

# Politesse

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Journal of the Washington Area Retinue of Tacitly Highly  
Organized Gamesters #44 December, 1986  
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## Greetings

Concomitant with the birth of our second child in early summer of 1987, I will be taking a sabbatical from my duties as editor of Politesse. I expect that May will be the last issue I will edit and that I will return in 4 to 12 months. The spread is wide for a number of reasons. I want to make plans for Politesse to continue, yet I don't know how busy I'll be for how long next year, so I must allow sufficient time.

In any event, Politesse will need a new managing editor as of May 1, 1987. I will continue to be associated with WARTHOG and will act as executive editor and consultant. That will mean final say on content will be mine and the format should remain generally the same (HavaGame, HadaGame, letters, articles). New ideas are always welcome, though, and anyone willing to put in the work would, of course, have the opportunity to try new things as long as the zine continues to serve loyal shoats everywhere. It is very important that the interim editor work well with our publisher, Ken, and get the masters to him before the first weekend of each month. To keep HavaGame useful, we need to publish on time.

Participation is still very good. Authors of game-related articles will be receiving free issues. We also have a few Pink Shoat awards left to give out in coming months to our most outstanding writers. Previous recipients have included Louis Newman and Marc Hurwitz.

-Ed

## HavaGame

DC-- Maryland Suburbs Open gaming January 10 and 11, beginning Saturday, 10 a.m. at the home of Ken Peel, 8708 First Avenue, #T-2, Silver Spring, MD 20910, 301-495-2799. Please let Ken know ahead of time if you will be attending and if you own Cosmic Encounter, bring it along and let Ken win one.

Postal Diplomacy R. Bradley Wilson, 224 Valley Park Dr. #9, Chapel Hill, NC 27514. No game fee, just maintain a subscription to Vertigo, \$2.20 for 10 issues. Send a preference list ranking the nations you would like to play.

Postal Magic Realm Dick Martin, 26 Orchard Way North, Rockville, MD 20854. No game fee, just maintain a subscription to Retaliation at 3 issues for \$1.

Postal Civilization, Third Reich, Diplomacy, Gunboat Diplomacy Roy Fleming, 9 E. Eager St., Baltimore, MD 21202. Subscriptions \$12/yr plus game fee, Civ- \$4, 3R- \$5, Dip- \$4

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Send gamefest announcements, articles and letters to Ed Wrobel, 3932 Forestdale Ave, Dale City, VA 22193 before the last weekend of each month. Send subscription monies and changes of address to Ken Peel, 8708 First Ave, #T-2, Silver Spring, MD 20910  
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WARTHOG WORD SEARCH

-Kathy Vessey

A T T N U O C Y G R E T C A R A H C S N  
M U S I C S T O Y N O C Y R A M X F H O  
D C P X F M L J U U I S W S R T A P Z C  
L F U E D E S S E N A B E B W C G P K I  
J O Z U I N L R S U T W B O A R D U I T  
B O E A I S R L D E S R A A R D R A V N  
R D E G Y O U V S T B D Y Z T J V T Q A  
B F I G H A E P M Z T U X E H S P I M L  
A R L T R Q W S I E S C H O C B K H Y T  
O R G I E S G N N F K Z H I G K E C M A  
Q T N S M R E D I C E I C A F J A L A I  
R A G H A L M V Z D A P R S I M T P X B  
C B H I G J X M Q L O R P R O R S U W Y  
E L X D A Z V E A K C F D L D F S H J X  
N E G T E S S E T I L O P S I K M T L O  
U S B N V P G Q N R T I S U E Q W U Y A  
I N S X A E S L A E D E Z T I S V S P D  
Z E E L H V I P I J L F O D R I N K S L  
N O C P I D D A I U B R C L B A S H Z Y  
B T Y P P A P E R O C N F I A S H G B W  
R U O L R H E S A R M O V E B G V C M T

AtlantiCon  
Back Stabbing  
Board  
Cards  
Chairs  
Charts  
Character  
Chit  
Count  
Country  
Deals  
Dice  
DipCon  
Diplomacy  
Drinks  
Food  
Fuedesse  
Have-a-game  
Hex  
Map  
MaryCon

Move

Mr. Ed

Music

Origins

Paper

Pen

Politesse

Rules

Tables

Tusk

Warthog

Zine

# HadaGame

BOO!



From left, Dr. Marc Hurwitz, swinentist, Bob "Tactical Nuclear Weapons Specialist Third Class" Masso, Ed "Wicked Warlock of Northern Virginia" Wrobel and his black cat, Budd Haemer

The weekend before All Hallow's Eve, I discovered the opportunity to expand The Halloween Games to Friday evening. I sent notices out to all those who had told me they would attend Saturday and got a very good response. Phil Dancause and Bob Masso took advantage of a free ride in my vanpool. Kevin Garbelman (Security) graciously treated the tricksters while we others consumed massive quantities of Moo Shiu Pork, Three-Color Shrimp, Steamed Meat Dumplings and other carried-out, white-cartoned delicacies. Herb Leventhal appeared as a Lensman, followed by a lost-but-now-found Meredith Minter and new shoat, Jim Dixon.

Winners of the Best Costumes awards did not arrive until Saturday: Dr. Marc Hurwitz as himself, a Mad Swinentist, replete with lab coat, goggles, heavy duty flashlight, computer projections (see the example this issue), vials of noxious and mysterious substances and electrified hair. His faithful companion, Left Tenant "Budd" Haemer, had already been transformed into a huge feline as

a result of too close observation of one of the doctor's experiments. Sad.

Ken Peel, Dick Martin and Mark Larzelere, all refugees from DipDom, were placed on probation for failure to appear in appropriate attire. Meredith Minter and Jim Dixon got off with a caution, since the former did bring costume pieces and the latter is new to WARTHOG. My own warlock digs were plastic and unbearable after a short donning. I must conclude that, overall, the costume component of the weekend was not fully satisfactory. The food, however, was great, the gaming spirited and the beer, pseudo-imported (Lowenbrau and Molsen, a Miller dilution and tribute from our dependancy to the north, respectively).

Our first game was Magic Realm, Avalon Hill's Fantasy Adventure Game, a game of role-playing on a board. We were all relatively new to the game; although 3 of the players actually owned it, no one understood it sufficiently to conduct a tutorial. The rules are divided into 7 encounters of increasing complexity, designed to be played in sequence. Phil assured me, however, that the initial encounters were mickey mouse; Meredith said we just had to have treasure (4th encounter); and Herb insisted on magic for his elf (6th encounter). So we boldly plunged onward. Our most learned Realmist, Phil, was busy with setting up the treasures and natives and such, so I ended up reading the rules aloud until I became disoriented by phrases like:

**B. HIDING (The HIDE Activity)**

**B.1** A Character Counter is turned green side up when it is hidden and flesh side up when it is unhidden.

**B.2** When a character is hidden it limits the other characters' abilities to Block him.

**B.21** An unhidden character can be Blocked by anyone.

**B.22** A hidden character can be Blocked only by a character who has found 'Hidden Enemies' that day by SEARCHING.

**B.3** A character becomes hidden by executing the HIDE activity.

**B.31** A character must use a phase of his turn each time he does a HIDE activity. Such phases are termed HIDE phases.

**B.32** Each character must record his HIDE phases at the beginning of the turn. He records 'H' to specify each HIDE phase.

**B.33** To execute each HIDE phase, the character rolls two dice and consults the HIDE CHART on the back page of this rulebook.

**B.331** If the result is 'HIDDEN' he turns his Character Counter green side up.

**B.332** If the result is 'FAILS' his status does not change. If he is hidden he remains hidden and if he is unhidden he remains unhidden.

