

# Politesse

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Journal of the Washington Area Retinue of (Tacitly)  
Highly Organized Gamesters Issue #40 August 1986  
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## Greetings

### NEW SHOATS INDUCTED!

Recently matriculated from Gristle Pig U and loyal shoats in good standing, Ed Hall, Steve Freeman, Sean Carr and Robin Barbehenn received their baptism in mud at Ken Peel's mini-Gaetano Games July 19, 1986.

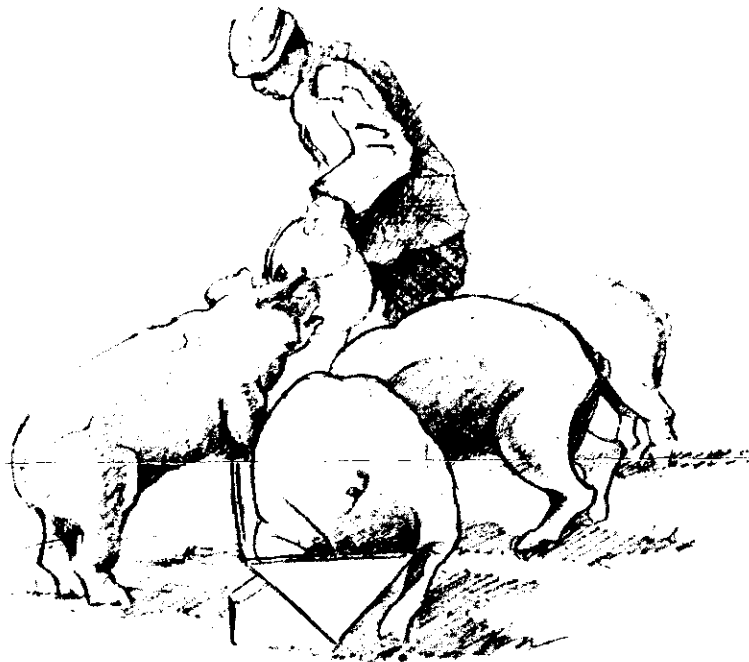


Politesse is not written by Ken Peel, 8708 First Ave #T-2, Silver Spring, MD 20910. He just collects the money, makes the copies, licks the stamps, labels the addresses, staples and tapes, and delivers it to the US Postal Service. Ed Wrobel does the rest. Send gamefest announcements and articles for print to Ed at 3932 Forestdale Ave, Dale City, VA 22193. Give him something to do.

-Ed

CULTURE

This advertisement appears regularly in the Arena Stage playbill. To say the least, it is remarkable for its basic incomprehensibility and absurdity: a comment, perhaps, on the modern theater by the automobile sales industry. Then again, the cracker probably accurately judged the audience and is doing a booming business. Hey, I'd buy a Volvo if I didn't already have two subcompacts made in Japan with a mere 200K-plus between them on the odometers.



*Our elemental desires are as greedy animals, pushing and squealing, but...in our family and community responsibilities, we stand over them, caring for them, so they will grow up healthy and heavy, and when Fall comes we butcher them: they will supply our children and their children and our friends — good meat on the table.*

**db Don Beyer Volvo**  
*ique*  
the Un<sup>ique</sup> Dealership

1231 West Broad Street  
Falls Church, Virginia 22046

Ed, following is everything I can think of about the gaming here on the 30-31. Please use what you want of it to write something nice about it to stick into POLITESSE, and please don't mention the toxic waste dump.

OK!  
-Ed

*HavaGame*

August 30-31 (Labor Games) at the home of Kevin & Alicia Garbelman, 14208 Mapledale Ave, Dale City, VA. 22193 (near Woodbridge VA.). Starting at 11 on Saturday, open gaming both days, play whatever you want and bring whatever you play. Kevin will be running Micro-Armor game on Saturday. Write or call in evenings for more information and directions (703) 590-5459.

Hurrah! My wife, in a moment of weakness, has consented to let all Warthogdom (and anyone else who's interested) descend upon our home for a weekend of gaming.

Facilities:

Air Conditioned.

5 rooms for gaming. ( 4 with tables! even some with chairs.)  
a 4' by 8' hex covered table. ( I used to play "Wooden Ships and Iron Men" on it, but we kept losing ships at Sea.)

a 4' by 8' Sand table. ( Ok, so I got carried away.)

