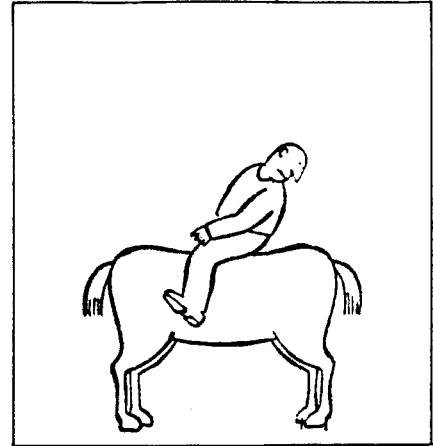


Greetings

Hello. I'm back.
It's true, gentle reader. After several minutes of tough negotiations, Ed Wrobel, Simple Shoat, has returned to the editorial chair of Politesse, renewed, refreshed, older, wiser, sadder but more content. Our beloved premier will continue as publisher, so still send him all your money and complaints about nonreceipt of the zine. He will also be liable for all lawsuits. Send anything for publication to me. Addresses below.



As part of an initiative to stimulate participation in Politesse, I am soliciting telephonic reports of your gaming sessions for a kind of "HadaGame in brief." You can even call me at the office (235-8402, usually between 8 a.m. and 4 p.m.), a local call from the D.C. metro area. Just give me a few cogent facts, e.g., name of the game, participants, general course of the game, any developments that struck you, and I'll write it up. I am also willing to work with you on more substantive articles, either as an editor or as a co-writer. The deadline for submissions is the last weekend of each month. Politesse will be published on the first weekend of each month.

This issue is a little rushed, since we have gotten behind but I hope to instill future issues with a more personal flavor. We are, after all, a group of friends talking to one another, not a gaming slick on the newstand. To that end, I invite letters from you for publication. They need not deal solely with games, although that is a likely subject. Tell us what you think may be of interest, your reflections. The game's the thing but we have more.

HavaGame

March 15 and 16: open multi-player gaming at the home of Kevin Kozlowski, 2401 E. Northern Pkwy, Baltimore, MD 21214, (301)426-5332. Overnight space available. Bring food and drink. Let Kevin know you will be attending. Starts at noon, Saturday.

April 19 and 20: Pax Britannica at the home of Sean Vessey, 2623-102 Windbreak Drive, Alexandria, VA 22306, (703)768-1285. 11 a.m. start. RSVP for PB slots. Open gaming after.

Dick Martin, 26 Orchard Way North, Rockville, MD 20854-6128 has openings in postal Diplomacy. No game fee. Subscription fee is 3/\$1. Energetic novices welcome.

Jason Russ, Stone House Road, Somers, NY 10589 is starting a zine for postal Titan, Civilization and Dune. He plans to run one game of each. Game fees are \$11 to \$13 with no subscription fee for players and there is a \$10 deposit to be returned if you play out the game, forfeited if you don't

Mark Larzelere, 7607 Fontainebleau Drive, Apt 2352, New Carrollton, MD 20784 needs a replacement player for postal Titan. No game fee. Subscription fee is 25¢ per issue. Mark also has openings in postal Diplomacy.

Politesse is edited by Ed Wrobel, 3932 Forestdale Ave, Dale City VA 22193, (703) 670-3489 (no calls after 9 p.m.). For a subscription, send 39¢ per issue to the publisher, Ken Peel, 8708 First Ave, #T-2, Silver Spring, MD 20910

more *HavaGame*

Robert Sacks, 4861 Broadway, Apt 5-V, New York, NY 10034 has openings in postal Pax Britannica. Game fee is \$12 and subscription is \$6/12. Robert also publishes Known Game Openings, a list of opportunities for postal Diplomacy and other games, available for a SASE.

John Boardman reports in Graustark that AtlantiCon will be held June 19-22 at Trenton State College this year. There will also be a convention in Knoxville July 25-27. He and Sacks will be running some events at each.

The Compleat Strategist on Broad Street in lovely downtown Falls Church, VA now offers gaming every Saturday. I stopped by there and found four gamers embroiled in a lively game of Civilization. The two leaders, obviously the most experienced, had just had a falling out, allowing the two novices to make a little progress. That warms my heart. I witnessed a devastating series of calamities, including an effective plague, some barbaric piracy and a civil war that transplanted Egyptians across the Med. They began at noon and had gotten well along in the game by midafternoon, an attractive feature of a four-player game. I know there was a 4-player Civ at The Gaetano Games (as well as a larger game) but I've only played with a total of 6 or 7. Is 4 enough for a good game? Anybody?

MaryCon, May 30 through June 1 at Mary Washington College (the name remains the same! Hooray!) in Fredericksburg, VA, has registration forms out. Surely Ken will include an insert for you, or maybe you've seen it in Kathy's Korner/slash/Whitestonia or elsewhere. Don't be fooled by ideologically incorrect references to "DipCon, not MaryCon" or "MaryCon IV." Enumeration is bad enough but Roman enumeration is the nadir of pomposity. Get off it, guys. Who're you fooling? Speaking of enumeration, you may have noticed an actual issue number on the cover. I have included this as a convenience for and a concession to our publisher for bookkeeping purposes only. Ken assures me that it is only an estimate since he did not know how many issues were published before he took over. In view of the imprecision, I have decided to compromise and enumerate the issues.



WARTHOG PROFILES

Maggie Loebach, Librarian, Wife, Mother
Favorite Game: Scrabble

Last Game Played: Dr. Ruth's Game of
Good Sex

Quote: "Why do these games have to
last all day long?"

Game Club: WARTHOG



Photos in this issue were shuttered by Ed and printed by Doug Brown. My personal and organizational appreciation go out to Doug, without whose self-less toil Politesse would have more terrible writing like this and many fewer fine pictures like the one to your left.

HadaGame

Two Centuries of Global Conquest

The Halloween games was my first opportunity to play complete face-to-face games of Pax Britannica and Nuclear Armageddon. The former was a little disappointing but I found the latter to be a pleasant surprise (my expectations for each varied considerably!). I had watched Armageddon played at Origins 85 in Baltimore, even sitting in as a substitute die roller, and had read many of the very amusing Acts of God cards. But not having actually played the game, I tended to share the onlookers view of it as little more than Nuclear Risk. There is no doubt that Risk is the basis for Armageddon and Risk is a terrible game. It is the relative differentiation of units, the addition of "nuclear" mechanics and, most of all, the influence of the gods that make Armageddon a great deal of fun. It is, of course, a Silly Game, and as such will hold more interest for the social gamer than the serious competitor. (There was one semi-Serious Competitor at the Armageddon board who missed the point but since most of us were inexperienced, this was not the gaffe it appears to be at first blush.)