**B.333** A character can record and execute more than one HIDE phase in the same turn, to improve his chances of hiding.

**Elvish Herb Leventhal**



**ELF**

The Elf is an elusive and graceful warrior and magician. His light bow makes him a deadly match for any opponents up to heavy armored foes, and if he can

get a heavier bow or crossbow he can face any opponent. He even has the speed to escape or maneuver as he fights, but he must be very careful to avoid speedy or numerous opponents, who can cut him down swiftly.

**Special Advantages:**

**ELUSIVENESS:** The Elf can record and execute an extra HIDE phase each turn, in addition to his normal phases (four in the open, two in caves).

**ARCHER:** The Elf rolls only one die instead of two whenever he uses a bow or crossbow to make a missile attack and rolls on the MISSILE table.



Try reading the HIDE Activity rules aloud and see what happens to YOU! There must be a backmasked satanic message in there somewhere...

Meredith relieved me of my duties but it was too late. By the time of my initial combat against a light spider (I was a berserker), it was midnight. Halloween was over and someone had stolen our jack'o'lantern. I regretfully left the game. It went on and reconvened the next morning. Eventually, Herb, a sprightly elf, met his victory conditions by looting a treasure chest while "hiding" (see above) from its guardian monster. Herb deserves congratulations for mastering the HIDE Activity. The game went on, into Saturday night, since the victory conditions for each individual are not mutually exclusive. Two games of Cosmic Encounter ensued but Dr. Hurwitz has decided that CE is not amenable to HadaGame reduction. Ken Peel told me he remembered little about the game so Marc must be right. I did not play but recall that the first game was real slimy with Plant, Virus, Insect, Filch, Zombie and Deuce (Ken, Kevin, Mark, Dick, Marc and Bob, in order). In the second, each player ran two aliens.

Saturday morning's reinforcements, joined by several refugees from the Magic Realm, chose Titan for the day's diversion. There was a nice number for the two games, seven: 3 hardened veterans and 4 fresh-faced novices. In lieu of dividing and conquering the novices, Phil Dancause, Mark Larzelere and I did the manly thing and formed a clique of Titan Snobs, seizing the folding card table and the prime territory next to the stereo in the formal sitting room upstairs. Hapless rookies Meredith, Budd, Marc and Bob were confined to the family room coffee table.

Meredith has written an account of the kiddy game for this issue. Phil took the game played by the big boys by teleporting his Titan (power of 12), 4 hydrae and 2 griffons onto my Titan legion (a 13 Titan, 2 giants and 3 lions) in the tundra. Wow, if only my giants had survived to the 4th round! (Fat chance...) A colossus reinforcement! There were some excellent battles in this game, including a massive engagement of identical behemoth-cyclops legions in the jungle between Phil and me. I won with a serpent reinforcement but was trapped by a second Dancaustic jungle legion and forced to attack, although out-numbered. On another turn, Phil made six attacks all at once. Mark's Titan legion (power of 7, with 3 cyclops and 2 behemoths) survived a bloody battle in the jungle with Phil's 2 warbears, 2 lions and guardian. Mark went to play Cosmic Encounter when it became clear that it was only a matter of time for him. We mustered the newly arrived Sean Rambo Vessey, who was eating pretzels at the time, to take over the Larzelerean remnants. I tried to finish him off with rangers but failed, leaving his Titan sans entourage. Ironically, though, Sean came close to winning. Had I achieved one additional hit on the hydra pinning my Titan during my climactic battle with Phil, I could have closed on his Titan and probably achieved mutual annihilation. That would have left Sean with the sole surviving Titan and a win. But it was not to be and Sean conceded to Phil.

Speaking of Vessey (only one of them), he and the other late arrival, Gerry Tschabold, brought Toy Games, the exciting new genre being developed by Milton Bradley. These games will take you back to your roots, those halycon days spent trying to persuade poorly-molded, made-in-Taiwan plastic warriors to stand aright until you could scatter them with appropriate sound effects (Blllscch!!!). Gerry had one from the wooden ship era, called Barristers and Boarding Parties, or something like that. On reflection, I must conclude that this game did not fit the weekend's theme and must be stricken from the record. (What were lawyers doing on those ships anyway...?)

Sean's offering, Invasion America (or Fortress America, I suppose it was-- can't seem to get those names right) slid under the umbrella of science

fiction since it takes place in the future and has lasers. The USA player must fight a holding action against communist hordes from the east, south and west. Thank god, Canada is still a colony at this point in future history! I won this game by accident and established burritoos as the official food of the corn belt. It was great fun and had lots of toy soldiers and equipment and funny dice, as well as some normal "Dee-six." (Cheesh, I hate that!)

There was also a game of Awful Green Things from Outer Space, by Bob Masso and Mark Larzelere. Bob's green things were able to slime the ship sufficiently to scare off Mark's crew, one boat making it back. The crew's best weapons, pool cues and hypo's (5 dice to kill) were less than abundant because the greenies managed to take over the lab and poolroom. Yucch. -Ed (Bob Masso and Herb Leventhal contributed to this article. Dick Martin and Ken Peel didn't.) Correction: Marc Hurwitz, not Mark Larzelere.

## *HadaGame*

New Improved Titan

-Meredith Minter

This was probably the only Titan game ever played in which rangestrikes were made like ordinary strikes-- full dice and by both sides at once. This made the rangers ridiculously powerful. I have since bought the game and discovered the error. We also played that the defender could not move further than the edge of the board in his first turn. I remembered something about facing but Marc shouted me down. So we were really playing a Titan variant.

I had played before and so produced the best strategic build-up of anyone. I know the way the board moves and I had my legions interlocking within a small region while the other three were stravaiging all over the outer board. As a result, my legions were both strong and highly defensible; that's why the game lasted 15 hours even though Budd was the overwhelming leader in points after 12 hours.