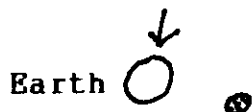
All sorts of regular house stuff, like a refrigerator, and microwave. (please bring your own food and drink.)

And plenty of crash space if you need to stay over. (please bring your own sleeping bag.)

Directions

Dale City, well known as the Home of Ed Wrobel, is 20 miles south of Washington D.C., just off of route 95. Take the Dale City exit and follow the signs to Dale City; this will put you on Dale Blvd. Go thru 10 lights and look for a 7-11 on your right. When you pass the 7-11 turn left at the second street on the left: Mapledale Avenue. Stay on Mapledale thru the STOP sign and to the 4th house on the right after the stop sign.

See Map Below:



Moon

I'm hoping someone will bring a copy of "Empire Builder". Having already been trounced in "Rails to the Rockies" and "Rail Baron" my last two times out, I feel confident I can do just as well in "Empire Builder".

August 9-10, KingCon. Steve and Linda Courtemanche, 1021 Penn Circle #E402, King of Prussia, PA 19406, publisher's of the postal Diplomacy subzine High Inertia in Rebel. Air conditioned open gaming to include Diplomacy, Risk, Titan, Trivial Pursuit, Backgammon, Monopoly, chess and whatever you bring. Swimming available. Write for directions and tell 'em Ken Peel and WARTHOG sent you.

August 16-17, Wargaming in Richmond, Rob McCarter and Kevin Burke, 2353 Harpoon Ct, Richmond, VA 23229 (804) 788-2337 (weekdays 3-11 pm). Civilization starting at 11 am Saturday followed by open gaming. Write or call for a map.

HavaGame, cont...

September 13, The Hopkins Diplomacy Invitational, The Johns Hopkins University, The City of Baltimore, The State of Maryland. Steve Nicewarner, Tournament Director Emeritus. For further information on this happening, contact Steve Nicewarner at 500 West University Pkwy, Apt. 4-R, Baltimore, MD 21210 (tel# 301-889-3919).

\* \* \*

PEEL'S POSTULATIONS:

Yes, this is me here finishing up HavaGame and adding a bit more -- you know, me, the quiet one, Ken Peel. From what follows, it might look like Ed is using a slow month to clean out his filler file and pork the 'zine up. Good guess. How about taking this moment for a look ahead, though, eh? We have a definite section on Titan Coming Real Soon, and Dr. Choo-choo hopes to put together the Definitive Statement on 1830. Goodness knows, he must have time on his hands, having been put out to pasture and all that. So if you have any ideas about Titan, even if just half a page in quick draft form, send it off to Ed (real soon, of course). Ed is willing to work with PoliSubbers everywhere on articles of any sort, and don't forget letters to our Forum section. Talk to Mr. Ed; make his day.

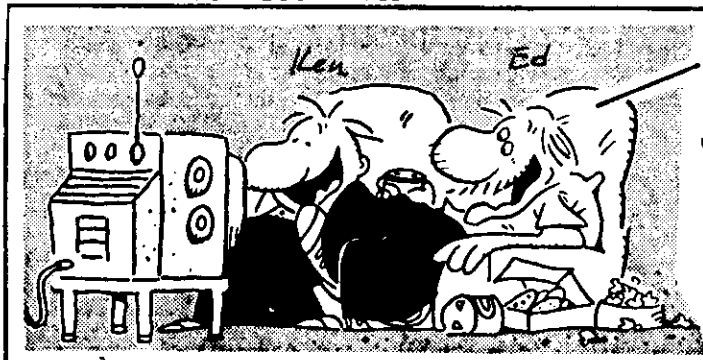
NICEWARNER & THE BEAR NECESSITIES OF LIFE:

ROTC to Nicewarner: see you around, cupcake. Yes, the proverbial parting of the ways ocured, and it appears that instead of putting in his two years at a great place to start, he'll be putting in a couple of years immediately somewhere in the civilian economy in hopes (eventually) of furthering his quest as the great American student.

In short, Stevie's got a year left at The Johns Hopkins University, but suddenly finds himself two years short of the necessary enabling cash.