The survivor of our exercise in nuclear tomfoolery was none other than Cung Fu Bob Masso himself, the Custodian of the Nuclear Genie For all of Us. That probably says something about the outcome being rather less silly and more experience-related but perhaps Bob will enlighten us as to his winning stratagem. The Martyr to the Cause of Balance of Power was Doug Byrnes. At one point Doug was awarded with a free Infinity Bomb by god for his efforts. Initially he converted it into a huge conventional force in IndoChina. On the next turn he built 3 nuclear missiles. Mark Larzelere at his earliest opportunity launched a first strike at this force, which set off a retaliatory strike. Doug then hit nuclear power plants belonging to Mark and Bob. Unlike Supremacy, the game does not include a nuclear winter rule, so the world was devastated but not utterly destroyed. Armageddon went on, with Bob destroying Doug, Mark destroying me, and Bob destroying Mark and prevailing over Meredith Minter. Maybe his title should be changed to Masso the Destroyer? It was certainly a pleasant diversion on a rainy Sunday afternoon, allowing us to sit safe behind Our President's "Peace Shield" research, playing out our nuclear anxieties with dice and cards and plaster mushroom clouds.

After our nuclear obliteration, Doug and I played a half of Strat-O-Matic football with my 1983 Dolphins brainwashing his Patriots, 14 to 6. I was surprised that Doug accepted my S-O-M challenge as I am the undefeated Strat-O-Champ of Dale City. He was probably still feeling his oats after his victory as Germany in Pax Britannica the day before.

And what of PaxBrit, the showcase of the Halloween Games? PB has a stunning map and extremely attractive, high-quality components. The turn is divided into phases but players do not move sequentially (except during war) or secretly and simultaneously. They just all do what they please as they wish. I thought this might make for too much waiting to see what the other guy does and there seemed to be some but not a great deal of that going on (the winner, Doug, was the last to place on most turns). In the postal PB I'm playing, the movement is secret and simultaneous. Such a system might be feasible for a ftf game but it would add to the already-substantial bookkeeping burden and be particularly difficult for the British player.

Did I mention bookkeeping? You don't have to be a Certified Public Accountant to play PB but it helps not to have the game run past midnight. We were all new to the game and it took a long time to play. A little familiarity would probably help a lot, not only in terms of time but effort spent in calculating the profit margin.

For those who don't keep up with such things, PB is Victory Games' pride and joy of 1985, a Greg Costikyan original, depicting the preWWI race to colonial dominance among Britain, France, Germany/Austria-Hungary, Russia and even Italy, Japan and the USA. You win by accumulating victory points purchased with income from your empire. To balance the game, each nation pays a different price for VPs, e.g., Britain £10, Russia £3.

As befits a game depicting a purportedly honorable age, the honor system is all-important. It's impossible to check up on your opponents' books as the game progresses. For our next game, I would suggest an agreement beforehand for the top four finishers to audit each others' sheets afterwards. The purpose of this would not be to catch scoundrels-- presumably none were invited-- but to spot honest mistakes. It's very easy to miscount colonies and forces abroad or to add and subtract incorrectly.

Our game was relatively amicable, especially among the "minor" powers. Russia (Larzelere), USA (Masso) and Japan (Minter) established harmonious empires in the far east and each accumulated more VPs than France or Britain. As France, most of my empire was African, although I also grabbed IndoChina and two Chinese Empire areas during our two Boxer Rebellions. (In midgame, we hovered like vultures as the Chinese Resentment Index crept upward, indulged in decidedly racist badinage, booed Meredith when she couldn't roll less than a 10 and sprung gleefully upon the hapless Chinese as soon as it was "legal.")

There was one exciting non-Chinese colonial war, France and Germany against Britain, USA and Japan. Somehow Russia avoided involvement, a good thing since his participation would have made 4 European powers for The Great War and the end of the game. Doug and I provoked the war so we could snatch some of the British holdings. We did succeed in gaining some advantages but Doug chickened out when the USA moved on German positions in Indonesia. (I don't recall that he had much of note to lose there.) I protested since I hadn't consolidated my gains and Doug bought me off with a co-dominion in east Africa. Doug proved particularly adept at bribery; earlier, he had purchased Mark's vote during our only Congress of Europe and frustrated Anglo-French plans.

I found it very difficult deciding on a course of action in midgame. It looked like a choice between Britain and Germany as an ally. I misjudged the relative strengths of the competition and foolishly sided with Doug against Phil. That made for some short-term gains but Germany came out of it with too much. On the other hand, it's tough to declare war against Germany and avoid The Great War, since AH enters automatically. The defensive treaty with AH actually helps Germany offensively. Similarly, I erred in trying to grab 3 protectorates on one turn in Africa. Germany had enough armies to outnumber me 2 to 1 in Egypt and I compounded the error by making too generous a settlement. (Maybe Doug would disagree.)

The good showings by Russia, USA and Japan surprised me. Considering the order of finish, it looks like France and Britain should allied and provoked a war with Japan and/or the USA in Asia. Depending on the stage of the game, Germany might have declared against B/F but B/F together would have been a formidable foe. Unfortunately, neither Phil nor I discussed this possibility and I would assume that Phil shared my ignorance of the strengths of the minor powers in terms of victory points. We were new to the game and just didn't play aggressively enough. A cautious, developmental approach is a sound strategy for certain powers but not Britain or France.

Armageddon and Pax Britannica are very different and each has its own appeal. I thank the attendees for providing me with an opportunity to play them and I look forward to rematches. Special thanks to Bob Masso and Phil Dancause for their generous contributions of food and drink.

--Ed Wrobel

HadaGame

RAILROADING COMES TO AMERICA

OR

DR. CHOO_CHOO DOES IT AGAIN!

On 2 November 1985, five men; Steve Nicewarner, Marc Hurwitz, John Ellman (John₁), John Ellman II (John₂), and the mysterious Dr. Choo-Choo met in secret to determine the fate of the American rail system by playing 1830, the American version of 1829 (presently in playtest).