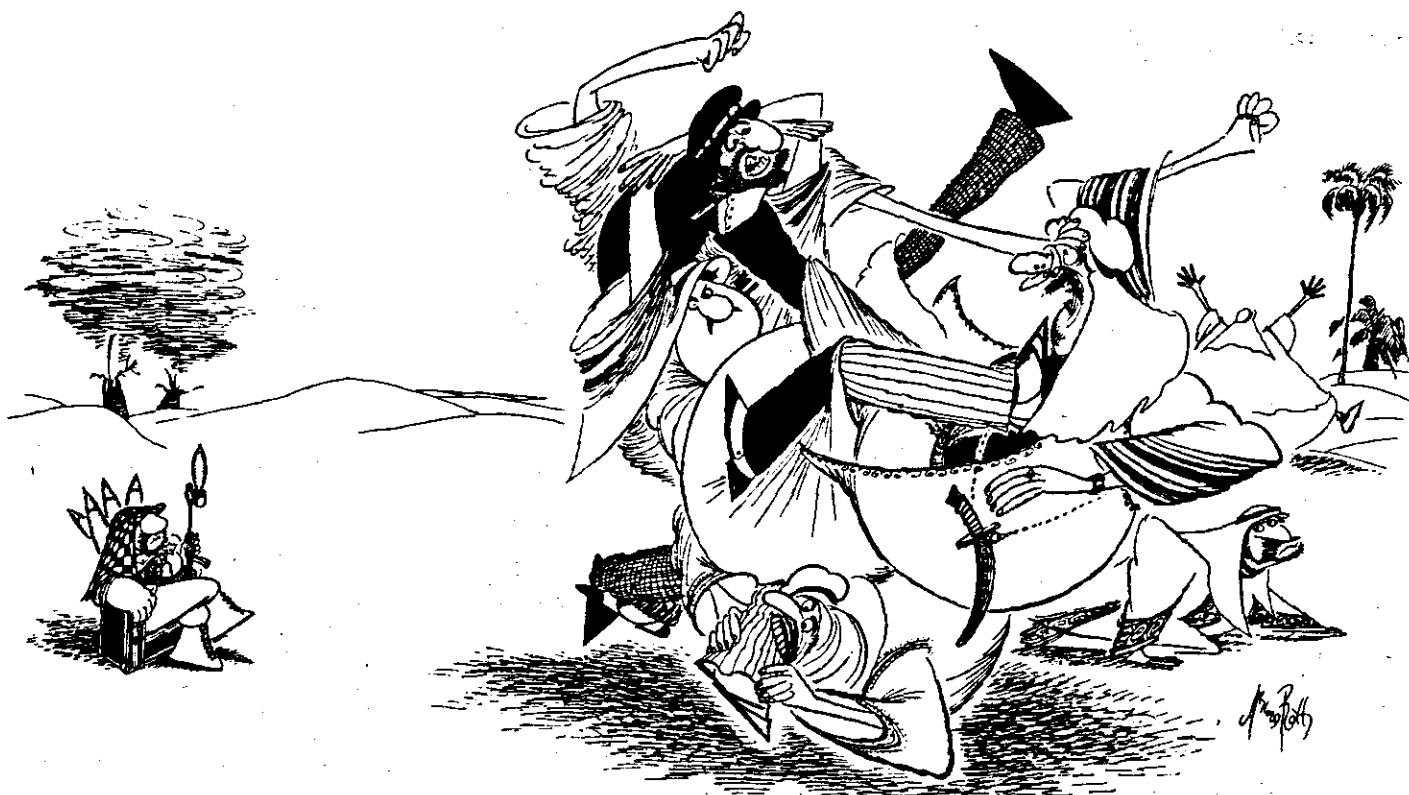
Budd played an excellent and serious game. He's a better tactician than I am, though I think I'd have had the edge on strategy, even had we had equivalent experience. Unfortunately for me, he learned from experience one turn before I did and that won him the game.

Marc picked a fight with Bob early on and mortally weakened himself; Bob took him out soon after. Bob was not in terrible shape at that point, and should have kept playing but he had lost interest (about 6 hours into the game) and accepted Marc's challenge to a side game of Awful Green Things from Outer Space. Bob was green in both games and I guess he finally got tired of the continual shuttling back and forth, to shouts from both boards of "Hey, Awful Green Thing, it's your turn!" Anyhow, he decided to suicide out after 8 hours. To his surprise, he won all his battles, mostly because the summoned angel tipped the balance-- and he kept earning more angels for use in subsequent fights (ed: um, another variant rule, MM: only one summons per turn is allowed...). Budd and I (about equal with circa 10 legions each before Bob's attacks, and my stacks being slightly stronger and much better placed) were left gawking at Bob's victorious legions. Because we were strong, he hadn't severely hurt either of us. It was my turn next but instead of attacking, I circled the wagons. Budd hit Bob, wiped him out, gained a 10-point Titan and umptillion angels. Those angels repeatedly tipped the balance in my battles with Budd and, after about 3 more hours, he caught up with my Titan. A very good game, all told, and I was very pleased to place second.

EXPERIMENTAL RESULTS  
GENE-SPLICING IN W.A.R.T.H.O.G. VATS

Subjects: Cells from Wrobel, E; Martin, D; Hurwitz, M; Pig, P.  
October 31st, 1986

ELAPSED TIME	RATE OF REACTION	HOB FACTOR	HEBRIAN OSMOSIS	% EQUINE IN ED	META-STRATEGIC QUOTIENT
0.01	43.85	0.000%	2.15043E+08	50.000%	2.325E-09
0.02	43.07	10.830%	2.59629E+08	44.585%	2.552E-09
0.03	41.90	21.469%	2.98896E+08	39.266%	2.750E-09
0.04	40.20	31.818%	3.32991E+08	34.091%	2.935E-09
0.05	37.94	41.746%	3.62122E+08	29.127%	3.110E-09
0.06	35.19	51.118%	3.86568E+08	24.441%	3.277E-09
0.07	32.02	59.810%	4.06669E+08	20.095%	3.436E-09
0.08	28.51	67.718%	4.22816E+08	16.141%	3.585E-09
0.09	24.78	74.760%	4.35444E+08	12.620%	3.724E-09
0.10	20.95	80.881%	4.45011E+08	9.559%	3.850E-09
0.11	17.14	86.056%	4.51992E+08	6.972%	3.962E-09
0.12	13.47	90.289%	4.56856E+08	4.856%	4.059E-09
0.13	10.06	93.616%	4.60058E+08	3.192%	4.139E-09
0.14	7.03	96.101%	4.62017E+08	1.949%	4.202E-09
0.15	4.46	97.837%	4.63108E+08	1.082%	4.249E-09
0.16	2.44	98.938%	4.63649E+08	0.531%	4.279E-09
0.17	1.02	99.540%	4.63889E+08	0.230%	4.297E-09
0.18	0.24	99.792%	4.64003E+08	0.104%	4.304E-09
0.19	0.10	99.851%	4.64087E+08	0.074%	4.305E-09
0.20	0.51	99.875%	4.64160E+08	0.063%	4.305E-09



THE BROTHERHOOD OF ARAB NATIONS DISCUSSES WHO WILL PROVIDE REFUGE FOR THE PLO

## PAX GERMANICA

by Marc Hurwitz

Yes, toads, it's true. Occasionally I put my lab coat away and play some wargames. Such was the case last October 18/19, when I hosted a party to introduce Allen Strehler to the local gaming community. Among other games, a 7 player game of Pax Brittanica was played.

I have never played a 7 player game of Pax before, and can report it doesn't work. It may be balanced, but the Italians, Russians, and Japanese have much less to do than the other powers, and so spend alot of time waiting for the Big 4 to finish.

I will first describe the course of the game, and then describe the winning strategy.

1880: Liberal Victory in England! Unrest in Egypt! Upheaval in Russia! The French and Germans decide, as the only true and stable European powers, to quell the unrest and restore order to Egypt.

1884: War in South America! Unrest in the Sudan! German Naval Agitation! Unrest in Egypt! Japanese War Party Gains Influence!

The Japanese and German players playfully threaten to form a new "axis" about which the world's nations can revolve. The Germans and French continue to expand in Africa, shutting out the British from the north.

France, Great Britain, and Italy all attempt to form protectorates in Tanganika. The French and British get together and force the Italians to back down- without any financial compensation.

1888: Unrest in Burma, Tunis, and SERBIA! German Colonial Agitation! Panslav Agitation!

The Russians recover slightly from their zero income of 1880 due to Upheaval. The Austro-Hungarians go on the march and take over Serbia. Europe ..... yawns.

1892: Unrest in Taureg, Sudan, Chile. War in the Balkans! The United States takes over Chile, despite hand-wringing by the Europeans, most of whom have influence in Argentina and Brazil.

1896: Liberal Victory in England! Chinese Rebellion #1! The Russians grab Manchuria. The British and Japanese get a co-cominum in Korea as compensation, as a Japanese-Russian-English war was averted. Germany settles for Shangtung and a shot at Peking. Britain also grabs Fukien and France grabs Shanghai. Japan gets no sole possessions.

1900: 2<sup>nd</sup> Chinese Rebellion.

1904: Unrest in Mongolia! The Australians become a Dominion! The 3<sup>rd</sup> (& last) Chinese Rebellion. With the final partition of China various powers are forced to take worthless provinces



using up scarce protectorate markers.

1908: Statehood for Alaska! Unrest in Newfoundland! French Anti-German Agitation!

The Germans begin to worry about the expensive army & navy the French have been buying while Der Kaiser bought victory points. However, the Germans gamble that the French won't risk starting the Great War.

