ends on any board with pieces of both sides there, a time-loss occurs.

9) A retreator may not muster in the new battleland. A pursuer may, at the end of the battle.

10) Units of a legion may not retreat more than one land from the same pursuer. (This is to stop player A from attacking a strong legion of player B, then leading them through a long retreat chase ending at a legion of player C. However, if A's and C's legions are adjacent, you can do this.) You may never retreat unless there are hostile units in the land you're retreating from. You may never pursue into a land unless someone has first retreated from your land into that land. The original pursuer may retreat into a new land (and be pursued), especially in the light of:

11) If the new land is occupied, after the retreator has made his

move into the new land (attacker turn 0), the legion occupying the land is revealed and enters along the side opposite the intrusion: this is defender's turn 1. The defender may muster on turn 4 normally. The retreator may retreat again, and the defender may pursue (if combat doesn't end first). Each time a new defender is disturbed and repels the attack, he gets points for victory against a legion consisting of anything that entered his board (not necessarily the entire original legion). You can never summon an Angel if it's not your turn on the Masterboard.

12) It's possible to have units of more than two players in the same battle. Play it out; general rules are:

A) The original occupant is the defender; everyone else is an attacker; turns may have 3 or more parts.

B) You must strike if you're adjacent to a unit not your own.

C) Defenders muster normally on turn 4; pursuers (not retreaters) muster at the end if they win. A defender may not muster in a land unless hostile units have at some point entered it.

D) You get victory points for each legion you destroy or drive away. On each board, "legion" means only what entered that board. You can never collect twice for the same unit on the same turn.

13) Once combat ends on a board, it cannot be entered (exception: pursuers may return to a board from which they pursued) or departed from. Fast creatures can get away from slow ones. If combat ends on a board and then restarts, as pursuers return and are pursued, restart the turn count at 0, as though this were a new board. You can never muster twice on one board during a turn.

14) The end of combat may find members of a legion spread out over many boards. This is considered a split; each group becomes a new legion. If the player doesn't have enough legion markers, he must destroy groups until he does. If a player is left with more than 7 units on a board, he must destroy the excess (his choice).

15) Retreat and pursuit may violate traffic signs, with penalty as described below. Roll after movement, before striking. For traffic sign purposes, the legion whose attack started the whole thing is considered to be in continuing movement in the original battleland; everyone else is considered to be starting movement in the battleland in which they were first attacked.

And another variant rule:

## II) Anti-traffic Movement

You must move the full number of lands you rolled (unless you attack); you can't enter a land twice during your move. You can violate traffic signs; each time you do, you must roll for each piece in your legion. Creatures die on 4-6, demilords on 5-6, lords (including Titans!) on 6. You cannot violate more than once per legion per move. Before rolling for each piece, you must announce whether it's a creature, demilord, or lord: those which die are exposed.

Warnings: do not use this rule with slow players!

Some comments:

Notice that there is now a way to get new pieces into your Titan legion. If your weak Titan legion is attacked in a land adjacent to your Colossus legion, you probably want to run.

Warning: Retreat judiciously. If you run to save your life, you give your opponent full points, probably lose some pieces in flight, and leave behind a strong legion maybe stronger by an Angel, which if terrain is right can chase you and likely extract full points again!

Multiplayer battles: The victor on a board is the last one left.

Half-points for killing a Titan go to the player who struck the deathblow!

If there's more than one attacker, the first player to enter the board goes first, then the next, and so on.

Mesh turns so that a player's turn is simultaneous on all boards.

Finally, some grand strategy comments for the standard game of Titan.

The name of the game in Titan is destroying Titans: doing it to other players, and not letting them do it to you. In a serious game (like a tournament), you should take the trouble to memorize the sign of your opponents' Titan legions, so you can find them when you want them. There are two possibilities for each opponent's Titan legion at the start; as soon as his Titan or Angel is exposed, this narrows to one. I'm assuming here that nobody will ever split his Titan legion with the Titan in the smaller group; that's a quick way out of the game. Sneaky opponents often do their splits so the original legion counter is on the smaller group, so you must change the symbols you memorized when this happens. In a 4-player game, this means you must originally remember 6 symbols, but this often becomes 3 quickly.

To run down an opposing Titan legion with a strong legion of yours, there are various techniques:

Inertial confinement --- Roll higher than he does, and hope he doesn't get into a hex that gives him an escape you can't follow.

Hammer and anvil --- If you have two legions strong enough to beat his Titan legion, get one ahead of him and don't move it, slowing him until your second legion can catch him.

Hammer and mush --- Instead of a strong legion, block him with a legion full of weak creatures, which you split off two at a time and drop into non-optional hexes ahead of him. He'll get maybe 12 points each time he stomps one, but he'll only move one or two hexes a turn, and your chasing legion will catch him.

Heads together --- It's a multiplayer game; try to get two opposing Titan legions traffic jammed together, so they act as hammer & anvil to each other, then block them both with a strong legion of yours. If one belongs to a weak player who has hardly anything but his Titan legion, kill his other legions, forcing him to attack with his Titan legion.

Stalking horse --- This is just another way of being an anvil; instead of blocking his path with your strong legion, block it with a mush legion in a hex your strong legion can attack. This way you get your Angel and he doesn't get his.

On defense against a pursuer, try to drop 2-high mush legions into his path on non-optional hexes, to slow him while you run. As a last resort, you can split two weak creatures out of your Titan legion as wolf meat, but you can't do this often or you won't have a Titan legion left. If you can, convince a third player to "throw you a rope"; leave

a mush legion in a hex which lets you move in a direction your pursuer can't follow. Of course, he might be more willing to throw you a stalking horse...

In general, plan ahead. Avoid getting your Titan legion into traffic jams, even if it costs you a recruit. If your Titan legion gets frozen for several turns, unable to recruit, you're in trouble. Conversely, try to traffic-jam opposing Titan legions; a 7-high stack of jungle/brush creatures in their terrain is a good block if you refuse to move it.

Enjoy, and good luck!

POLITESSE HISTORICAL  
(OR HYSTERICAL) DOCUMENT  
NUMBER THIRTY-SEVEN DELTA

I once devoted an entire letters column in an effort to ridicule Ed Wrobal's paranoia about the U. S. Postal Service. As shown by the response in our last survey it was one of the least understood pieces of satire I've done. But anyway ...

Ed's missive to me this month arrived in a pouch with this written on it. Sorry, Ed. I guess you can't be paranoid if you are right.

--Budd

## UNITED STATES POSTAL SERVICE

Dear Postal Customer:

The enclosed has been damaged in handling by the Postal Service.