The game started as expected with three companies; the Baltimore & Ohio, Canadian Pacific, and the Boston & Maine all starting on turn one. B&O rapidly secured the south and started the rails to Chicago via Philadelphia and Pittsburg. B&M developed the Boston/New York axis just as quickly, while John₂ opted for the "Canadian Defense" he is so famous for.

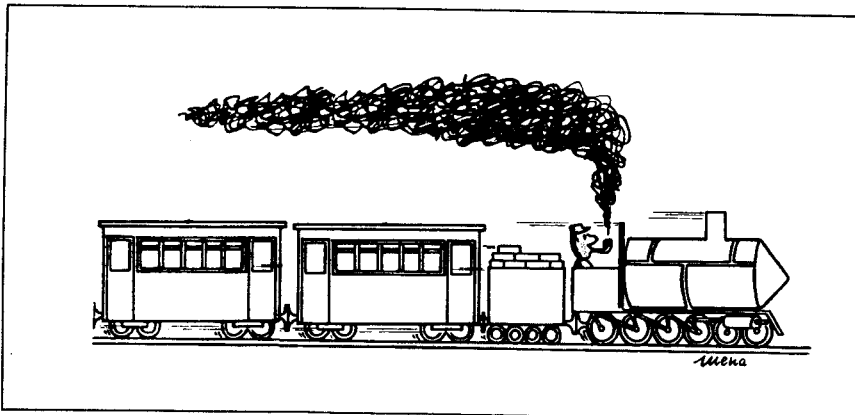
The second major phase began when Steve incorporated the Pennsylvania, an effective complement to the B&O. Both the New York Central and the New York, New Haven and Hartford also floated at this time and some real competition began to develop as all six lines fought for access to New York. The apparent winners of this struggle were B&O and Pennsy in the south and NYNH&H/B&M in the north.

Phase three began when John₁ started a Western railroad, the Erie. Erie was soon able to tap into the B&O/Penn run from Pittsburg to Chicago as well as establishing a station in Amboy, cutting off New York from the rest of the Penn/B&O lines. The C&O began as NYC, Penn, C&O and B&M all attempted to break into the impregnable CanPac network. Montreal was liberated, but the drive soon faltered as people began looking for diesel runs. Erie developed as the main money maker with a New York to Chicago run of \$600 with B&O's run of Deep South to Chicago in a close second with \$590.

At last the money ran out. Everyone said that Steve, who was running three rail lines (B&O, C&O, and Penn) was the clear winner, but we counted money anyway. When the dust settled, all were stunned as Dr. Choo-Choo won by \$300! After furious rechecking (mostly by me), victory was conceded. Rail ownership (none changed hands during the game), and the numbers are below.

Player (starting/ending value) Final money

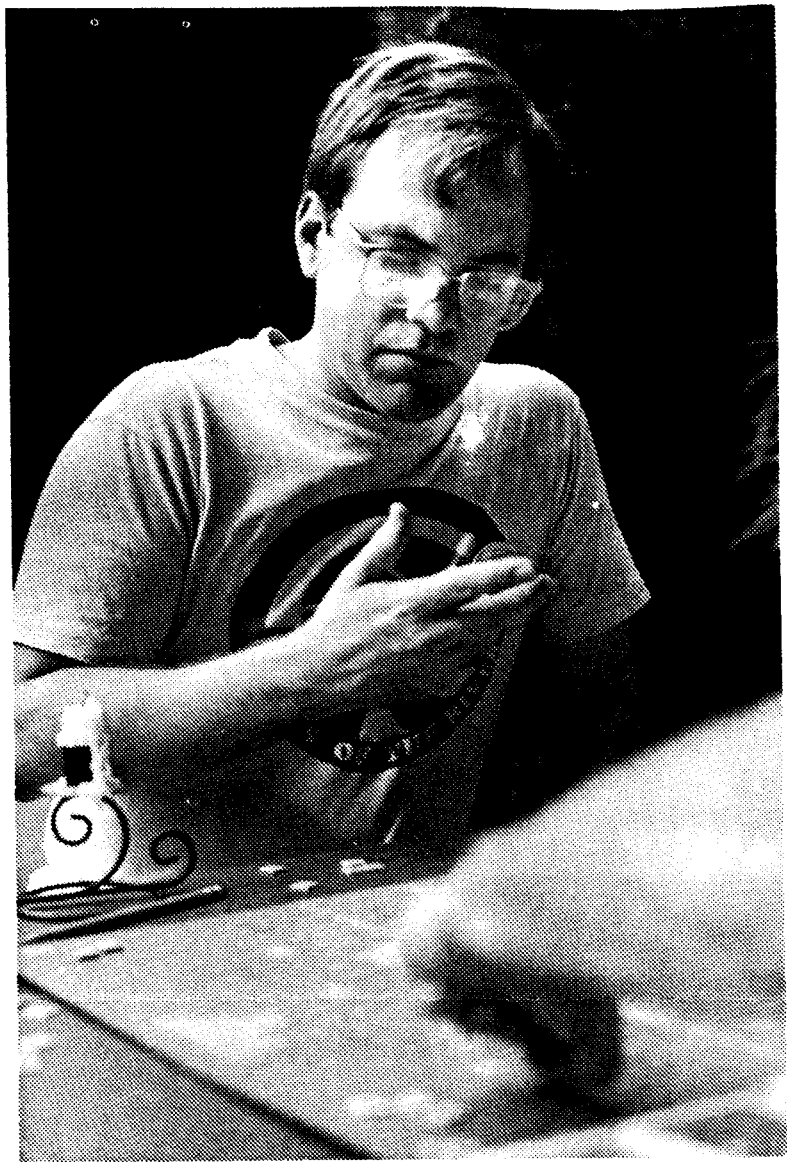
Ed	NYNH&H (\$67/\$67)	\$8300
Steve	B&O (\$76/\$200), Penn (\$76/\$225), C&O (\$90/\$180)	\$8000
Marc	B&M (\$67/\$170), NYC (\$82/\$90)	\$6000
John ₁	Erie (\$76/\$60)	\$4500
John ₂	CanPac (\$71/\$112)	\$4200