But let it not be said that Warthogs can't take care of their own. Calling all shoats for next month's project of finding Nicewarner a job. Submissions are hereby solicited on creative ideas that might serve Steve well. Heard of any real leads? Send them to Steve (address top of page). Heard of any circuses in town, got any hare-brained schemes, have any venture capital, or whatever? Send them in to Ed by the end of August so that we can give Steve our expert advice on the many and varied opportunities open to open to political science majors.

**FRANK & ERNEST BOB THAVES**



ACTUALLY, I NEVER UNDERSTOOD THESE TELEVISED SESSIONS OF CONGRESS UNTIL THE CABLE COMPANY STARTED SCRAMBLING THE SIGNAL.

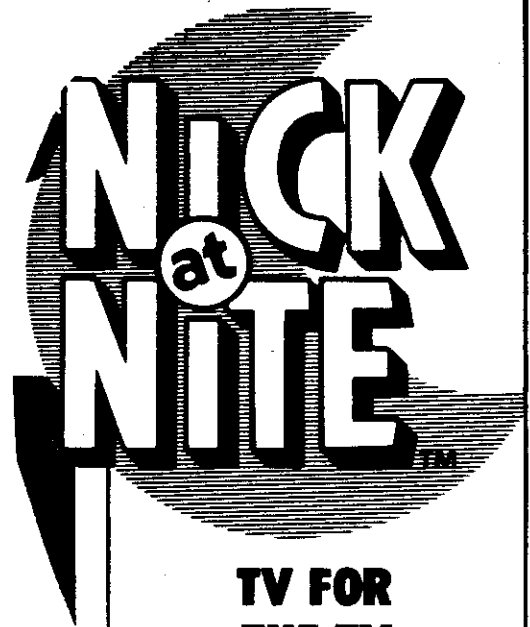
TRIBUTE TO MR. ED

For those of you new to Politesse, "Mr. Ed" is my official postal Diplomacy hobby nickname, as bestowed upon me by Kathy Byrne, reigning princess of DipDom (or is that "old lady"?). Although I have all but departed the subculture of postal Dip, I retain a soft spot in my cranium for Mr. Ed trivia and here present same for your informational plaeasure.

-Ed

Live Ed, a benefit concert staged to aid the broke founder of the fan club of Mr. Ed, television's late talking horse, was so successful that the club's founder, James Burnett, is optimistic another one will soon take place. Some 600 enthusiastic fans of the "Mr. Ed" television show, including the horse's human costar, packed a nightclub in Dallas Thursday night. Fans cheered when Alan Young, who played the horse's owner, Wilbur Post, on the series, arrived to present a pair of Mr. Ed's shoes to Burnett. Burnett, 27, of Cedar Hill, Tex., near Dallas, said the shoes have been placed in his Museum of Ed, located at the record store where he works. Numerous bands played for the crowd, and a new version of the show's theme song—rewritten by Jay Livingston, who wrote and sang the original "Mr. Ed" tune—was played.

—Moira Mulligan



**TV FOR THE TV GENERATION™**

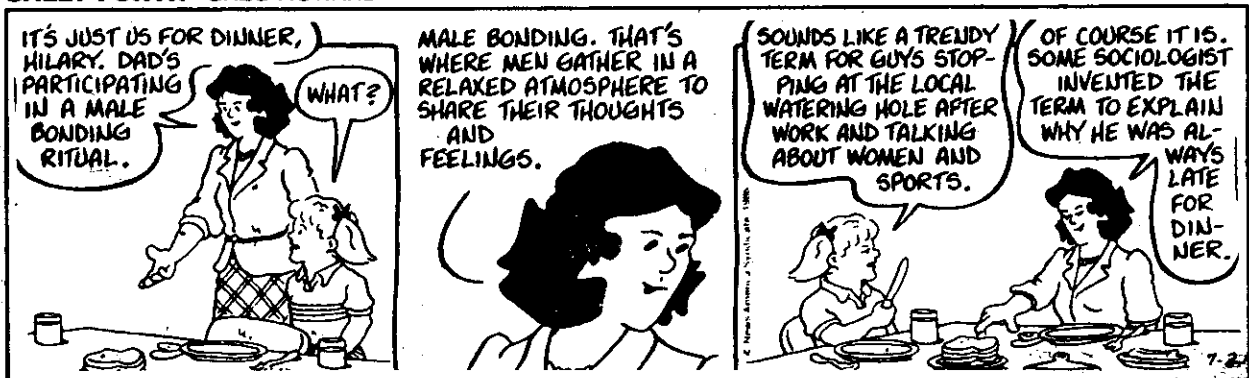
Check TV listings for NICKELODEON®'s channel number and the complete NICK at NITE summer schedule. Only on cable.