1912: more of the same (yawn).

1920: Unrest in Egypt, Puerto Rico, Turkomania! PanSlav Agitation! French Anti-German Agitation. But still- no great war begins. Many protectorates become possessions!

Notes: By the end of 1908, 6 of the 7 powers had treaties with at least 4 other powers, making any war impractical.

Final Scores:

GERMANY: 470	(402 Germany/68 Austria)
ITALY: 414	
FRANCE: 317	
GREAT BRITAIN: 307	
UNITED STATES: 290	
JAPAN: DROPPED OUT	

Post Game Comments:

It was generally agreed that Germany, not Great Britain, has a slight advantage due to Austria Hungary, and the combination of a relatively low multiplier and enough merchant fleets.

Rob McCarter (Great Britain): "I should have crushed Germany like a grape!"

Allen Strehler (France): "The inactive minor powers had a dull game."

ANALYSIS OF THE WINNING STRATEGY BY THE GERMAN PLAYER (Marc Hurwitz): I won because I played better than everyone else that game.

For a more in-depth treatment of PAX, see my article on general strategy.

## That Didn't Really Hurt, Did It?

by The Alpha HBorian

Calamities. If you've ever played a full game of Civilization, you're bound to have been struck by them. They add to the unpredictability of the game, and add some suspense to the card drawing and trading phases. A game of Civ without those red cards would just be a relentless march up the Archaeologic Succession Table. What fun would that be? While calamities often raze cities and kill innocent civilians, that doesn't necessarily make them bad for you. In fact, most of them can just be shrugged off. Here's how I handle them:

Volcanic Eruption or Earthquake: This one's a breeze. If you must use a volcanic city-site, try to sneak a unit next to a second volcano. Then if you happen to draw the card, you can kill the lesser stack. Earthquake is a good offensive tool to kill one of your opponents cities along with yours. In any case, losing one city shouldn't hurt you at all. What's more, it may open lines of expansion closed by the cities just destroyed or free up valuable cropland.

Famine: This card is another decent offensive tool: you can hurt the other players even as you lose units. Or spare them, if you think it'll make you look good for future trading. Why anyone would bother to buy the Pottery card and hoard grain to defense against famine is beyond me. Hey, people die, they come back. No big deal.

Civil War: While Civil War may chop a player's forces in half, somebody is bound to be happy—those units have to go somewhere. Try to give the faction to a player from the other side of the board. Usually, he'll be happy to give the territory back soon enough. If you give the faction to one of your neighbors, he might just decide to stay permanently. Make sure that you keep somewhat of a city/token balance in the factions. It is very embarrassing to keep cities only to reduce them for non-support at the end of the turn.

Flood: You can handle this one just like volcanos—try to put someone on a second flood plain. If that's not possible, Engineering (a card you should always try to get, by the way) reduces flood to causing negligible damage. And if all else fails, lose cities before population.

Epidemic: Like Famine, this can cause your opponents as much pain as you suffer. Since no area can be left depopulated, try to remove cities and rebuild them the following turn. If you're under attack on the board, hit your enemies with the fallout. Or don't hit them so you can be sure to move after they do next turn.

Civil Disorder: Since this only reduces cities in excess of four, don't worry about it. Simply use your population to rebuild any destroyed cities on the following turn. You may find that civil disorder often has a very minor effect, as you can eliminate excess cities with the other calamities which have hit earlier in the turn and thus suffer no damage from the civil disorder card at all.

Iconoclasm and Heresy: This one can be painful, particularly if you've been hit with Civil Disorder at the same time. If you have eight or nine cities, don't worry about it—simply rebuild next turn. If you have fewer than seven cities, and don't have Law or Philosophy yet, you should be very careful to avoid this calamity. Rebuilding from four cities at the end of a turn is relatively painless. Rebuilding from two or less can cause you to miss out on a decent draw for the following trading round.

**Piracy:** This one can really hurt the coastal powers: Africa, Italy and Crete. Fortunately, it's also a pretty easy one to spot. If a player suddenly builds four ships for no apparent reason, he may have drawn the piracy card last turn. Trade with him using extreme caution if you're vulnerable. Most powers need not be concerned, having only one or two coastal cities.

Generally speaking, the best way to handle a calamity is to give up extra cities, say, over five. They'll be easily replaced the following turn. Ditto for population—what you lose now comes back next turn. As long as you can maintain enough cities to get a good draw, and five or six is plenty, then you'll do just fine. Remember, what happens on the board is of little concern compared to the AST.

Calamities can be used offensively, but don't rely on them. If, along with that calamity, you have to trade the cards that allow your victim to buy a Civ card then you've probably done yourself more harm than good. Similarly, don't let the prospect of calamity necessarily keep you from making otherwise advantageous trades. After all, it's the trading of commodities and purchase of Civ cards that ultimately will determine the victor. Not how many cities you have.

Hey, I Like Asia!

-Ernest S. Hakey III

First, let me thank Mr. Ben Butterfield for his fine article, "An Analysis of the 'Natural' Positions in Civilization." In general, I agree with his analysis and enjoyed the article;; however, I felt compelled to play "Devil's Advocate" for the position of Asia, about which he states, "there's no reason ever to have Asia in the game." Not so!

I agree that for the most part, Asia and Assyria are almost identical and that Assyria seems slightly better. If either is being played without the other, it has excellent access to Asia Minor and Assyria has better access to the Babylonian areas. However, I disagree with his statement that "if Assyria is in the game, Asia's position is so bad that any other country is preferable." Wrong! For instance, if Italy, Thrace and Crete were also in the game, I would choose Asia before Illyria every time. But let's look instead at the local situation if both Asia and Assyria are in the game.

Since Asia comes before Assyria on the AST, if I were Asia with Assyria to contend with, I would start in the easternmost of my two areas. After expansion to two tokens, I move a token to each of the "1" value areas to my east. It is now Assyria's turn to move. Will he move either one or two tokens to the spaces I now occupy? I would think not, for to do so guarantees the death of as many Assyrians tokens as Asian, causing both countries to fall behind compared to the rest of the world. Grumble, yes, but not suicide...with the result that Asia, not Assyria, has better access to Asia Minor. Let Assyria go south instead! Normally, moving first is a disadvantage, but in this case, it may not be. Similarly, when it comes time to draw trade cards, if both have the same number of cities, then Asia draws before Assyria and thus is less likely to "draw" from empty piles.

I am not trying to claim that Asia is better than Assyria, merely that it is not necessarily worse and certainly shouldn't be dismissed out of hand as the worst of nine positions. When it is time to choose a position, do not look only at the individual merits of each, but also at which positions have already been chosen. Where will each expand? If you are playing with people you know, take their personalities into account. Asia next to a peaceful Assyria may be better than Egypt next to a warmongering Africa. As for me, I like the little orange chariots...

# The Economics of Trading in "Civilization"

## by Albert Parker

I have played Civilization only once and can not, therefore, claim any expertise in this game which has recently proved to be very popular with WGA members (just look at meet reports). But, as an admitted novice, I was immediately struck by the values assigned to trade cards. I have, therefore, given some thought to the mathematics of trading in Civilization.

Trade cards held singly have values from 1 to 9, as printed on their faces. Multiple cards of the same commodities, however, increase the value not linearly, that is, as a simple multiple of their value, but rather exponentially, varying as the square of the number held. Expressed as an equation, the total value ( $T_n$ ) of  $n$  cards of the same commodity with a simple value of  $v$ , is

$$T_n = n^2v$$

The total value of cards of various simple values is listed in Table 1; these are the small numbers at the top and bottom of each card.