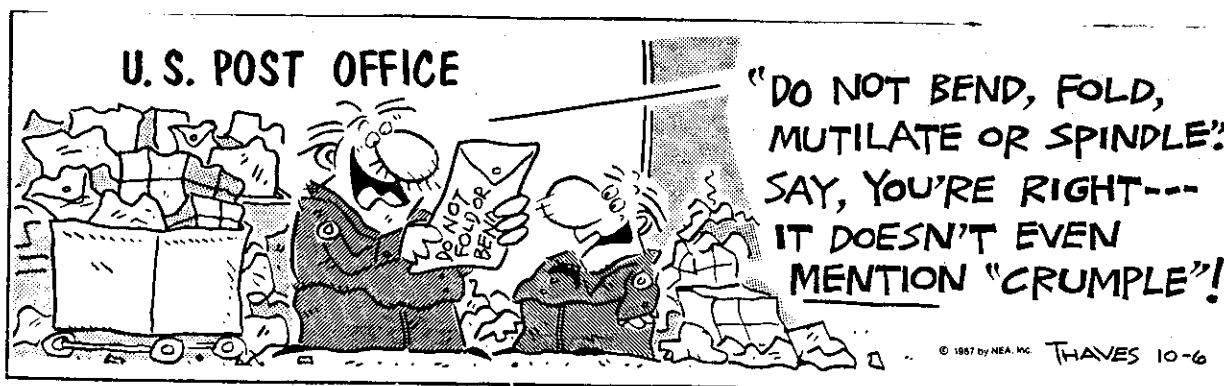
We are fully aware that the mail you receive is important to you. Realizing this, each employee in the Postal Service is making every effort to expeditiously handle, without damage, each piece of mail with which he is entrusted. Nevertheless, an occasional mishap will occur.

The Postal Service handles approximately (141) billion pieces of mail each year. It is necessary, therefore, that highly sophisticated mechanical/electrical systems be utilized by the Postal Service to insure our customers prompt delivery of their mail. At times a malfunction will occur, the result of which is a damaged piece of mail.

We are constantly working to improve our processing methods so that these incidences will be eliminated. You can help us greatly in our efforts if you will continue to properly prepare and address each letter or parcel that you enter into the mail stream.

We appreciate your cooperation and understanding and sincerely regret any inconvenience you have experienced.

Your Postmaster



# Greetings

Budder --

Nah! Forget Diplomacy. Why play with plastic stars and anchors when you can play with cardboard ogres and trolls? Yes! Postal Titan \*\*\*WHAT A CONCEPT!!! Rules enclosed (you can even use Masso's variant--He has another).

But seriously, the Blind Diplomacy you propose may be intriguing to people who like that sort of thing, but it will be too much work for you. And the negotiations will take forever since everything must be routed through you. And there will be no last minute telephone negotiations. Add to that Politesse's history of failed postal games and the sheer length of PBM Diplomacy (average 2½ years, at least, probably more - imagine recopying letters for years and years!) and I have to conclude that you have been sipping from one of Hurwitz's vats if you go through with it.

As for the origin of Politesse's name, here's two clues for you all: First, read a book containing a selection of the words of a language, usually arranged alphabetically, giving information about their meanings, pronunciations, etymologies, etc.; and, then, have a little compassion for Lucifer.

--Ed

Ed --

So think Blind Diplomacy will be alot of work? Well, that's the sacrifice one must make for ART. Glad to see at least one person appreciates my effort.

Your Postal Titan rules have been included in this issue for all to peruse. Hopefully you will get the kind of response that that effort deserves. It sounds interesting.

I'm afraid your clues are too deep for me. I read my Funk & Wagnalls Dictionary cover to cover. It is an interesting story, but the plot has a tendency to wander. Anyway, I haven't learned much, although my vocabulary is at an all time zenith, but my attention span is at its lowest nadir. As for your second clue, hinting at Satan worship... I just want to add that a Rolling Stone gets dizzy.

--Budd

Dear Budd,

I noticed in my Britannia article in Politesse a very large number of typos (whoever typed it had a lot of trouble with two-letter words!), but I didn't notice until it was brought to my attention that you'd left out the whole section on the Danes! The reader who told me about it was Bob Olsen, who's of Danish descent, so for him it was the part he was looking forward to. Anyway, here's a copy of the Danes' section, a here's also a Titan variant (deviant) article you can have if you promise to proofread it after you type it!

Phil Rennert

Dear Phil,

thnakx Fur teh ArtacLe=,. ALgernon and ME weally wike you'Re stuuf. dO yuo finnd my ytping unususal?? Srry. I due the beast me Kan.

Actually, I'm afraid I can't take the credit for the typing on the Britannia Article. I provided the article intact to Ken as I received it, assuming it would be used as is. As publisher and final arbitrator, Ken chose to retype to fit available space. Mea Culpa -- I actually



did not type any of the last issue, dumping it all on Ken. Who, under tremendous pressure and a pressing deadline did an adequate job. Anyway, you can tell ~~from~~ which of us has typed which article.

The results of Marc's typing looks like it was produced by Cro-Magnon with a machine of the same era. Marc's secretary that does all his typing for him is the result of one of his experiments in time travel. Unfortunately, the process baked the crude into the keys of the Palezoic typewriter. The Cro-Magnon cannot or will not use any other machine.

Ken's typing is state of the art, produced with computer enhanced graphics and spell checked by a sophisticated Android. The Android was a gift from Marc and due to an unfortunate oversight, it was not programmed for two letter words.

Meanwhile I struggle through with this average 80's typewriter, and when I get stuck for a word, Algernon looks IT up for me. Algernon is a very smart mouse, but is given to iratik fleshis fo IdIOtcity/(+.

So following this, is the missing section on the Danes. I hope it make Bob Olsen happy, but sorry he had to wait so long. I am partial to Danish myself, but will descend upon almost any pastery.

Enjoy.

--Budd

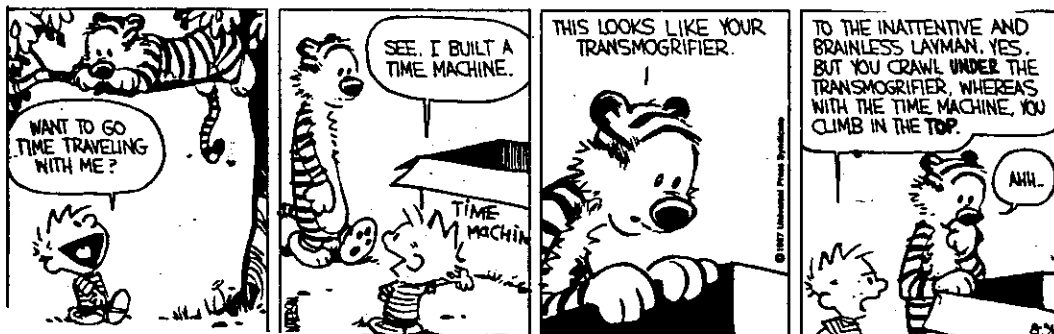
### Danes

Natural enemies: Angles, Saxons, Norwegians, Normans

Watchword: Whatever's not nailed down is mine (though I don't need it for long)!