**MR. ED** Then stay tuned for more laughs as Wilbur deals with the day to day problems of America's favorite talking horse—Mr. Ed.  
**8:30 PM** EASTERN  
**7:30 PM** CENTRAL

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THE PURPOSE OF SOCIOLOGY

**SALLY FORTH GREG HOWARD**



# HadaGame

## Pax Britannica

On June 28, 1986, the PostAtlantiCon Convention was held in Owings Sty, Maryland at the apartment of Marc Hurwitz. Attending were shoats Ed Fahrmeier, Steve Nicewarner and Marc Hurwitz. Also in attendance were War-in-Europers Herman Higgins, John Breivogel and Marc Hurwitz. McDonough School alumni David Pipes and Marc Hurwitz were also there. Of course, we must also mention Washington University (St. Louis) alumni Scott Stull and Marc Hurwitz.

They decided to play Pax Britannica which Marc had just purchased at AtlantiCon. Ed Fahrmeier, aka Dr. ChooChoo, left, as the thought of playing a wargame was too uncomfortable. Steve, Dave and Scott had played before. Accordingly: Steve-Great Britain, Dave-Japan, Marc-Germany, John & Scott-France, Herman-USA. Scott arrived just after John left.

Germany and England immediately made a treaty dividing Africa. Egypt and Belgium became co-dominions. When France objected, the Congress of Europe (held in Japan) laughed. A war began.

It ended with France thoroughly stomped and Japanese interests in the Horn of Africa. The balance of the richest part of Africa was gray and red.

Meanwhile, the USA and Japan slowly groped China.

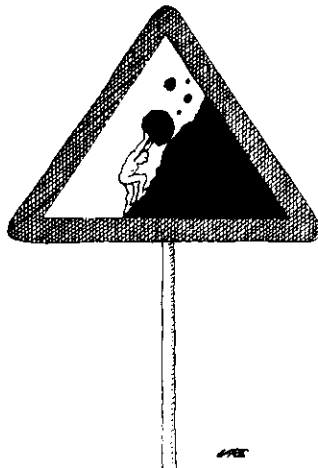
As the game entered the endphase, England began war-mongering against Germany. Steve was alarmed at Marc's rapid accumulation of victory points--greater than Britain's. Now, Marc followed by making defensive treaties with all other powers. Steve also pointed out that if a Great War ended the game, Marc would win. So, Marc desperately tried to provoke a great war.

The game ended in 1916 with the Great War involving France and Japan, provoked by Japan. The final scores were:

Britain, 188    Germany, 182    Japan, 167    USA, 68    France, 86

In the post-game analysis, Steve noted that had the Great War not broken out, Germany's score would have exceeded Britain's and Japan would have won by a large margin. Dave remarked that had he not forgotten the treaty rule (bonuses for defensive treaties), he would have won. (I believe he would have just about tied Steve.) Steve's focus on a known player, Marc, was a mistake; he should have paid more attention on the players he had just met, especially Dave. Steve had this to say, "It's nice to win for a change." Mr. Nicewarner bitterly lamented his tendency to place second in games, although Mr. Hurwitz pointed out that, on average, he'd thus be the best gamester in WARTHOG.

-MH



Nebelspalter, Zurich

The Myth of  
Nicewarnerus



# FORUM

Dear Ed,

Got a little time between Gonzo games to say hello and thanks for all those issues of Politesse. That's got to be the best trade I've made this season! I do get a kick out of seeing the GBL getting so much press there, and I even got a note from Don Williams saying now he's sorry he didn't buy a franchise when he had the chance. I guess he must have seen the reports in your zine, right?