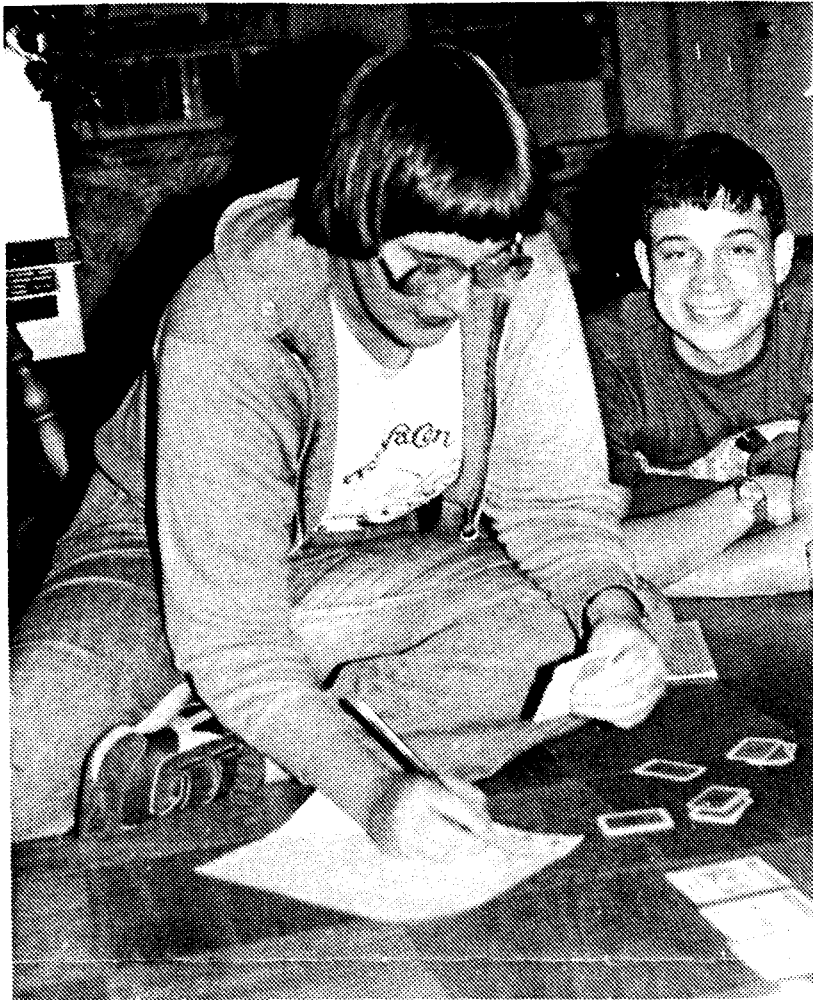
--Steve Nicewarner

PICTORIAL
REPRESENTATIONS
OF
THE GAETANO GAMES

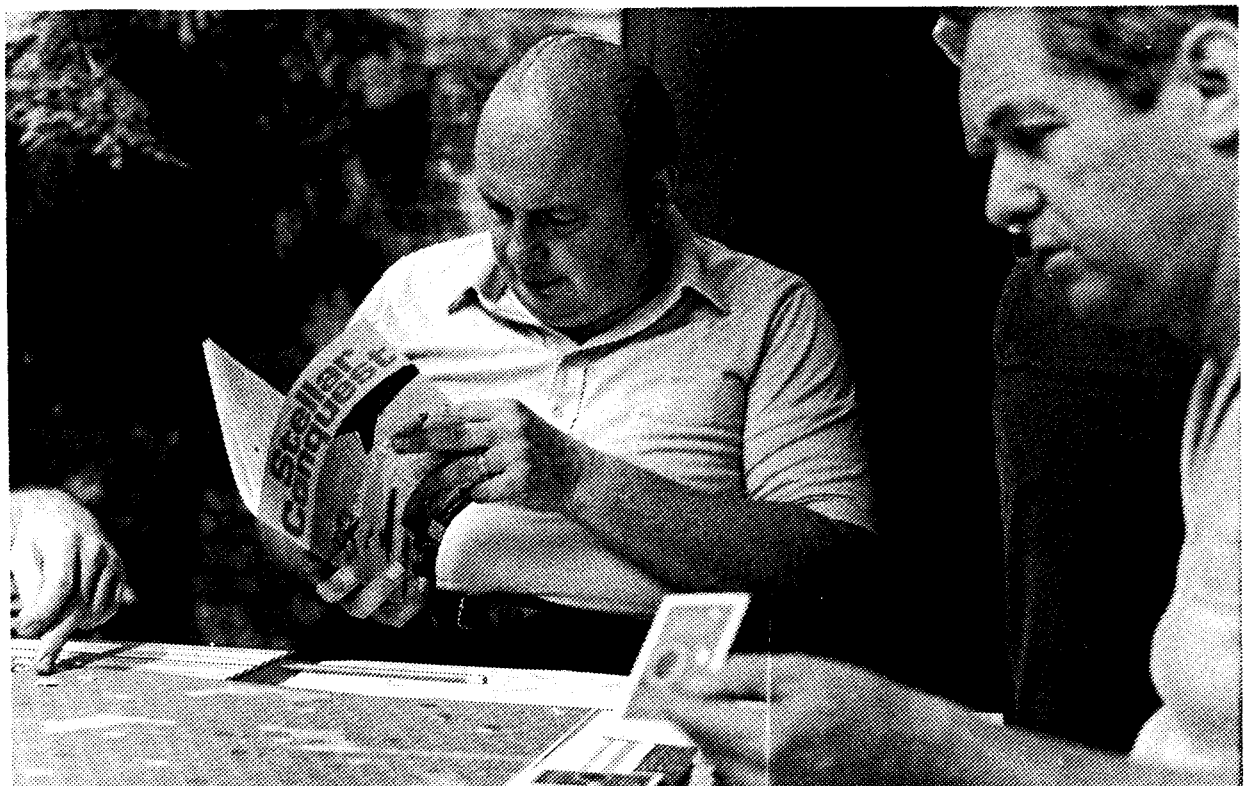
Friend of
the River
Ken Peel,
TGG host,
gestures
meaningfully



Civilization
and its
malcontents



Meredith Minter won this Civilization game the old-fashioned way: with paper and pencil. Her toady, Swinence Advisor Marc Hurwitz, smiles contentedly in the background.