TABLE 1  
Card Values by Number Held

Commodity	1	2	3	4	5	6	7	8	9
Hides, Ochre	1	4	9	16	25	36	49	...	...
Iron, Papyrus	2	8	18	32	50	...	...	...	...
Salt (Timber)	3	12	27	48	75	108	147	192	243
Grain (Oil)	4	16	36	64	100	144	196	256	...
Cloth (Wine)	5	20	45	80	125	180	245	...	...
Bronze (Silver)	6	24	54	96	150	216	...	...	...
Spices (Resin)	7	28	63	112	175	...	...	...	...
Gems (Dye)	8	32	72	128	...	...	...	...	...
Gold (Ivory)	9	36	81	...	...	...	...	...	...

Parentheses indicate optional cards; the number of optional cards is always one less than the number of basic game cards of the same value. Blank cells (...) indicate that those numbers of cards of a specified value are not available.

Careful examination of this table indicates that even low-value commodities can become quite valuable in large numbers. Three humble ochre cards are worth as much as one of the gold cards that players only see late in the game; they are also worth as much as one grain and one cloth card, even though grain and cloth are individually worth several times as much as ochre. The table also gives a clue about trades. With trades limited to three cards at a time, a player could profitably give up a grain, a cloth, and a bronze, which have a total value of 15, for 3 iron or papyrus, which have a value of 18. A cloth, a bronze, and a spices for three iron or papyrus would be an even deal.

Often, however, a player will have two or more of a certain commodity in his hand and, given the exponential increase in value from adding cards, he will be trading to get more of one of the commodities he already holds. Therefore, it is marginal value which is most important in trading: how much value is gained or lost from obtaining one more card of some commodity or trading away the highest-numbered card of a commodity. Table 2 lists these marginal values. The numbers in each column show how many points a player gains by holding the second, third, etc. card of each commodity.

TABLE 2  
Marginal Values of Trade Cards

Commodity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Hides, Ochre	1	3	5	7	9	11	13	...	...
Iron, Papyrus	2	6	10	14	18	...	...	...	...
Salt (Timber)	3	9	15	21	27	33	39	45	51
Grain (Oil)	4	12	20	28	36	44	52	60	...
Cloth (Wine)	5	15	25	35	45	55	65	...	...
Bronze (Silver)	6	18	30	42	54	66	...	...	...
Spices (Resin)	7	21	35	49	63	...	...	...	...
Gems (Dye)	8	24	40	56	...	...	...	...	...
Gold (Ivory)	9	27	45	...	...	...	...	...	...

Table 2 should make clearer what are profitable one-for-one trades. For instance, you would gain nothing by giving up one of your five ochre cards to get a second salt card. On the other hand, it would be slightly advantageous to trade away one of your five iron cards to add a grain card to the two you already had. Sometimes, however, moving up in number is not worth the loss in value: you would be foolish to give up 1 of your 3 bronze cards (marginal value of 30) to get a fourth oil card (marginal value of 28). These marginal values can be combined to evaluate a trade involving two or three cards of the same commodity. For instance, if you have a possible trade partner who will give you 2 cloth cards and an iron for your 3 bronze, and you already have 2 cloth cards, the transaction balances out as follows:

<u>Giving Up</u>	<u>Gaining</u>	
1st bronze = 6	3rd cloth = 25	
2nd bronze = 18	4th cloth = 35	
<u>3rd bronze = 30</u>	<u>1st iron = 2</u>	
Total 54	Total = 62	NET VALUE: +6

Clearly, this is a profitable trade for you, although not overwhelmingly so. At the same time, it could be a tremendously profitable transaction for your partner. Suppose he only has two cloth and one iron card, but also has just one bronze. His balance sheet on the trade would look like this:

<u>Giving Up</u>	<u>Gaining</u>	
1st cloth = 5	2nd bronze = 18	
2nd cloth = 15	3rd bronze = 30	
<u>1st iron = 2</u>	<u>4th bronze = 42</u>	
Total 22	Total 90	NET VALUE: +68

There are some peculiarities in single-card trading. Looking along the diagonals in Table 2 shows that it is a good deal to give up your fourth hides card to get a third papyrus card, but it is not a good deal to give up that third papyrus to get a second timber. These differences become progressively larger as cards become more valuable. "Trading up" from your second salt to your third iron gains a value of only 1, but giving up your second ivory to get a third dye gains a value of 13! The diagonals also show that it is rarely advantageous to give up a card to get the same number of cards at the next higher value level. For instance, if you have 4 grain and 2 cloth, you would lose by having 3 of each: your fourth grain (marginal value of 28) is worth more than your third cloth (marginal value of 25). Never give up a second card to get a commodity you do not have unless what you are getting has at least three times the simple value of what you are trading away.

Table 3 shows the marginal values of cards considered two at a time. This table can be used to evaluate two-for-two trades or, in comparison with Table 2, two-for-one trades. Thus, you should give up your second wine card (marginal value: 15) for a second and third iron card (marginal value: 16).

TABLE 3  
Marginal Values of Pairs  
of Trade Cards

Commodity	1st	2nd	3rd	4th	5th	6th	7th	8th
	2nd	3rd	4th	5th	6th	7th	8th	9th
Hides, Ochre	4	8	12	16	20	24	...	...
Iron, Papyrus	8	16	24	32	...	...	...	...
Salt (Timber)	12	24	36	48	60	72	84	96
Grain (Oil)	16	32	48	64	80	96	112	...
Cloth (Wine)	20	40	60	80	100	120	...	...
Bronze (Silver)	24	48	72	96	120	...	...	...
Spices (Resin)	28	56	84	112	...	...	...	...
Gems (Dye)	32	64	96	...	...	...	...	...
Gold (Ivory)	36	72	...	...	...	...	...	...

Not many players will want to or be able to memorize these tables, and if my limited experience is any guide, even if your fellow players let you bring them to the game with you, you probably will not have time to consult them during trading sessions. If you can get away with it, you may be able to look at them while other players are moving, and so map out trading strategies, deciding what you want and what you can afford to give up to get it. If that is not practical, keep in mind the following rules, which are derived from the tables in this article:

- Always give up a solitary card of any commodity to get a third card of a commodity you already have two of;
- Do not give up a second card for one card of a commodity you do not already have unless the face value of what you are getting is at least three times the face value of what you are giving up;
- Give up a second card of a commodity to get a third card of a commodity with a simple value of one less if what you are giving up has a value of at least five (cloth or wine);
- If you have two more of one commodity than of another of different value, do not trade to get equal numbers of each if the difference in their simple values is only one, but do make such a trade if they differ in value by two or more;
- If you have two different commodities of equal value, always trade to get more of one and fewer of the other.

These rules do not take into account two other factors in trading: side payments and storing grain. You may decide it is worthwhile to make a trade which is disadvantageous from an economic standpoint in order to influence another player in some other facet of the game (for instance, to pay him off for acting as a friendly nominee in a civil war or to bribe him not to attack you). You may also prefer to hold grain to mitigate a potential famine even if you are offered advantageous deals for it. The tables in this article will permit you to assess the costs of these non-economic decisions.



Dear Ed,

Sorry you couldn't make the Hurwitz Games. It was a great deal of fun and a real silly time. The Carolina Cup Games sort of bombed out because Kevin and I were the only ones to make it down. Basicly, Kevin and I as Britain crushed Brad as the dastardly rebels in 1776; and a partial replay of the 1979 NFL post-season in Paydirt resulted in San Diego beating Tampa Bay in the Super Bowl. Brad will send the details, I expect.

That reminds me-- keep bugging me about the LA Origins thing-- maybe I can get it to you before Baltimore Origins next year.

Regarding our tee shirts, you can either mail them or bring them down if you're coming next month, or send them with someone who's coming, whichever is easiest.