The "Rail Baron" articles are of special interest to me, since I own the game and find it perfect for those parties where you don't want to spend a lot of time explaining rules to novices. I've always thought players ought to have a little more choice in their destinations, and I see that Phil has worked out a system that looks like a big improvement. My only quarrel with yours and his analyses of the game is your pronounced East Coast bias! For its price, I find the Pennsylvania RR to be of little interest because the Northeast is so well covered. In most of the games I've played, the whole NE region has never figured prominently and the Penn is always the last to be bought. My money is always saved until I can purchase the Santa Fe, second choice being the Southern Pacific. But then, maybe I've got a West Coast bias, huh?

I'm also intrigued with "Civilization", so I'm really getting my money's worth out of Politesse, right? I've only played it once--at Dafcon two years ago. But I was so impressed that I'm still considering shelling out the thirty bucks to have my own copy. The problem is that I simply do not have an active group of gamers around here that I can get together with for a game as high-brow (or high-class?) as civilizing the world. What we need out here is our own WARTHOG alliance. Ours, of course, would be a Bay Area Retinue, and I'm afraid all I could find here would be Fairly Disorganized Old Gamesters. Somehow, I don't think BARFDOG would catch on.

Any idea of who might run Civilization by mail? I might even succumb to that temptation, once the GBL wraps for the season. In my mind is a game of blind Civilization--played on a different map which is unknown to the players until they move into new territory. No trading except with other players you have encountered on the board. All these ideas, and no time to put them into practice....

Uh-oh, it's bottom of the eighth and the Giants are three down with the bases loaded. I'd better wrap this up so I can see if Candy Maldonado can come through with the big hit. Too late. He didn't. The side is retired, and so am I.

Regards,  
Chuff

It's always a treat to hear from our Gonzo commissioner, Chuff, except, of course, on those too-frequent occasions when my Occoquan River Orioles taste the bitter dregs of defeat. I was particularly pleased to have your essay, "The Game of the Day," for Politesse. Most certainly it touched the heartstrings of every baseball

fan in shoatdom. Unfortunately, there are elements in the publisher's office continually conspiring to gut the GBL reports and replace them with meaningless infield banter from the world of postal Diplomacy. Fear not, though, I always make the GBL material meaty enough to sustain a little publicational hamhandedness, so to speak. Snort, snort.

On Rail Baron, yes, many of us do believe the northeast is primary, because it is the region that is rolled most frequently. But the west is close behind, and, as Dick Martin pointed out, trips into the northeast are relatively short. The Baltimore group (Fahrmeier, Ellis, et al) do believe the west is very important and often make the WP a first purchase. Louis Newman now resides in California, for what that's worth...

Civilization is quite popular here. I bought it and I don't buy that many games. For postal Civilization, write to Jason Russ, Stone House Road, Somers, NY 10589. His game fee is \$10 and he requires a deposit of \$10, refundable if you don't drop out. There must be gamers in the Bay area and surely BARFDOG would get some attention. Try the opponent's wanted ads in The General and the V.I.P. of Gaming (a form for the latter was printed here last issue). Put flyers up in game stores and on college campuses. And watch for our big Civilization issue coming up in the fall!

-Ed

Dear Ed,

There is good news and bad news on the multi-player front. West End has delayed releasing "Espionage/Counterspy" (down to earth Cosmic Encounter) til next year and delayed "Pax Roma" (while Rome burns, a backstabbing game of imperial power struggles) until it perceives a demand. Good news: "Supremacy" has been rereleased in a smaller box made fo fit on a bookcase; Milton Bradley has released "Castle Risk," a Risk-like game set in Europe with cards, castles and the king's boat for 2 to 6 future wargamers and also plans to release a Supremacy-like game. SPI may have died for our sins but wargaming lives!