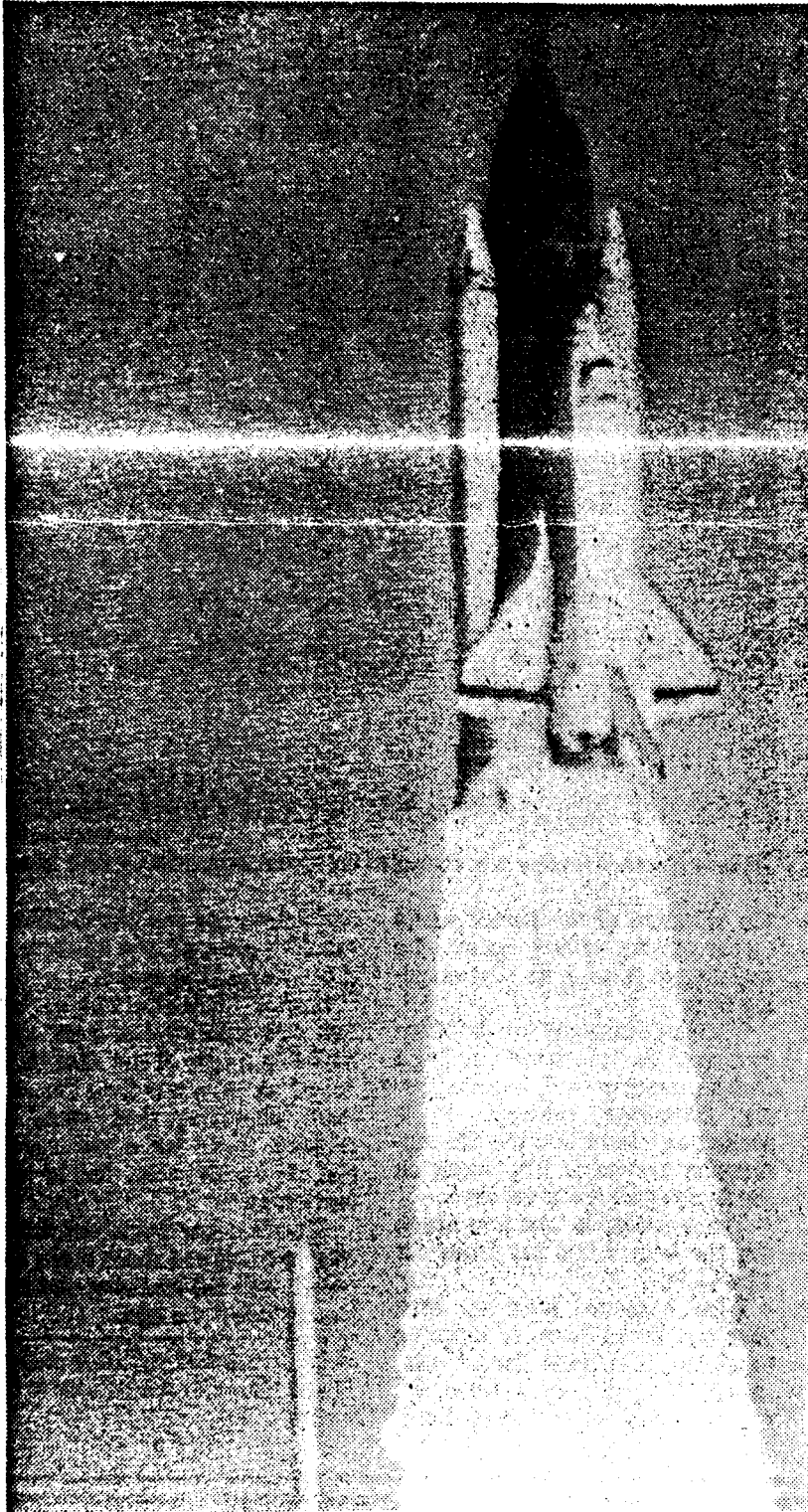


Below, Phil Dancause turns his attention to a knotty problem in rules litigation, undoubtedly arising from Bernie Oaklyn's machinations.

GM and EDITOR: Jeff Close, 4850 Connecticut Ave, NW #212W Washington, DC 20008

PHONE: (202) 686-9200

This issue of The Diplomat Times is dedicated to the Crew of the Space Shuttle *Challenger*.



- INSIDE -

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NEW CLUES REVEAL THE POPE IS FALLIBLE! (UPI, Game 1985CU) January 10, The Vatican -

News of activities in Northern Italy and the Adriatic Sea suggests that, in fact, Pope Leo XIII is fallible.

In a statement to the press (see Around the World, Game 1985CU), The Pope admitted to Italy's ruler, King Ellizio, that he had discovered his fallibility related to some advice he gave the King last fall.

The significance is, of course, that this would suggest that all popes are fallible.

What other mistakes have popes made in the past, of which we have been unaware? Perhaps Ash Wednesday is actually on Thursday, or Lent is in the middle of Summer.

(see *Hope for the Pope*, p.12)

*Earth To Ed, Nate, and R.R.
'Pay the \$2'*

"The Story of the \$3 Punch Line" [Style, Jan. 9], concerning President Reagan's use of the statement "I should have paid the two dollars," requires clarification.

It ascribed the origin of the phrase to various comedians. It omitted the true originator of the expression: Willie Howard, who used the words in a sketch called "Pay the Two Dollars" in George White's "Scandals of 1931." "Pay the two dollars" immediately became the phrase that identified the plight of the common man as he collapsed under the weight of the gray existential forces that some believe control life.

It is unfortunate that Willie Howard, who died in 1949, did not live to hear himself quoted as an authority by the president of the United States. It might also be noted that Willie Howard originated the expression "Comes the revolution you'll eat strawberries and cream."

This brilliant insight identified another human tragedy. When the common man forms a collective to fight those gray existential forces, the combination, although commencing in a spirit of common good, often ends in tyranny, such as the Russian experiment.

JACOB A. STEIN
Washington

The DEADLINE for DT #14 is Saturday, February 22, 1986, at Noon.

GREETINGS from The Diplomat Times and my trusty PC. I have some announcements to make and some small talk before I get to the games.

First, I am really psyched to hear that the Commodore AMIGA is finally PC-compatible, or will be soon. Apparently there are two forms of compatibility available: the first involves the 68000 mP emulating the 8088 at the machine-code level. This produces slower-running code than the 8088 itself, but not by much, considering the relative speeds of the two; the second one is an 8088 coprocessor board for the AMIGA, which essentially means turning the AMIGA into a PC.

Why am I writing about this? I'll tell you. Because the AMIGA is a great machine, and it really deserves to do well on its own merits. Unfortunately, Commodore does not have the greatest marketing staff, and the Big Bully IBM will crush any dissent it finds in the micro industry. No one will buy the AMIGA until there is software available, and no one will write software until the product is successful. This applies to every company except IBM.