Anyway, that's about it for now. Sorry, I won't be able to make it for Halloween but I may make it up there again before long, depending on the Politesse calendar of events. Hope you also can make it down here for Jimi's Birthday.

Cheerio,  
Rob McCarter

Dear Rob,

I couldn't miss it! Jimi and Cream were my two favorites back in 1969-70, well, come to think of it, maybe even a year or two before that. Jefferson Airplane, too...Crown of Creation and Bless Its Pointed Little Head.

Of course, I'll bring your Pig Tees! And you can have them as soon as you hand over the article. Hey, I got an idea. I'm going to Origins in Baltimore in '87. We'll publish your article about Origins '86 right before and mine about Origins '87 right after, okay?

Can you come to Silver Spring January 10 for Ken's bash? I hope to be there.

Pip pip,  
Ed

Dear Mr. Ed,

A few comments on Politesse Forty-three:

On Louis Newman's letter...

-I agree re Ken's writing

-Perhaps he finds Gonzo and pbm Dip boring and irrelevant but I followed Gonzo avidly and did not play. Quite frankly, I find his articles dull and repetitive and I find anything on Titan yawn-rovoking. However, I recognize that many WARTHOG shoats do find these things interesting and want to read about them so I don't complain. Seems to me Politesse should be a reflection of the truly wide range of gameing interests that WARTHOGs exhibit, not the Newman Newsletter.

-I'd like to play this Civilization...

-I gather it was our old friend Lindsay who was the pubber who reprinted Newman's piece; so typical. Now, Ed, if you reprinted his stuff...you'd have lawyers on your neck in one second!

Will you be in Richmond?

As ever,  
Brad Wilson

Dear Brad,

Yes, I was there (at least, as of this typing, I plan to be there).

I have lawyers to contend with at the office; probably the worst I'd get from Mr. Hobby Ethics is an attack from his phony pretend-lawyer toady or a mass mailing to a few dozen of my closest friends detailing my transgressions against middle class decency. No problem.

Yeah, Civilization is a good game. Hope you enjoy the articles about it.

Although Louis expressed his opinions in no uncertain terms, I don't think he intended to dictate editorial policy. I'm always asking for feedback and I want people to be honest. If you dislike something, let me know. I'm very glad to hear that you liked the GBL reports because I wasn't really sure about it; the only comments so far have been negative. You're the first of The Great Silent Gonzo Majority to speak up. Your comments about Titan make me reconsider devoting so much space in one issue to a single game. I am not unaware of the drawbacks of that practice. I started doing it really as an incentive to writers and it seems relatively successful from that standpoint; contributions are up. That's a major consideration because articles don't grow on trees or drop from the sky; generally, they arrive in the mail.

Speaking of which, Ken tells me he will be back this issue.

Evermore,

Ed

Dear Ed,

First, thanks for the phone directory and Politesse (left in Dale City during the Halloween Games -ed.). I was utterly lost without it- full of despair, paralysed, unable to to function. Without it, I was facing a lonely, hollow life without love, or friendship. I'm referring, of course, to issue #42 of Politesse. My phone directory is handy, too.

I'm sorry, but Cosmic Encounter does not lend itself to Hadagame.

Enclosed, however, is a much overdue Hadagame and an analysis of Pax Britannica, which you might want to save for a Pax issue. There is certainly more to the game than what I covered in my brief article. The game starts with exponential growth but soon limits are reached and the shift of the game from an economic game to a military one is part of its fascination. Also, as in chess, the threat of force is much more potent than the use of force.

Finally, thanks for a wonderful Halloween weekend, even if it was just a long Saturday for me. You are a superb host and I look forward to returning your hospitality as best I may sometime.

Take care,

Marc Hurwitz

Dear Marc,

You are too kind. I had a great time, too, and was very pleased by the fine turnout and congenial gaming. Your costume was delightful. Thanks for going to the trouble with it. Did you see the article in Retaliation by the fellow who found Pax too predictable? Like you, he found fault with the seven player version but even went on to say that he could also write the best moves for Great Britain, France and Germany. (I'm trying to find out from him what they are...)

Caretaken,

Ed



**VICTORIA HERBERTA** is a native Houstonian who works as a house painter and lives with a pig she calls Priscilla II (below). The pig eats just about everything, drinks a six-pack of Mountain Dew a day, loves dog food and has barbecued chicken once a week. "I just adore animals," says Herberta, "but I have a special affection for pigs because they have such a lousy reputation. I always wanted a pig

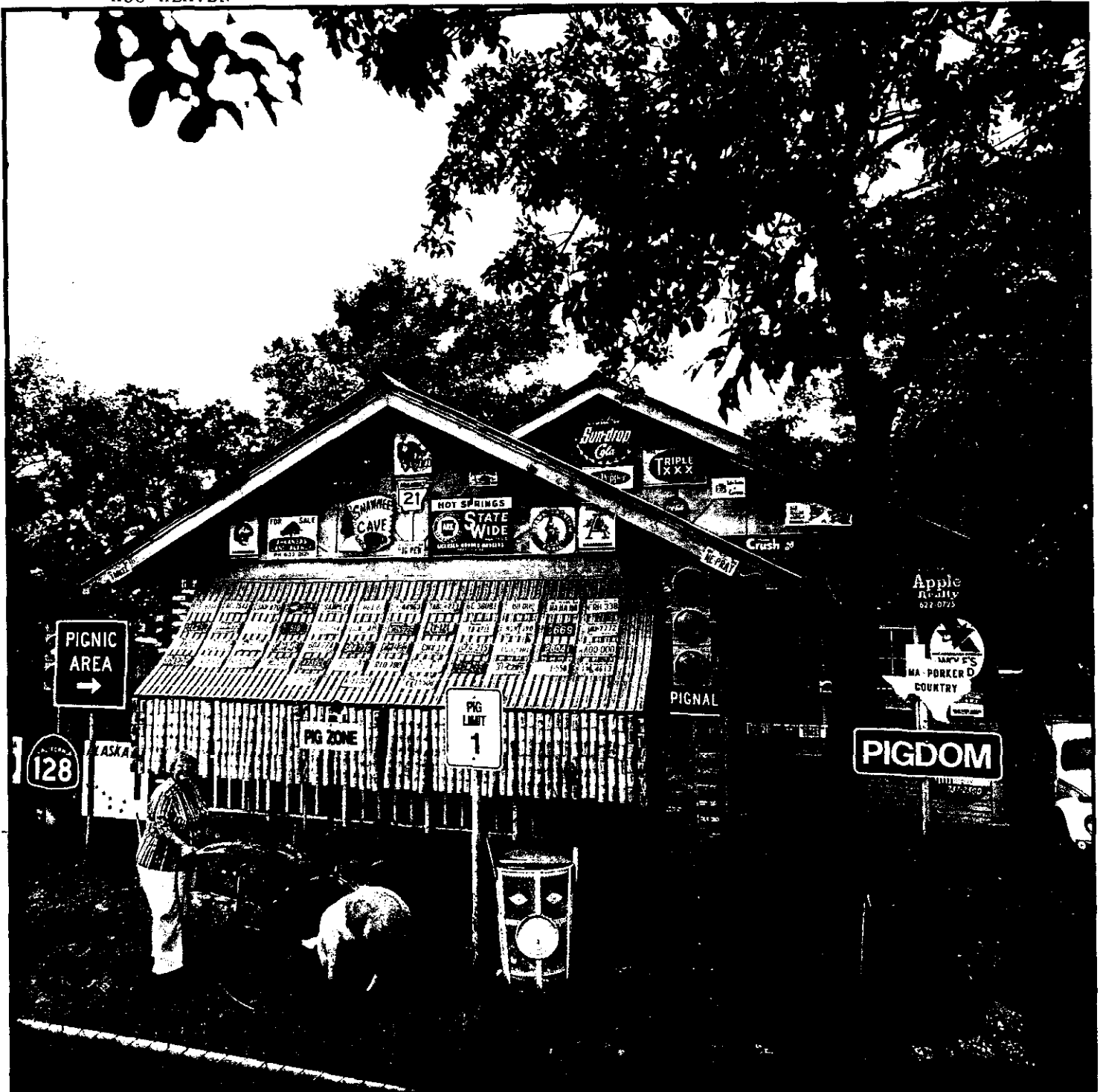
who would swim with me. The day after I got my first pig, Priscilla, I took her down to the river to train her. On the sixth day, I put a harness and a leash on her, took her out in deep water, and she swam. Everybody wanted to take Priscilla swimming."