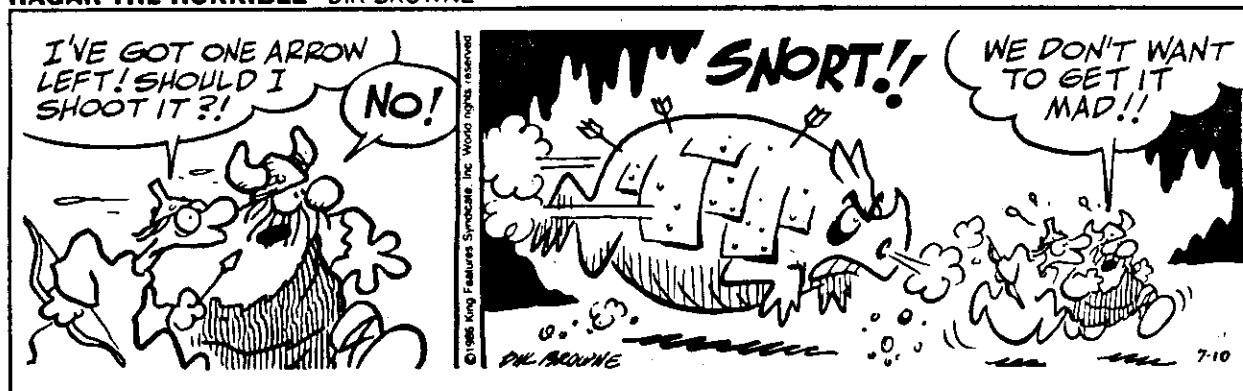
Get game-ready soon!

Sean Vessey

Do you think the world is ready for Supremacy clones? By the time you read this, I should be fully capable of a 17-hour all-night Titanic slugathon.

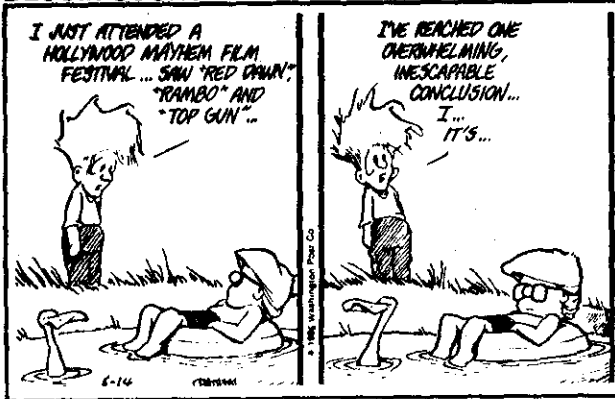
-Ed

HAGAR THE HORRIBLE DIK BROWNE





**BLOOM COUNTY BERKE BREATHED**



SATURDAY, JUNE 14, 1986 G9



**Games People Play**

Barbara Wruck, a spokeswoman for Coleco Industries of West Hartford, Connecticut, says the firm will be marketing a Rambo doll, based on Sylvester Stallone's movie character, and will equip the doll with lots of "weaponry and vehicles, all the things that create a proper play environment."



Temple/The Bulletin/Sydney

**THE M19-A (RIGHT)  
BB SUBMACHINE GUN**



**THE M19-AMP (LEFT)  
BB SUBMACHINE  
PISTOL**

Even a do-it-yourself army has trouble deciding which is the best—but face it, both the M19-A and M19-AMP have the same high fire power rate of over 3,000 BB's per minute with an effective range of over 50 yards! They're both tough, too, and they're simple to load. Just remove the filler cap and pour in the BB's (3,000 max), pop in the compressed air or convenient 1 pound can of standard auto air conditioning freon and you're set for muster! So get in on the auto action and get your M19-A or M19-AMP today! Better yet, get 'em both and end the argument.

**\$39.00 each or  
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THIS MUST BE SIGNED.

I AFFIRM THAT I AM 18 YEARS  
OR OLDER.