Therefore, I am willing to single-handedly create a user software base for the AMIGA, if I can get support at the grass-roots level. Send your donations (\$100 increments are good) to

HELP THE AMIGA

4850 Connecticut Ave., NW #212W
Washington, DC 20008

I got pretty good results with the orders this time, although there weren't that many to send, since it was a Winter turn only on both games. Some interesting developments in the games, as usual. To the Author of "NO NO RECOURSE", in game 1985CO: I don't mind at all being included in your silly cartoons. And in response to the Author's suggestion, to players of 1985CO: I would be interested (and glad) to print ballots if everyone sends in their vote to guess who is doing "NO RECOURSE". [Note to players in 1985CU: "No Recourse" is a flier that appears roughly in time with the Dip Times, and is apparently meant to satirize DT and the players in 1985CO. I think some of the stuff in it is pretty good, and I don't mind whoever's doing it.]

Finally, I will close with this quote, sent by Pick Kohaan (England. 1985CU):

"...the sources of success are ever to be found in the fountains of quick resolve and swift stroke; and it seems to be a law inflexible and inexorable that he who will not risk cannot win."

-- John Paul Jones

Where Have All the Poppies Gone?

By Henry Mitchell
Washington Post Staff Writer

Birds, I think, are fond of poppy seeds, and this may be why I never have any poppies.

Other people have poppies (I whine pitiously) but I never get any. This year I hope I am on the right track. I only planted the seeds at Thanksgiving, on top of some newly dug earth. The new digging was to accommodate some daffodils that had been sitting about in the garage since June.

The thing I hope for is that the poppy seeds fell down the interstices of the dirt, for I was careful not to bring the surface to too fine a tilth. Thus the birds would have to poke about in the dirt to find a seed, not simply harvest a seed sitting up there on top. Heh-heh-heh.

The birds at my place are so lazy they will not hunt for anything; the woodpeckers and flickers drill holes, but all the rest simply glower about on the branches until the seeds, fruit or suet is put out for them.

The best way to have poppies (as in wheat fields in France) is simply to have them to begin with. Then they seed in such abundance that you have them forever after, provided you dig up the ground once a year.

But suppose you have a nice stand of Shirley poppies or other kinds that grow readily from seed. There are so many seed pods you think ha, now I've got 'em and won't ever have to plant again. And this is true, as long as the earth is disturbed every year or two, but there comes a time the earth is undisturbed for a couple of years and presto, the poppies vanish.

You can't believe it. There were hundreds of them, and now not one. I am not sure just how this works, because poppies love to seed themselves into gravel, or between plumes, and the earth is certainly not disturbed there.

A friend of mine used to grow opium poppies between big clumps of irises, but they died out except between the stone blocks used for edging the beds, and this rather defeated the plan.

It is interesting that poppies, like many another garden creature, will come up where it was never intended for them to grow. Indeed, this phenomenon sheds light on two kinds of gardeners—those who say they always put themselves in just the right places, and those who notice they never do. It makes for happier gardening if one in the first sort, who thinks every volunteer has sprouted up precisely where it looks best.

Oriental poppies are not usually spread from seed, but by root divisions.

I have grown Oriental poppies off and on for a half-century now and never yet had a good clump. That is because it takes them a couple of years to settle in, and before that time I have thought it well to plant something else "so it will flop over and conceal the bare spot when the poppies die down."

Since I am never quite certain just where the Oriental poppy was, I usually plant things on top of it. My Oriental poppies always stagger into bloom, eventually, but they do not like being anothered and soon give up. There is a clear orange Oriental poppy, however, that I have often noticed, that seems slightly more vigorous than a dandelion, and possibly that is the one I should try.

A poppy relative I am fond of is *Pinconia cordata*, formerly called *Macleya cordata*, the plume poppy. There are supposed to be two forms of this in cultivation, one that runs all over the place and one that just makes clumps. The one I have is supposed to sit there in great dignity, but I began to lose faith in its nonexpansionist attitude the year it burrowed underground six feet and came up on the other side of the walk.

Nothing is easier, of course, than to chop it out if it comes up in the wrong place in April. Except, of course, it is clever at surfacing in a new clump of irises, that one does not wish to disturb, or a quarter-inch from a rather fragile clematis. In these cases one cannot whack freely, and must simply slice off the crown of the plume poppy, and it will

make several efforts at survival before giving up. Naturally, having performed surgery twice, one then forgets about it and within a few weeks the plume poppy has reared itself six feet high and is handsome, and the clematis has bid a long good night. This has happened to me twice.

The point of the plume poppy is its superb leaf, about the size of a cantaloupe (only flat, naturally) with indentations like a mitten for a giant. The flowers, in a kind of plume, are agreeable though not showy, but the reason to grow it is that it makes a 6-foot-by-5-foot mound of glaucous leaves. When well sited it is a dramatic plant, utterly foolproof.

I have had to dig out all the ones I sited carefully for drama, since they started choking out miniature daffodils, irises, roses and almost did in a good-sized dwarf plum tree. But the plant is so handsome I settled it between a ravenous maple and a fence. There it can grow up to eight feet if it pleases and run as it likes. Being somewhat hidden, however, it hardly fulfills its role as a plant of high drama, rising above the plain of lesser vegetation.

It is an important art to do one thing at a time and do it well. In a garden it means deciding that here we shall have this, and there we shall have that, and then allowing the necessary space and care for everything to do well in its season. It is an art I no longer hope to master.

GAME 1985CU:

AUTUMN, 1904

GERMANY (Gardner):
Retreat A tri-TYA
TURKEY (Minter):
Retreat F aeg-SMY

WINTER, 1904

AUSTRIA (Kohman):
Build A VIE; A BUD; A TRI; A SER; A RUM; A BUL
ENGLAND (D.Brown):
Build F LON; F LVP; F BEL; F HOL; F DEN; F NTH;
A KIE
FRANCE (Bienvenu):
F IRI; F ENG; A GAS; A PIC; A BUR
GERMANY (Gardner):
Remove A RUH. A TYA; A MUN; F BAL
ITALY (Ellis):
A VEN; A ALB; F AEG; F EME
RUSSIA (G.Close):
A MOS; A UKR; A GAL; A SEV; F SWE; F NWS
TURKEY (Minter):
A GRE; A ARM; F SMY; F BLA

AROUND THE WORLD, 1985CU:

Pope Leo XIII - King Ellizio: Damn! And they told me I was infallible! Sorry 'bout dat.