One day, Herberta and Priscilla were swimming at a nearby lake with a group that included a retarded boy, the 11-year-old son

of a good friend. While swimming, the boy started screaming for help. The pig swam over to him, the child grabbed Priscilla's harness, and Priscilla pulled him to shore. Priscilla won an award.

"When the original Priscilla got too big," says Herberta, "I had to retire her. The one I have now is her sister, Priscilla II. There will always be a Priscilla. I just want to prove how intelligent pigs really are."

HOG HEAVEN



## THE CHRONICLES OF

# TALISLANTA

By Stephan Michael Sechi  
Illustrated by P.D. Breeding

Some excerpts from THE CHRONICLES:

To the neophyte traveler or explorer, the Talislantan continent and its surroundings present nearly unlimited opportunities for discovery and adventure. Conversely, the possibilities of disaster are at least as numerous, particularly for those unfamiliar with the many unusual races, cultures and creatures native to this realm. The foreigner is best advised to avoid incautious behavior at all costs; keeping a keen eye out for signs of trouble, tactfully acceding to the customs and beliefs of the native (no matter how odd or irrational these may seem), and maintaining a degree of civility and decorum in public places. Traveling in groups of trustworthy companions, wielding cogent magics, and/or carrying concealed weapons on one's person are also advisable, unless one prefers trusting all to luck.

The coastal jungles of Faradun are best avoided, primarily due to the presence of winged apes, death's head vipers, and other unpleasant creatures. Costly k'tallah, tantalus and scarlet lotus grow here in substantial quantities, a fact not lost on the Farad Procurers. Oblivious to the dangers inherent in such work, the Farad send work crews comprised of slaves and convicted felons into the jungles to gather herbs. By careful calculation, the Procurers have determined that the profits realized by harvesting the jungles outweigh the cost in lost slaves by an acceptable margin.

Beyond the edge of the jungle lie lands so arid and barren that not even snakes and vermin dwell there. Ghoulish necrophages, shadow wights, and unclean spirits, being somewhat less particular with regard to their accommodations, haunt the region in force. Called the "Ghostlands" by the Farad, this area has long been used as a place of banishment for those convicted of embezzling funds (a crime considered more heinous than murder in Faradun).

I have seen many strange sights in the course of my travels, but few to compare with the Festival of the Bizarre. To gain entrance, one must be attired in costume or make-up. Wearers of the most outlandish garb are awarded a silver goblet, entitling them to drink for free while at the Festival. Competition for this honor is understandably keen, and produces some truly unbelievable results. While I was in attendance, a trio of Cymrilian contortionists won goblets for appearing in the guise of a tanglewood tree (I will refrain from citing particulars with regard to how this feat was accomplished.)

To the south of Carantheum stand several maze-like structures of certifiable antiquity. Some scholars attribute these ruins to the Sharna, a long-dead race of whom little is known. Artifacts from the Sharna labyrinths are highly valued as curios and collectibles, if for no discernible reason other than their avowed scarcity. In truth, the Sharna appear to have had an uncommon talent for creating items of the most tasteless and unaesthetic sort. Nevertheless, the demand for these unattractive objects continues to be high in some circles, a behavioral anomaly which has heartened many a generation of antique and curio dealers.

Largest of the Thaecian Isles, **Garganta** is a great and irregular mound of volcanic rock. Here live the gigantic stone beings known as Monoliths, believed to be the oldest creatures in the world. Generally silent and implacable, Monoliths can sometimes be persuaded to reveal a portion of their knowledge, which is said to be quite comprehensive. Normally a period of several days or even weeks is required before a Monolith will deign to respond to any query; less if the Monolith is one of the few demented sorts who are occasioned to acts of violence. As fewer than one in five Monoliths is predisposed to such irrational behavior, the chances of attaining enlightenment at little cost are fairly good. Beware of Wind Demons, however, who come here to mate during certain times of the year.

COMING SOON FROM

**Bard Games**  
*where fantasy becomes reality*

11.

My name is Dave Rhodes. In September, 1983 my car was repossessed and bill collectors were hounding me like you wouldn't believe. I was laid off and my unemployment had run out. In January 1984 my family and I went on a ten day cruise. In February 1984 I bought a 1984 Cadillac for cash. I am currently building a home in Virginia and I will never have to work again. In October, 1983 I received a letter in the mail telling me how I could earn \$50,000.00 or more whenever I wanted to. I was naturally very skeptical but decided to try it because I was desperate and really had nothing to lose. I scraped together the few dollars needed and got started. Today I am rich. I have earned over \$200,000.00 to date and will become a millionaire within the next 4 to 6 months. Anyone, believe me, anyone can do the same. This money making program works perfectly every time, 100%. I have never failed to earn more than \$50,000.00 each time.

This is a legitimate business opportunity, a perfectly legal money making program. It does not require you to sell anything or come in contact with people. And best of all you never have to leave your home except to go to the Post Office or mailbox. If you believe that someday you'll get that lucky break that you've waited for all your life simply follow the easy instructions below. **YOUR DREAMS WILL COME TRUE.**

Follow these instructions EXACTLY, and in 20 to 60 days you will have received well over \$50,000.00 cash, all yours.

**INSTRUCTIONS:**

1. Immediately sent \$1.00 to each of the 5 names listed. Send cash only please. (total \$5.00) Also enclose a note saying, "PLEASE ADD MY NAME TO YOUR MAILING LIST." This is a legitimate service that you are requesting and you are paying \$1.00 for this service.
2. Remove the name that is in the number one position and move the other four names up one number. (Number 2 will become one, number 3 will become number 2, number 4 will become number 3 and number 5 becomes number 4). Place your name in the number 5 position. NOTE: The changing of the names can be done by simply cutting a small strip of paper, typing or printing the five names on the strip of paper and taping or gluing it over the existing names.
3. Xerox or print 100 or more copies with your name in the number 5 position.
4. Get a list of 100 or more names of opportunity seekers from a mailing list company. Check the yellow pages or order from the following company. Their list have proven to be the most effective for this type of program: S.E. Ring Mailing Lists, P.O. Box 15061, Ft. Lauderdale, FL 33318--(305-742-9519). \$13.00 per 100 or \$55.00 for 500.
5. While waiting for your mailing list to arrive, place the 100 copies of this letter in envelopes, seal and stamp them. Do not put your return address on the envelope, this will peak the curiosity of the receiver and they will open it immediately!
6. When your mailing list arrives, each name is printed on pre-glued labels. Place a label on each of your envelopes and drop them in the mailbox. WITHIN 60 DAYS YOU WILL RECEIVE OVER \$50,000.00 IN CASH. Keep a copy of this letter for yourself so that you can use it again whenever you need more money.