Strategy: Conserve your numbers on your raiding turn: you'll need them. Negotiate with the Angles and the Saxons to clear out of your way on their turn 11: offer to clear out of their way and let them come back for victory point turn 13. Grab lots of areas if possible on turn 12 for the growth rate: you'll need numbers. Hole up in rough or large groups on turn 13, then roar out again with Canute on 14. Run away again on 15 to stay clear of the Norwegians and especially the Normans, then see what you can get on 16. Avalon Hill: would you please fix the typos and tell us how the Danes get points on turns 11 and 16? The Danes are a solid high-scoring people, and will be the margin of victory if the green player wins.

Expected points: 30-45



BUDD AND MARC GO IN SEARCH OF MORE TYPING HELP

Doug Brown  
P.O. Box 584  
Penngrove, CA. 94951

Dear Budd:

Wow! Finally, and once again, play by mail games in Politesse. This is reason enough to write but there is also the "Politesse" name controversy contest. Also, I have devised a rather simple albeit wordy version of a Dip variant. What has inticed me to include this is the announcement of what you and Ken call "Blind Diplomacy"--because that is my game's name. I've also thought of calling it 1800 Diplomacy (as the game starts in 1801 instead of 1901). More on this game later, first we tackle the name controversy.

POLITESSE (pol-ē-tes)1. Combining the prefix,"poli", meaning many, and "tesse" coming from the word tessellate, meaning made from a mosaic pattern of small squares (in this case, pages). We combine to get Politesse--many mosaics combining into one magazine. 2. "Polit" coming from the word politics and "esse" coming from the word, essence. Of political essence. 3. (common) Poli, coming from the word polyunsaturated, a type of fat. Tesse, coming from a shortened version of the Loch Nesse Monster. Poli = fat, tesse = monster, giving us the fat monster known as our beloved Politesse. No matter what Ed says, this third version is how he came up with the name. You know Mr. Wrobel's love of Monstores and the like! Especially fat, space monstores.

Now, on to my Dip variant:

"The Real Blind Diplomacy" or 1801 Dip;

The starting countries and map are all the same as standard Diplomacy. There are only two changes. First, you have no view from heaven of the entire board (there are no spy planes to show you where everyone moved). Second, the addition of Spy/Scout units. Henceforth these will be referred to as simply spy.

Since your units will not have an overview of the entire European battle, they will be keeping their eyes open but as they stand, support, attack and convoy, they will be seeing different things depending on how occupied they are.

Stand--order allows you to see all bordering areas.

Support--order allows you to see all actions taken on the province you are in and the province you are supporting, plus you can "look" at one additional area bordering you. You must specify which direction you wish to look. As example, if you are in Sev., whether army or fleet, you can look to Black Sea while you are supporting Mos.

Attack--order permits you only to see actions taken in area you attack and area you attacked from.

Convoy--order allows you to see actions taken in place you picked up army, sea that you occupy, and place you drop off army. If the convoy goes accross two seas, this still applies. Your drop off point, would be where you put army on the second fleet.

Always when you see an area, you see any supports and attacks on that area. Example; if in Sev. and you are supporting Mos., you would also see any attacks and supports on Moscow, even if they are coming from the St.Pete side of Moscow.

(More)

Spy/Scout-- You automatically receive a spy for every 3 centers you own, fractions less than three do not add to this total. Examples; 1 to 2 units = zero spies, 3 to 5 units = 1 spy, 6 to 8 = 2, etc.

Since spies are sneaky and only a single person, they can always get their hands on a boat. Therefore, they are amphibious. Spies start the game in the following provinces and belong to the player in charge of that province at gamestart. London, Paris, Munich, Venice, Vienna, Constantinople, and Warsaw. All future spies can be built in the winter after armies and fleets are built. These new spies may be built wherever you currently have an army or fleet unit. They are not built in home supply centers unless, you wish to do so and have an army or fleet in that center.

The advantage of your spy, is that he can travel up to three spaces in a single turn. This should greatly help your knowledge of the board. However, you don't know what your spy sees until he rejoins with one of your regular units. Also, when you send your spy out into the field, he has a complete set of orders that he must follow. He may not have contingency orders (he's dumb you see). For example: With your spy starting from your army in Warsaw, you may order your spy as follows; spring 1801 - Silesia-Munich-Kiel. Fall 1801 -Berlin-Prussia-Livonia, etc. Whenever a spy comes in contact with a member of his own army (this being a full unit fleet or army) the spy breaks off his order and reports his findings.

Spies move immediately after the normal spring and fall but before any retreats. The spy sees no actions (such as who attacked whom, or supports, etc.) but only reports who is in what province or sea at the end of the spring, fall, etc. For spy purposes, a retreating army goes unnoticed (because he may be retreating off the board or to a different area).

Spies may help you with either offense or defense. You can keep a spy circling areas at your back and see approaching enemies trying to sneak in. Or you can send your spies to regions where you plan future attacks. The enemy never sees your spy. Spies can not be killed or capture except by losses of supply centers and the forced rebuild of a spy if insufficient centers are held.

Other strategies to note regarding spying. Remember that if your army Warsaw is attacking Galicia, that army only sees Warsaw and Galicia. You may want your Warsaw spy to move from Warsaw-Prussia-Silesia-Galicia. If your move succeeds into Galicia with the army, you would get a report on any actions in Prussia and Silesia as well. But remember, if your move to Galicia with your army fails, your spy still goes to Galicia. Therefore, it is necessary to supply your scout with long orders before he leaves (otherwise, he'd just sit in Galicia forever if you never get your army into Galicia). So while the above spy order may be a great spring 1801 order, do remember to order a fall order and perhaps more to make sure your spy eventually gets back to one of your own units.

Spy reports will comeback with the season the spy was in the province and what was seen in that province.

As for running this game in Politesse, I need seven people to sign up with preference lists. I'll GM the first one. The only reports that will appear in Politesse will be press --since move results are never published. Each player will receive his individual moves and sightings. Game fees for postage is \$3.00 each.

(more)

I'll also propose this to Conrad von Metzke in Costaguana. As Poli and Costa pub about the same time, it's first come, first serve.