Eng to Rus: Good Idea Greg. Let's give it one more try.

Kaiser K. - Sultana M.: You were correct on all 3 counts: 1) The Italian does not hold the Russian in his hip pocket, as he claimed; 2) The Russian has proven himself untrustworthy to everybody; 3) Setting me up as a double agent by "stabbing" you in Bulgaria was a stroke of sheer genius.

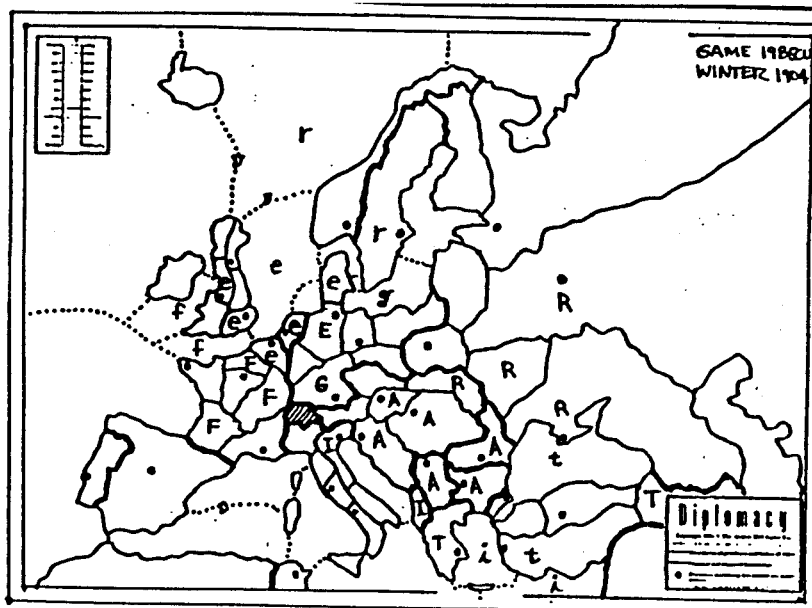
ENG to World: I can still vouch for the untrustworthiness of the French. Watch out, Italy! It's still wait & see about Russia - but on your toes, Kohman.

K.K. - Paul: Sorry about the overkill, but now that we've got that settled, have you changed your mind about a non-aggression pact?

A-F: Keep an eye on Marseilles! The Italian will soon be getting desperate.

DEADLINE

for Spring, 1905 is FEBRUARY 22, 1985, at Noon.



GAME 1985CO

WINTER, 1903

AUSTRIA (N. Brown):

A GAL; A RUM; A BUD; F TRI

ENGLAND (Wrobel):

A BRE; A PAR; F LVP; F ENG; F NTH; F NWY

FRANCE (Nicewarner):

NMR! Remove F NAO; A BEL

// Note: One more NMR and this player is disqualified. I am lining up a standby. //

GERMANY (Oaklyn):

A HDL; A RUH; A SIL; A FIN; F DEN; F BOT

ITALY (Minter):

Build A VEN; A TYA; A BUR; A PDR; F TYN; F MAO; F WME

RUSSIA (Andahl):

Build A MOS; A ULR; F SWE

TURKEY (Vessey):

Build A CON, A ANK; A SER; A SEV; F ALB; F BUL(ec); F BLA

Germany to England: It has come to light that he who speak with forked tongue can never again be trusted. After playing with you face-to-face, I saw for myself what you are made of, and that is not much, save the mustache (or, better still, don't save the mustache). Germany declares a state of war exists between our states, mine a state of sanity and good, yours a state of up-to-no-good, as usual. Remember, it is a black pot that even speaks to the kettle.

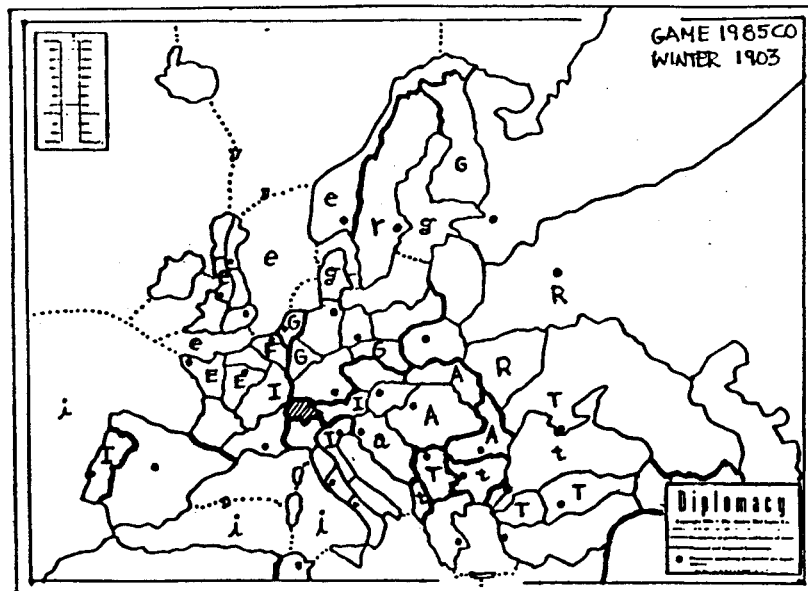
Solution to GM: In Alice's realm, a mad person cannot hold a true belief. It is the rule of the Queen. In Europe, Germany and Turkey are proof that it doesn't work. Germany is mad, but holds true beliefs, and Turkey is sane but holds mad beliefs!

DEADLINE

for Spring, 1904 is FEBRUARY 22, 1985, at Noon.

AROUND THE WORLD, 1985CO:

CON to ROM: Who knew one small fishing fleet could cause so much turmoil.



THE CONGRESSIONAL PAGE

Since I thought that I would throw in Elmer Hinton's "Archive Publisher's Poll #1," I've a chance for some quick stream-of-consciousness typing. Yes, this is Ken Peel, your fading editor but still publisher. I can't express enough how good it is to have Ed back to give this publication the kind of regularity and snappy prose that it has been missing of late.