NOTE: As soon as you mail out these letters you are automatically in the mail order business and people are sending you \$1.00 to be placed on your mailing list. This is a service. This is perfectly legal. If you have any doubts, refer to TITLE 18, SEC. 1302 & 1341 OF THE U.S. POSTAL & LOTTERY LAWS. You can sell the list of names that you gather to the company that you buy your list from. SEND \$1.00 TO EACH OF THE FOLLOWING: Remember, as 100 copies are mailed by each person that you mail to, the number of \$1.00 orders that you receive will grow. It really works!!

1. J. C. Caldwell, 215 Dorchester Square, Lake Mary FL 32746
2. Gene Thomas, PO Box 741, Casselberry FL 32707
3. Dave Highsmith, Claremoor Tr. Crt. Lot #4, Sibley, IA 51249
4. J. Young, 2206 S. Goebbert Apt 102, Arlington Heights, IL 60005
5. Ed Wrobel, 3932 Forestdale Ave, Dale City, VA 22193

## The Congressional Page

by Ken Peel

Well, who cares anymore to read about the possible effects of the recent elections? It seems hard to believe now, but the elections happened only a month ago! Remember all the speculation about what the "agenda" of the new Congress will be?

Am I beating around the bush (or should I say "Bush")? Do the names Poindexter, McFarlane, North, Shultz and Casey mean anything to you? Congress may not officially be back in session yet, but everyone is in town, and everyone is working. So much for a nice leisurely recess. This sure ain't anything recesses I used to know in grade school.



BY WRIGHT FOR THE MIAMI NEWS

This is being written Sunday, December 7 (how appropriate!). Later today I'll head down to the committee and run off this issue. Tomorrow morning at 8:30, the Foreign Affairs Committee begins a series of hearings featuring all those names dropped above. Actually, North may not make it, and Poindexter will almost certainly spend all his time chirping "I take the 5th!" Casey's hearing will be closed, but listen carefully to what Shultz and McFarlane will say. Those will be open hearings, and McFarlane especially has a few things to get off his chest. No doubting that the Iran arms sale idea was his own special brainstorm, but I have the feeling that he's beginning to suspect that he's being set out to dry. Don't be too surprised if McFarlane, at least, wasn't *quite* the lone rogue elephant that certain higher-ups would like to make him out to be.

It is interesting to see how different legislators are reacting to the Iran/Contra revelations. Certain Democrats—you know the types—are rubbing their hands with glee. These are the same sorts who perennially hope for economic recessions as a way to advance their own political prospects. So what if U.S. foreign policy is in disarray and our relations with virtually every country in the world have been seriously affected? Then there are some true-believers among the Republicans who quietly (and some not so quietly) admire North as a "man of action" who cut through all the bureaucratic red tape that has come to hamper the implementation of a real man's foreign policy. To them the tragedy is not what North did, but a) the existence of that red tape to begin with, and b) that he got caught (here we often go off on a tangent blaming the media for undermining U.S. national interests). Hmm... just too bad that the "red tape" we are talking about here happened to be the law of the land.

But there are plenty of others, and I would say the great majority of each party, who see this episode for the true Greek tragedy that it is. Sure, when nip comes to tuck the Republican party will end up being harmed by this, and

the Democratic party may enjoy some temporary gains. But unlike Watergate, which was an internal scandal that had ancillary effects on policy, the Iran/Contra revelations have direct, and disastrous, foreign policy implications for the United States. This is something that hurts us all, whether Republican, Democrat, or Independent.

It is the arms sales to Iran—not the skimming operation for the Contras—that concern foreign nations, and this is the aspect of the revelations that will produce the most long-term damage to the U.S. position in the world. For *at least* the last 13 months, the U.S. was involved in a substantial arms supply relationship with Iran. During that time, we provided at least 6 major shipments of weapons and spare parts to Iran, either directly or through reimbursement to Israel for its shipments. At this very time, the public policy of the U.S. was a to lead an international effort to deny military supplies to Iran—ironically code-named “Operation Staunch.” That policy was being pursued vigorously and quietly by those vast areas of the U.S. foreign policy establishment that had no knowledge of what was going on at the NSC. And, believe it or not, Operation Staunch was being relatively successful. Sure, with the international arms market as it is, Iran did find clandestine sources of supply. But what is important is that those sources *were* clandestine, which limited both the volume and regularity of the flow. Some claim that the U.S. arms shipments were not militarily significant (they were, but I’ll grant alone they were not enough to produce an Iranian victory). In a larger sense, however, the *fact* of those shipments does threaten to swing the war Iran’s way because of its potentially devastating effect on our ability to continue to coordinate an international arms embargo on Iran.

But wait, there’s more. The Iranian arms shipments, clearly connected with our concern for the U.S. hostages in Lebanon, have undermined our credibility in jawboning allied countries into cooperating with a tough anti-terrorism policy. Granted, our allies haven’t exactly put on a sterling performance to date, but now we’ve handed them the perfect tool for deflecting U.S. pressure and for going their own way whenever they want, or whenever they perceive a cynical course of action to be in their own narrow short-term interest.

As for the Contra angle, that’s less of a problem in my book. Find the culprits and prosecute them...and go ahead and throw away the key. While the skimming operation has serious implications on the operation of our own government and adherence to U.S. law, it is no more than a blip on the screen overseas. Compared to the Iranian arms sales, it is nothing.

So what does all this have to do with gaming? It just so happens that I am privy to a Diplomacy ad The Avalon Hill Game Company is about to unveil. Check it out in the next General, but here’s the header:

“What the White House Needs Now...  
...is a copy of Diplomacy, the internationally famous board game!”

How’s that for a teaser? And it gets better. Ah, it is so good to keep one’s sense of humor in the midst of all this. Hey, if it helps sell games and build up the revolutionary ranks of WARTHOG to boot, well, I guess it can’t be all bad. Hey, Ed, was this just one of your covert operations all along?

# HadaGame

So Why's the Sky Carolina Blue?

On October 25-26, the first annual Carolina Cup Games were held at the palatial luxury apartment (right, guys?) of Brad Wilson in Chapel Hill, NC. The attendees were Virginians Rob McCarter and Kevin Burke. While this limited the number of multi-player games that could be played, the Carolina Cup games instead became a hex-fest, as a campaign game of 1776 was played. Here, the evil monarchical forces of His Majesties Robert and Kevin, by using overwhelming force of numbers, crushed the gallant Revolutionaries under General Bradley W. Washington in-gasp- 1776. Thank goodness General Brad wasn't really in charge of the Revolution or tea would still be the national drink.

In addition, two games of 1979 teams Paydirt (AH's pro football game) saw Rob's San Diego Chargers rout Kevin's Pittsburgh Steelers, 28-0, and then down Brad's Tampa Bay Bucs, 28-23. The Carolina Cup, therefore, goes to Rob McCarter-- presentation to be made at a later WARTHOG event.

Despite the lack of crowds and the agonizing loss of the Boston Red Sox in Game 6 (the Cup games were attended by 3 Sox fans), a good time was had by all. See you next year in Chapel Hill!

-Brad Wilson

Next issue: Yet more Civilization, the Hendrix HadaGame and How to Win at Pax Britannica...

Loyal shoats with comments on Pax Britannica and Cosmic Encounter are invited to send them for the January and February issues. I also have a review of Dune; companion articles are welcome. And if Santa tells me you are very, very good, I will share with you my thoughts on peaceful Civilization and deviant Titan.

# Politesse

Ken Peel  
8707 First Ave, #T-2  
Silver Spring, MD 20910



In this issue:  
Civilization by Martin, Hakey  
and Parker  
HadaGame by Wilson, Wrobel, Hurwitz  
and Minter  
HavaGame by Peel  
Letters!  
Gene Splicing by Hurwitz  
Word Search by Another Vessey  
An Insidious Plot by Postal Diplomats  
Happy Christmas War is Over

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(T)