The reason I invented this variant was to simulate this battle for Europe before the invention of spy satellites. Diplomacy seems even more important. Countries are encouraged to trade information on who is doing what. Of course this is all unsubstantiated material and only as accurate as the trustworthiness of your ally.

I feel it will be very interesting to play. A real bummer to GM but what the heck. Again, \$3.00 and preference list to Doug Brown, P.O. Box 584, Penngrove, CA. 94951

Dear Doug--

Sounds like fun. Blind 1801 DIPLOMACY sounds interesting. I think you ought to let spies have default orders. A spy without orders in enemy territory should head directly towards the nearest friendly unit as fast as possible.

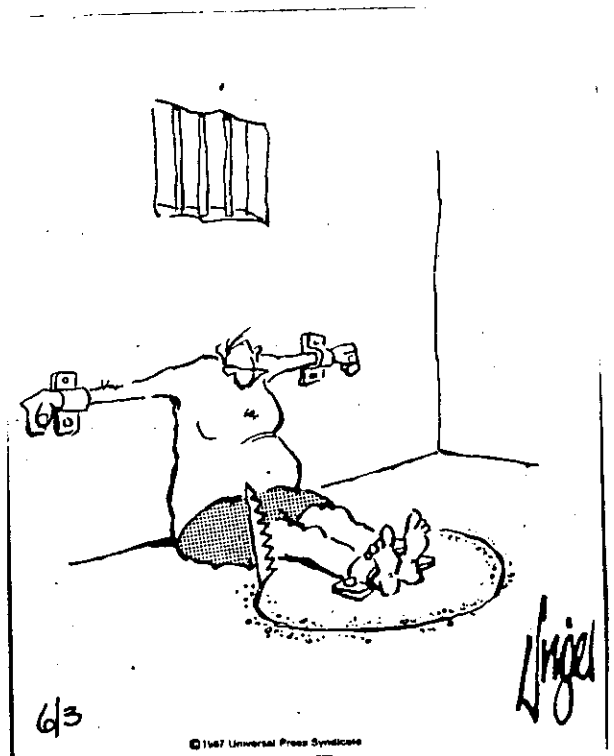
You ought to allow a Power to infiltrate an enemy unit. The infiltrator would report where that unit was and its orders for the season. The number of infiltrators available to a Power should be determined randomly. Since the infiltrators are mostly defensive, smaller powers will need more of them than the larger ones. Oh well, don't forget about counterspies. It would be a significant diplomatic advantage to know in which direction a Power is directing its limited scouting forces.

Good Luck!!!

--Budd



CHRISTMAS decorations! It must be HALLOWEEN.



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## I. Introduction

The Law of Titan will be followed in as much as possible, with the following adaptations for postal play.

I.A. Movement will be simultaneous--all player's legions on the board will move at the same time.

I.B. Masterboard play is not suspended for the resolution of engagements. The engaged legions are temporarily removed from the board, and Masterboard turns continue while the battle is being resolved.

I.C. Each turn, the gamemaster lists the location of each legion marker on the board. The number of creatures in any legion is not given. The gm also lists which creatures were mustered each turn, but doesn't specify where the mustering took place.

## II. Masterboard Play

II.A. Each turn, the gm privately gives each player his die roll for the next turn. The player then orders each of his legions to move or hold in accordance with the following.

1. A legion ordered to hold does not move, and halts all enemy legions which attempt to pass through the land it is occupying.

2. A legion ordered to move freely passes other legions ordered to move WHETHER THEY ARE ABLE TO DO SO OR NOT. The number of the destination land should be given in the orders.

- 2a. A moving legion may muster according to the Law of Titan, and the player must indicate exactly what he intends to muster, giving this in conjunction with the move order. If more than one player simultaneously attempts to muster more of a creature than is available, then all attempted musters of that type fail.

- 2b. Teleportation is evaluated after all other movements. A legion attempting to move by Tower Teleportation will not move if the destination land becomes occupied. Titan Teleportation is allowed whether the destination is occupied or not.

3. Any legion on the Masterboard may be ordered to split at the end of a turn. The player must note which new legion marker(s) is to be used, and which characters are assigned to each legion. Split orders may be made conditional on the events of the current turn.

4. At least one legion MUST be ordered to move.

II.B. The gm will adjudicate each Masterboard turn as follows.

1. All legions ordered to hold are placed on the Masterboard.

2. Each legion ordered to move is placed on the Masterboard in its starting location, then moved either until it reaches its ordered destination or it is stopped by a holding enemy legion. Teleporting legions are moved next to and legions re-entering the Masterboard from engagements are moved last.

3. At the end of the Movement phase, all lands containing three or more legions will be evaluated to determine which of the legions will be forced to return to their starting locations. Legions are then "bounced" back until only two remain in the land, when those two become engaged.

3a. Legions ordered to hold, or which are bounced back to their starting location from another land, have priority to remain in the land.

3b. Legions moving the smallest number of lands have next priority. Using Teleportation counts as moving zero lands.

3c. Legions ordered to move have priority in this order:

Legions moving through a Block

Legions moving through a Triple Arrow

Legions moving through an Arch

Legions moving through an Arrow

3d. If there are still more than two legions, two are chosen at random.

4. The Attacker in each engagement will be identified using the same guidelines as in 3--the legion with higher priority will be the Defender. Thus, you wouldn't want to hold in a Tower unless you intend to fight.

5. After this, muster orders are resolved, then splits.

### III. Engagements

III.A. When legions become engaged, each involved player will be notified of the contents of the enemy legion, the direction of entry into the battleland, the column he should use from his random-number generator, and which legion is the Attacker. The other players are not given this information. They will only be notified of the casualties from the engagement (after the engagement is over) and the number of points awarded to the victorious legion.

III.B. Players involved in engagements will have until the next Masterboard deadline to flee, concede, or conclude an agreement with their opponent. If they do not do so, battle is joined. Players may also begin the battle prior to the next Masterboard deadline.

III.C. Legions involved in battles will be removed from the Masterboard until their battle is concluded. The victorious legion will re-enter the Masterboard in the same land from which it departed as follows:

1. The victorious legion must attempt to enter the Masterboard on the first Masterboard turn after the conclusion of the battle. It may do this either by trying to hold in the land where the battle took place, or by trying to move from there.

2. The victorious legion may not enter another engagement on the turn in which it is re-entering the Masterboard.

2a. If the land in which the battle took place is occupied, the legion may not re-enter there.

2b. If all the lands the legion could move to are occupied, it does not re-enter and must try again next time; if there is a land open for the legion to move to it may be ordered there and muster as usual.

2c. A legion re-entering the Masterboard is not halted by enemy legions (it may leap over them). It must obey Signs, however.

2d. If more than one battle occurs on the same land, the victorious legion from the earlier engagement has priority in the event of any conflict between them in re-entering.