The following survey will not mean much to those who are not postal gamers, but it allows the opportunity to focus on a few things that I had told Elmer that I would mention for some months now. Elmer runs a Postal Locator service, which lists those willing to stand by (with any qualification one may wish, such as Italy only, or only for X-number of games) for postal Diplomacy or Diplomacy variant games. He also used to list those interested in getting into certain types of postal games, but I am not certain that the service is still active. In any case, check into what Elmer Hinton has to offer. I am told that Elmer is a real oldie & moldy from way back in the postal hobby, and is just now reinvigorating himself and his activities after a few years of quietude. He runs a nifty 'zine called Kaissa (sp?), although I should warn you that prices for his regular Diplomacy games are very much on the steep side, as he is a "professional" GM rather than an amature one. Still, the novice game which at last notice he still has open is a good deal at \$10 for the length of the game. Elmer has always given special breaks for novices. And speaking of novices, Elmer still has available a special novice issue of Kaissa #100, which is full of useful information for the novice. Cost, \$2.

Lots of new 'zines are appearing suddenly. I received a flier for a new 'zine that will be running games of Titan, Civilization, and Pax Britannica (no Diplomacy). I'll try to find that information somewhere for next issue. Also, just yesterday I received an information sheet from Fred G. Hayatt, another old time reliable getting back into the business. Let me put the information in Fred's own words:

After an absence of five years, it has become feasible for me to resume publication of The Home Office. All pertinent information regarding frequency of publication, subrates, order due dates, etc. is contained in the attached "Rules & Regulations." ((Fred, you think I'm going to print all that? Shoats, feel free to contact Fred directly for the information package if you've an interest. --Ken))

Game Openings: Diplomacy, Colonia VI, and Youngstown ((the latter two being Diplomacy variants)). There will be a ceiling of six games at any one time. ...Baring fire, famine or flood, I expect to be at MaryCon this year. I hope to renew some old acquaintances and to make some new ones.

No one will be entered in a game offered unless that person has a paid-up subscription. I expect your sub money with your request to enter the game. ((But what's the cost??? --Ken)) The next publication date is April 12, 1986. Hopefully, there will be a game start or two to announce.

Oh yes, Fred Hyatt's address is: 60 Grandview Place, Montclair, NJ 07043. Drop him a line if you're interested in a game of postal Dip, or are interested in checking out his variant offerings. Highly recommended.

Finally, some sad news on the congressional junket front. Because of Gramm-Rudman belt-tightening, congressional staff no longer will travel first class on international flights. Business class will just have to do. That means that my junket to London, Paris and Brussels in January was one of the last first class trips. Just sneaked in under the wire. O tempora, O mora (Or, something like that)...

--Ken

ARCHIVE PUBLISHERS POLL #1

January 30, 1986

A/K/A Twilight Zone, published by the Granite Archive; editor & Archivist W. Elmer Hinton Jr., 20 Almont St., Nashua NH 03060/.

Dear Traders for Archive zines,
(and publishers receiving this sample),

Hi there. I'm throwing in this special newsletter because I want to make you aware of two things. One, I would like a plug for my latest Novice Game (\$10 flat plus sub); and since I'm opening a huge variant (DiProduction) I want to build up a small variant community so I have this immediate opeing in Cline-9-Man IV which is free (plus sub).

More importantly though I would like to have you print the following poll for me. It consist of current events over the last year, as it says. And of course, as FOUNDATION 7 says, if you have any old zines, spares, collections, trade piles; send them!

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* This is the Archive Publishers Poll #1. It is a poll which all publishers are requested to reprint so that players may express thier opinions on recent current events of the last year (Feb'85 through Jan'86 inclusive). Please respond; each player has the right to be heard and to let the hobby know it's mandate.

* Return polls to me, W. Elmer Hinton Jr, Archivist; 20 Almont St. Nashua NH 03060. the Deadline for return is on or before Wednesday MARCH 19, 1986

- * 1). Give your name, address, age; the number of zines you receive, the number in which yuu play, the titles you play, and if you are a publisher; and the number of years in the postal games hobby.
- * 2). If you are familiar with the Miller Number Custodian title problem of late, tell me:Did you vote in the referendum; do you support Lee Kendter Sr.; do you accept Robert Sack's alternate-MNC?
- * 3). If you are familiar with the Postal Locator service, tell me: Do you use it; if not why not; did you support the BNC standby service; do you want more information about the game wanted list?
- * 4). Are you familair with the fueding last year; if so did you support one side or the other(you need not say which saide); did the fued affect you in any way; if so, how?
- * 5). Do you support the central Archive as a library for postal-public research and preservation of hobby history? If you are familiar with the situation, do you support the Granite Archive which has operated as the only public-oriented successor to the Hoosier Archive; do you support the newly declared archive of Mr.Peery; will you contribute zines to the Archive?
- * 6). If you especially like a zine, do you recommend it to others? What do you look for most in a zine? In a game? In House Rules?

* Be sure to answer fully. Your contribution can be invaluable.
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ITEMS OF INTEREST FROM THE GAMING PRESS

The General, vol. 22, no. 3, has an interesting article on civilizing cards in Civilization, emphasizing the differing needs of the various races.

The Washington Gamer also has an article on Civilization in issue #94, this one on the benefits of delaying urbanization. TWG is the bulletin of The Washington Gamers Association, membership is \$5 per year, published bi-monthly, from Don Day, 7638 Trail Run Road, Falls Church, VA 22042.

Fire & Movement #45, Nov-Dec '85, has the first article on Pax Britannica that I've seen anywhere. Very introductory, with some strategy hints from a gaming group in North Carolina with extensive experience.

Phil Dancause graced me with an old issue of The General featuring Titan, my favorite. It's vol. 20, no. 2 and is probably for sale from TAHGC. I also noticed two copies of it tucked away behind some other oldies on The Compleat Strategist's newstand.

Since the cat's already sprung out of the bag elsewhere, I may as well open the barn door a little wider and advise you to keep an eye out for excerpts from Masters of Deceit (Diplomacy novice publication) in an upcoming General. You may recognize some of the authors. MoD in its entirety is available from Steve Arnawoodian, 602 Hemlock Cir, Lansdale, PA 19446 for \$1. Highly recommended.

NEXT ISSUE

Results of the readers' survey, some retrospective on 1985 in Warthog, a Titanic HadaGame and more (as they say in the magazine business...). I'm looking for a HavaGame for early or mid May, a pre-MaryCon event. Anybody wanna host?

My sincere thanks for Steve Nicewarner's warm "Welcome back" and Ken Peel's (as ever) effusive "Eddie baby!!" (So California, hey?) It's ~~real~~ good to be here.

-Ed

Politesse

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