3. If the legion re-entering the Masterboard does not have orders on where to re-enter, the gm will have it hold if possible. If not, it will attempt to move to an available vacant land (if more than one is open, it will move to the land where it can muster the highest point value, ties broken at random).

III.D. Angels may be summoned to battle from any of the player's other legions (even one waiting to re-enter the Masterboard), so long as the legion donating the Angel is not involved in an engagement. The time the Angel was recruited doesn't matter; the legion donating the Angel is not identified to any of the other players.

#### IV. Combat System

IV.A. The gm must receive a copy of each mailing, in this order:

1. Defender mails his first-turn movement to the Attacker.
2. Attacker mails his first-turn movement, plus strikes and rangestrikes for Attacker Turn 1, to the Defender.
3. Defender mails his counterstrikes from Attacker Turn 1, and Defender Turn 2 movement, strikes, and counterstrikes.
4. Attacker mails his counterstrikes from Defender Turn 2, and Attacker Turn 2 moves, strikes and rangestrikes. This procedure continues until the battle is resolved.

IV.B. Each battle mailing should contain the following:

1. Date
2. Names of Attacking and Defending legions
3. Battleground and Battleround
4. Results of the last Turn, including counterstrikes (indicate the product of the two "random" numbers from E.2)
5. Movement ordered and new locations of all characters
6. Strikes and rangestrikes for the current Battleround
7. Any two-digit number you choose except "00"

IV.C. The gm will not make any corrections to any battle unless requested to do so by one of the players, or unless a player uses an incorrect random number from the individual random-number generator.

IV.D. The position of each character is indicated by using the movement chart accompanying these rules. As examples: the Volcano and central Tower hex are both #26; the tree hexes in the Woods are #1, 5, 11, 20, and 25; and the hill-tops in the Hills are #4, 13, 16, 20, and 22.

IV.E. Combat resolution will be accomplished by using a random number system. There are two main components in this system: the individual random-number generator (the gm provides a different, secret version of this to each player), and the random number tables at the end of these rules.

1. The individual random-number generator contains two 15-column groups of two-digit numbers. The columns of seven numbers are for use if you are the Defender; the columns of six are for you to use if you are attacking. When an engagement occurs, the gm will assign to each player a particular column from his list, to use throughout the battle.

2. The random-number table is used as follows.

2a. First, multiply the two-digit number from Rule B.7 above (the other player's mailing to you) and the appropriate two-digit number from the Individual random-number generator.

2b. Using only the LAST THREE DIGITS of this product, find the starting point on the random number table: the digit in the hundreds column of the product refers to the Group number on the table, the digit in the tens column refers to the line (row) number, and the "ones" digit refers to the position of the first die roll to be read (a "0" here means the 10th, or far-right position). If the product has less than three digits, supply zeroes, i.e.  $05 \times 12 = 60$ , or 060. Here you would begin with Group 0, Row 6, the last number on the right in that row.

2c. Starting with the die roll found in 2b, read die rolls consecutively, left to right along the line in that Group. When you reach the end of a line, go on to the next line; WHEN THE END OF A GROUP IS REACHED, GO ON TO THE NEXT GROUP. From the end of Group 0 go to the beginning of Group 1.

2d. Die rolls for strikes and rangestrikes are read off in the order in which they are listed by the attacking player.

2e. For counterstrikes, continue reading die rolls from the random number table immediately following the last of the attacking player's die rolls.

2f. The order in which counterstrikes are taken is forced: they are assigned in alphanumeric order (i.e. Ranger before Troll, Troll on hex #14 before Troll on hex #22). If alternate counterstrikes are possible, the counterstriker has the option as to which creature to strike. Be sure to provide the maximum number of die rolls.

## V. Special Notes

V.A. First-Move Mulligan: You may state one or two die rolls that you will not accept for Turn 1 only. You WILL get one of the other four or five, so write conditional moves for each of the possible rolls. You may not make your original legion-split conditional on the die roll.

V.B. NMRs: If a player nmrs on a Masterboard turn, all of his legions will move and attempt to muster the highest possible creature in each. If a legion has more than one land to move to, it will try to go where it can muster the highest point value (ties broken at random). If a legion has just split, the legion(s) to move will be chosen on the same basis.

V.C. Missing numbers: If a player forgets to list a two-digit number on a battle mailing, use "01".

V.D. Time limits: Battle mailings should be made within four days of receipt of your opponent's mailing. The gm may declare the battle forfeited and full points awarded to your opponent if it becomes apparent you are stalling (after giving you a warning).



SAMPLE BATTLE

Attacker: Blue Moon (2 Centaurs, 2 Lions)--assigned column C.\*

Defender: Green Frog (2 Lions, 1 Minotaur)--assigned column M.\*

Battleland: Mountains (2000); Attacker enters from Plains (1).

\*For this example ONLY, both players' numbers are drawn from the same Random Number Generator.

Defender Move 1: Minotaur 4, Lion 5, Lion 6.

Attacker Move 1: Centaur 15, Centaur 27, Lion 24, Lion 22.

(Note: the actual battle mailings should contain the date and the information listed above under 'SAMPLE BATTLE'.)

Defender Move 2: Minotaur 4 - 3 (rangestrikes Lion 24),  
Lion 5 - 4, Lion 6 - 5. "Random" # is 45.

---

The Minotaur rangestrikes at a Skill-factor of 3. When the Attacker receives this mailing, he should multiply 45 times the Turn 2 number in column C:  $45 \times 43 = 1935$ . Die rolls are then read beginning with Group 9, Row 3, Column 5: 1 3 (no hits on the Lion). The Attacker sends back:

Your attack:  $45 \times 43 = 1935$  no hits on Lion  
Attacker Move 2: Centaur 15 - 2, Lion 24 - 17 (both strike Minotaur),  
Centaur 27 - 6, Lion 22 - 19 (both strike Lion).  
"Random" number is 98.

---

When Green (Defender) receives this, he checks Turn 2, Column M...  $98 \times 11 = 1078$ . So the die rolls are 4 4 2 (no hits from Centaur 2), 1 6 1 3 2 (one hit from Lion 17), 1 3 4 (two hits from Centaur 6), 6 2 6 1 4 (three hits from Lion 19, killing Lion 5.)

Counterstrikes are taken in alphanumeric order (Lion 5 before Minotaur 3 here) and are read from the same place we left off on the table: 5 6 6 3 2 for Lion 5, 2 3 5 3 4 for Minotaur. The Minotaur gets five dice because he has the chance to counterstrike down a slope.

So first the Defender lets Blue know how his attack went, then he lists his choice of counterstrikes, then his new moves:

Your attacks:  $98 \times 11 = 1078$   
Centaur 2 on Minotaur 3 = no hits  
Lion 17 on Minotaur 3 = one hit  
Centaur 6 on Lion 5 = two hits  
Lion 19 on Lion 5 = three more hits, it's dead  
Counterstrikes: Lion (d) 5 kills Centaur, no carryover;  
Minotaur (-1) 3 kills Centaur, carry one hit onto Lion 17.  
Defender Move 3: Minotaur (-1) 3 holds, strikes Centaur;  
Lion 4 holds. "Random" number is 15.

---

Okay, here's the Attacker's next mailing; see if follow the pattern yet. You might want to play out the rest of the battle, too!

Your attacks:  $15 \times 06 = 075$  Minotaur (-1) on Lion (-1): 6 4 4 4 2 dead  
Counterstrike: Lion (d) on Minotaur (-1) 3, 1 6 1 3 2 one more hit  
New status: Defender has Minotaur (-2) 3 and Lion 4  
Attacker has Lion 19  
Attacker Move 3: Lion 19 - 18, summon Angel and move to 2.  
Angel 2 strikes Minotaur; Lion 18 strikes Minotaur if not dead yet, otherwise strikes Lion 4. "Random" number is 71.

SAMPLE RANDOM NUMBER GENERATOR

YOU ARE ATTACKING:

Turn	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
2	67	85	43	24	35	47	60	95	84	65	62	32	15	47	45
3	48	90	06	79	74	36	47	57	16	12	25	28	94	02	74
4	65	54	07	47	75	12	37	84	85	99	33	44	54	67	61
5	75	87	70	43	54	26	61	90	07	85	84	46	43	42	05
6	84	73	05	97	47	27	16	74	83	39	92	04	84	30	23
7	31	51	45	09	38	53	63	29	92	08	96	57	59	34	22

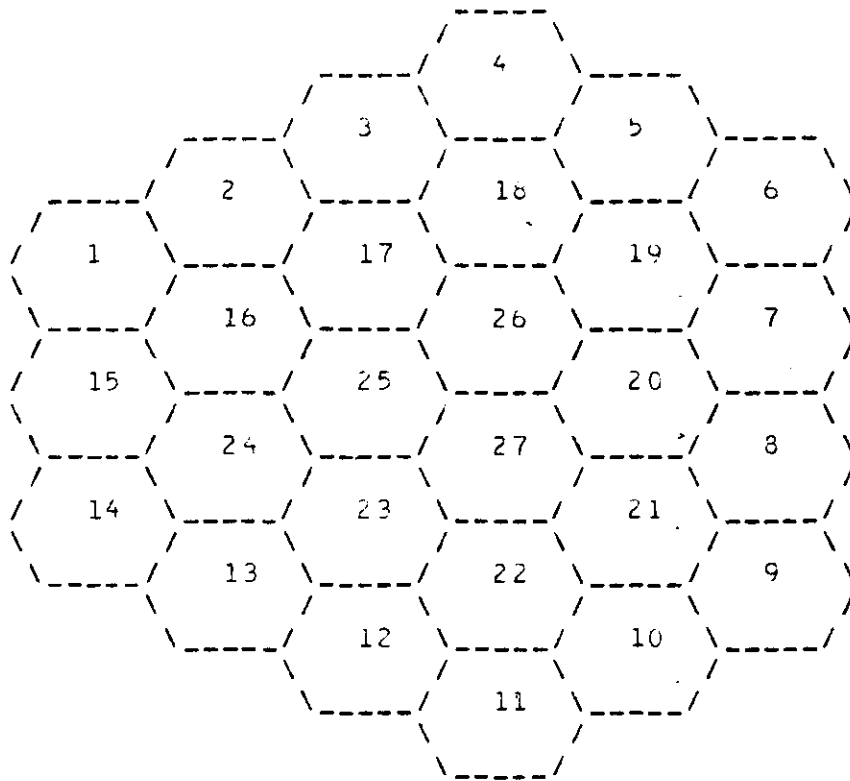
YOU ARE DEFENDING:

Turn	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1	99	44	54	58	57	76	02	30	15	18	19	94	23	76	24
2	38	55	10	42	41	04	91	02	60	71	95	41	11	64	67
3	77	96	53	45	46	73	71	78	97	09	64	25	12	41	16
4	64	54	51	08	40	85	75	75	62	63	43	32	84	47	59
5	98	96	37	63	94	65	44	28	29	71	37	46	29	03	83
6	38	99	99	99	21	74	86	94	53	41	54	14	26	72	81
7	36	35	64	51	52	38	94	85	84	76	74	23	34	41	66

Notes on rule development: The combat system and Masterboard play in these rules were largely developed by Ed Henry. Mark Larzelere and Pete Gaughan have each made successive adjustment to them, Mark providing a clear and easy way to proceed with the game postally.

RANDOM NUMBER TABLE #1

Group 1										Group 2										Group 3												
1--	5	6	5	3	3	4	6	4	3	6	1--	1	3	2	2	2	1	6	3	6	2	1--	5	4	5	6	6	1	4	1	2	2
2--	1	1	3	5	1	6	3	4	1	1	2--	6	4	4	6	4	2	3	5	6	3	2--	4	5	1	3	3	2	6	6	6	2
3--	5	3	1	1	4	4	2	6	1	2	3--	2	6	3	5	4	2	1	1	2	2	3--	6	4	6	6	3	5	5	4	3	5
4--	5	3	4	2	1	6	5	4	6	5	4--	3	2	3	2	5	4	6	6	1	1	4--	1	5	4	3	4	1	5	3	5	3
5--	6	4	2	2	4	5	1	5	6	5	5--	6	6	1	4	5	5	2	4	2	4	5--	4	4	4	3	1	6	2	1	2	3
6--	3	2	5	2	2	2	2	3	1	1	6--	6	3	4	1	2	6	2	6	2	4	6--	6	3	4	4	5	4	4	6	6	2
7--	4	5	4	2	1	4	2	6	6	6	7--	1	3	4	1	1	5	1	1	2	3	7--	6	5	2	5	3	1	3	5	3	1
8--	2	6	3	5	5	5	3	4	1	5	8--	1	5	5	6	3	3	1	4	2	4	8--	6	1	2	3	6	4	3	5	4	6
9--	5	2	4	4	5	4	3	5	1	1	9--	1	3	3	1	1	4	6	2	3	2	9--	6	4	6	4	3	6	5	3	1	2
0--	2	6	5	4	4	5	4	4	2	3	0--	6	5	1	5	1	6	5	3	5	4	0--	6	5	5	4	6	1	2	2	2	1
Group 4										Group 5										Group 6												
1--	1	5	3	4	6	6	4	6	5	2	1--	2	5	6	6	2	1	4	5	6	2	1--	3	5	1	4	1	3	1	4	2	3
2--	1	4	3	4	4	3	3	2	5	1	2--	6	4	5	1	4	4	1	5	4	4	2--	1	4	1	6	3	4	2	2	1	1
3--	2	1	1	4	5	2	5	6	4	3	3--	5	3	1	1	6	4	6	1	1	6	3--	3	5	1	6	4	6	1	3	5	3
4--	6	6	1	3	2	3	5	2	3	5	4--	3	2	6	3	2	2	3	4	3	3	4--	2	3	3	2	4	4	4	1	1	3
5--	6	1	5	6	6	2	3	2	1	3	5--	1	6	5	4	6	2	6	4	6	6	5--	2	6	3	4	6	1	4	3	1	4
6--	1	1	3	2	2	6	3	5	3	1	6--	5	6	5	2	3	6	2	5	3	4	6--	6	4	2	4	1	5	2	1	2	3
7--	2	5	6	6	2	1	4	5	6	2	7--	1	1	4	3	4	3	4	1	5	6	7--	3	5	3	6	6	5	6	6	1	6
8--	6	4	5	1	4	4	1	5	4	4	8--	6	2	2	5	3	2	2	2	2	4	8--	3	6	4	3	5	1	6	3	5	2
9--	5	3	1	1	6	4	1	3	3	2	9--	4	3	1	1	3	2	6	6	2	3	9--	1	5	2	4	5	3	1	3	4	3
0--	6	5	3	3	3	5	6	4	6	4	0--	6	4	6	3	6	6	6	5	4	1	0--	1	2	4	3	3	3	6	2	1	5
Group 7										Group 8										Group 9												
1--	6	4	1	4	4	5	5	6	6	2	1--	1	5	5	5	5	4	4	6	2	5	1--	2	3	3	1	1	2	5	6	5	1
2--	3	5	4	2	5	5	2	1	2	4	2--	6	5	6	6	1	1	5	2	2	2	2--	1	3	1	2	3	4	2	3	4	3
3--	3	6	4	5	1	2	2	6	3	1	3--	6	3	3	3	6	5	5	5	4	2	3--	6	1	1	4	1	3	2	4	3	2
4--	6	4	6	5	3	1	4	2	2	1	4--	1	6	1	1	4	6	2	5	5	5	4--	2	2	1	1	4	1	1	3	2	2
5--	3	2	3	5	2	4	2	3	6	6	5--	2	5	1	5	2	6	5	3	1	4	5--	5	5	2	3	2	3	6	6	3	6
6--	2	2	5	4	1	5	1	5	2	6	6--	3	6	3	6	4	3	4	6	6	1	6--	6	6	1	3	2	5	4	1	6	4
7--	4	5	2	3	5	2	3	4	6	3	7--	1	2	6	3	1	1	5	5	4	2	7--	5	5	4	6	2	4	3	2	4	3
8--	4	4	6	1	1	4	2	6	3	6	8--	2	1	5	6	5	2	6	2	6	4	8--	5	5	5	6	5	1	3	1	1	1
9--	3	4	1	1	4	2	3	2	5	3	9--	1	4	2	1	5	2	2	4	2	3	9--	5	2	2	2	3	3	3	1	6	3
0--	2	4	4	2	2	1	5	2	4	4	0--	6	4	3	3	4	4	3	1	5	5	0--	6	1	4	5	2	3	3	3	4	3



RULES INTERPRETATIONS AND CHANGES, MARCH 1967

Movement (under II.B.2 and others): due to simultaneous movement, legions will be allowed to "trade places."

nmrs (under V.B): Nmring legions will all be moved BUT only one legion will muster (highest value, ties broken at random). Nmring legions which are "bounced back" to their starting locations may be passed over by opposing legions; in all other situations, nmring legions may be engaged.

Time limits (under V.D): The gm will check postmarks, not the date in the battle mailing.

RANDOM NUMBER TABLE I (cont'd)

Group	1G
1--	5 4 5 2 5 1 3 2 2 6
2--	4 5 4 2 6 5 6 3 5 2
3--	4 5 6 1 3 3 1 2 3 6
4--	4 5 5 1 2 5 3 2 4 6
5--	1 4 2 2 1 5 3 4 5 6
6--	1 6 4 5 5 3 5 2 3 3
7--	2 4 5 1 3 6 4 4 4 2
8--	1 6 1 3 2 1 3 4 6 2
9--	6 1 4 5 6 6 3 2 2 3
0--	5 3 4 3 5 5 5 6 4 6



TOWARDS A SCUNDER SEISMOLOGY:

FROM- DR. MARC HURWITZ, SWIENTIFIC ADVISOR TO WARTHOG  
TO- KEN PEEL, POLLE~~X~~ OF POLITESSE AND OUR PUNCTILIOUS POLIARCH  
RE- RECENT DISTURBING EVENTS IN SOUTHERN CALIFORNIA

Per your directive WARTHOG Labs has launched an investigation into the causes and consequences of the Los Angeles/Whittier earthquake of 1987. HBorian complicity has been disproved. There is no evidence of a hexoginist plot. No nuclear tests were held immediately prior to the event. Ordinary seismic activity could not have caused the event.

In short, all causes but one have been eliminated. To state it, I must first familiarize you with fundamental concepts of quantum theory. Extrapolations of the Heisenberg Uncertainty theory, Schrodinger's equations, and tentative ruminations of an alcoholic nature conceived under the influence of Lowenbrau Dark Special lead one to the conclusion that elementary particles (quarks) possess (or can be treated as possessing and act as though possessing, which are the same thing) consciousness.

By extention, all inanimate matter is aware to some extent. This conclusion has several disturbing implications, but for our purposes it is enough to realize that the continental plates are aware.

Southern California has the greatest concentration of popular music broadcasters, receivers, and recordings on Earth. In addition, these waves of music are concentrated near a dangerous series of faults in the Earth's crust.

Recently a singer named "Suzanne Vega" has achieved great popularity. Her songs are uniformly depressing, dealing in such sobering topics as suicide, urban alienation, child abuse, etc. Experiments prove that objects undergo microtremors when exposed to but one playing of "Solitude". "My Name is Luka" causes bottles to wobble, plastic to warp, and wallpaper to peel. The effects of "In The Eye" are too horrendous to write of!

Constant exposure to her music has caused a massive depression in the Pacific Plate leading to convulsive shudders analogous to the tremors in the human heart when contemplating the utter blackness of the sober tragedies related by Vega.

What began in California will soon spread across the country. We have been spared to date- TO DATE, mind you- because the crust is more stable on the East Coast and less subject to emotional mood variations. Our time will come, and as the emotional despair created by each new disaster resonates throughout the collective psyche of our planet, new waves of seismic catastrophe shall arise, until our planet is little more than dust. In fact, this phenomenon may explain the creation of the asteroid belt

TOWARDS A SOUNDER SEISMOLOGY: (CON'T)

as the remnants of a planet betwixt Jupiter and Mars, which developed intelligent life which developed traumatizing popular culture leading to the disintegration of their world. But I digress.

Clearly our world faces a grave danger. We know from experience that the pathetic jokes that call themselves "governments" will never mobilize themselves in time to recognize the threat, much less act against it.

Our world's fate rests in our hands, Mr. Peel.

I suggest a 3 part plan of action, utilizing our sounder's vast covert, financial, technical, and intellectual influences.

1. Vega must be hunted down and brainwashed. I recommend constant stimulation of her pleasure center, a modest and continuous IV feed of heroin, and forced exposure to reruns of "Gilligan's Island" until she is a continually and deliriously happy composer. Then let her compose "Happy Songs".
2. Massive injection of valium into the planetary crust via abandoned oil wells.
3. Surreptitious subliminal broadcasting of Barry Manilow music over all commercial airwaves, creating a general lightening of the world mood.

The darkest conjecture is that Vega is aware of the holocaust she is creating. Consider her lyrics to "Wooden Horse":

I came out of the darkness  
Holding one thing  
I know I have a power  
I am afraid I may be killed

Those are the results of WARTHOG LAB's investigation, sir.

While I will not be in disguise, I strongly urge all to arrive with identities concealed, as there is a danger of jealousy from older, unscientific waging organizations. Please call WARTHOG offices (Scientific department) at 301-363-6303 for more details. Until the conference, my lightning-minded friends, may you always have ipsi sima verba!

Results of certain major-league sporting events. Our field test at the scab game between the New Orleans Saints (the subjects) and the LA Rams (the controls) was quite successful.

## NOTES FROM THE LABORATORY:

Once again, you imbecilic imagos, I shall lower myself and attempt to communicate the grand sweep of the sweeping vistas of science to your pitiful, iracund psyches. Today's topics shall be three: the super-duper collider, super-conductors, and superphosphocreatine.

Those of you who occasionally achieve a level of consciousness higher than a plasmodium may be aware of plans by the US Government to build a "supercollider". Simply put (for you simple minds out there) a supercollider will be an enormous cyclotron capable of surrounding New York City, dwarfing the country's current largest collider at FermiLab, which will accelerate particles to billions of electron-volts and then collide them, in an effort to cause said particles to decompose into the most fundamental particles of matter/energy, whatever those may be. The particles will be those which have not existed in Nature since the Big Bang, approx. 15 billion years ago.

Like most petty intellects, the US scientific establishment does not cognate; it merely matures. What we need, and what I propose WARTHOG fund, is a super-duper collider. This circular accelerator would be constructed approximately twice as far out as the orbit of Pluto; the cost would be as astronomical as its scale. Let others loll while WARTHOG leaps! More on the super-duper collider as plans progress.

On behalf of our generous patron, Ed Fahrmeier, we at WARTHOG LABS have developed a room-temperature super-conductor. Now most of you larvae may think of a super-conductor as a perfect conductor of electricity; i.e. one with no resistance. This is a misconception. The super-conductor is a synthezoid, constructed with Krytoian (as opposed to Kryptonian) genetic materials, with the abilities to run a railroad perfectly. Faster than an Amtrak Express, the super-conductor can always board any train at any time. Stronger than a locomotive, a super-conductor can prevent unfortunate collisions. Able to leap small buildings with several bounds, the super-conductor can attract the attention of the general public to enlighten them as to the Second Age of Rail! In keeping with the sounder's tradition of teknonymy, the first super-conductor has been named: Ed Clark.

Finally, you nematocystic ninnies, I, Doctor Marc Hurwitz, hereby repeat my invitation to all and sundry to come to a seminar at WARTHOG LABS on Oct. 30, 31, and Nov. 1. Codenamed "HALLOWEEN GAMES '87", the seminar will concern recent advances in superphosphocreatines, WARTHOG's entry in the Seoul '88 Olympics, and influencing the

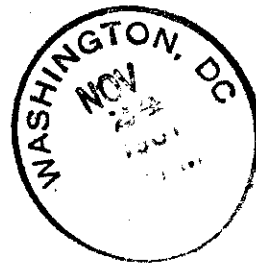
# The Congressional Page

*Within hours of Senator Biden's announcement of his withdrawal from the race for the Democratic presidential nomination, the following "Who's Who" listing began circulating like a brush fire on the Hill. Hey, I'll go for most of it, but the Rockette's? —Ken*

**BIDEN, JOSEPH R., JR.** — (Democratic senator, Delaware); 489 Russell Senate Office Building; Washington, D.C. 20510. Member, 93rd, 94th, 95th, 96th, 97th, 98th, 99th, 100th Congress. Born Nov. 20, 1942, Scranton, Pa. Married (Jill); Syracuse U., J.D. 1968; attended on a full academic scholarship; graduated in top half of class; won the international moot-court competition; triple B.S. degrees in political science, history and bionuclear physics from the Massachusetts Institute of Technology; first Biden in a thousand generations to obtain a college education; Johns Hopkins University, M.D. 1969; brigadier general (retired), U.S. Army; Bronze Star with a V Device, Purple Heart with Oak Leaf Cluster, Distinguished Service Cross (Korea); Silver Star with V Device, Purple Heart, Bronze Star with Oak Leaf Cluster (Vietnam); retired member, Joint Chiefs of Staff; former secretary of defense under President John F. Kennedy; crew chief, Apollo 13; grand marshal, Rose Bowl Parade (1968-69); silver medalist, 1964 Olympic Games (summer); Academy Award for performance in congressional hearing with Secretary George Shultz, 1968; past president, American Bar Association (1975); attorney general under President Lyndon Johnson; Nobel Prize for Physics (1971); member, Rockettes (1968); assistant chief surgeon, first heart transplant (1963); Judge, 6th Circuit Court, U.S. Court of Appeals (retired); founder, American Cancer Society; former chairman, World Bank; member of 1969, 1970, 1971 National League All-Star team; inventor of Polyurethane and the Weedeater; Pulitzer Prize (1973); founder, Veterans of Foreign Police Actions; speech writer, Sen. Robert F. Kennedy, 1966-68; speech writer to British Labor Party leader Neil Kinnock, 1987; songwriter of "When Will I See You Again?" by the Three Degrees (1977).

## Politesse

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