SIGNED \_\_\_\_\_

SEND ME:  M19-A  M19-AMP  BOTH

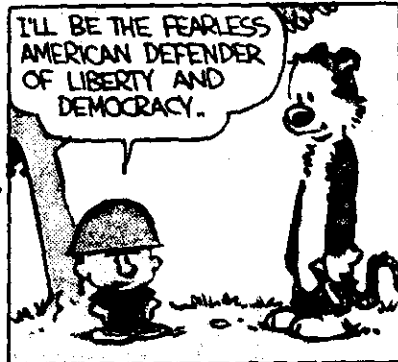
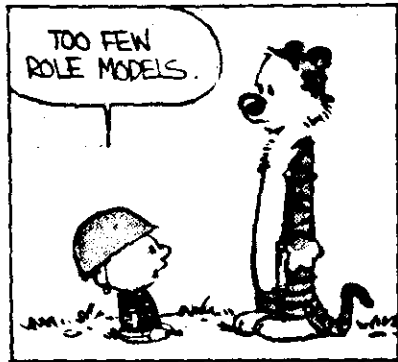
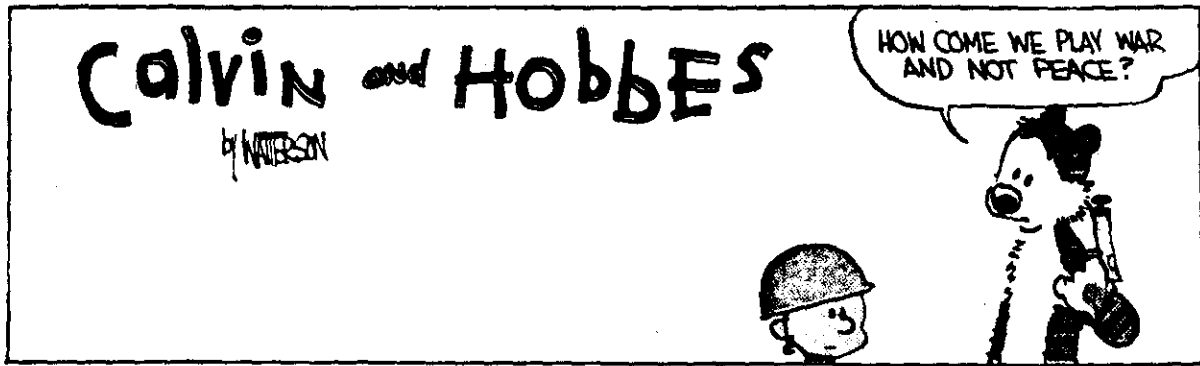
PRINT OR TYPE THE FOLLOWING: VF-10

NAME \_\_\_\_\_

STREET \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_ ZIP \_\_\_\_\_



# It's a Crime!

GANG# 420      ACCT# (NONE YET)      TURN# 0      WEEK# 0      TURN CREDITS = 2

-- ON YOUR NEXT PRINTOUT YOU WILL LEARN THE GAME# AND PROCESSING PERIODS FOR THIS GAME --

## \* \* YOUR GANG'S RESULTS SHEET \* \*

WELCOME TO It's a Crime!

YOU SCOUTED THE FOLLOWING BLOCKS: 5721, 5620, 5521, 5622

### Section 1: Your gang's statistics

Blocks Controlled: 1	Notoriety: 12	Morale: 24
Prev. Wealth: \$1575	Shotguns: 0	Submachine Guns: 0
Block Income: \$0	Small Bombs: 0	Streetdope: 26
Gang Expenses: \$0		
Current Wealth: \$1575	Pros: 2	Punks: 6
(adjustments) (+0)	(+0)	(+0)
		'Cruits: 16
		(+0)

### Section 2: Report of your turf

BLOCK #	BLOCK CONTROLLED BY	BUILDING TYPE PERCENTAGES BLDG#1, BLDG#2, BLDG#3	BLOCK INCOME	DEFENSE LEVEL	ACTIVITIES DISCOVERED
5521	(UNCONTROLLED)	5% offices, 16% entertainment, 79% industrial		ALERT	
5620	(UNCONTROLLED)	31% restaurants, 47% apartments, 22% offices		CAUTIOUS	
5621	(YOUR GANG'S BLOCK)	44% apartments, 2% restaurants, 6% industrial	\$ 32	GUARDED	
5622	(UNCONTROLLED)	2% financial, 81% apartments		CAUTIOUS	
5721	(UNCONTROLLED)	54% apartments, 5% entertainment, 41% warehouses		PITIFUL	

### Section 3: %GANG Chart for your gang

(USED TO FIGURE OUT HOW MANY GANG MEMBERS ARE SENT, DEPENDING UPON THE %GANG YOU SPECIFY IN AN ORDER)

YOUR GANG HAS	NUMBER TO BE SENT												
	1	2	3	4	5	6	7	8	9	10	11	12	
2 Pros	50%												
6 Punks	17%	34%	50%	67%	84%								
16 'Cruits	7%	13%	19%	25%	32%	38%	44%	50%	57%	63%	69%	75%	

(The numbers in this table are %gang numbers.)

Use this information when filling in your turn card.

Remember: 1 pro always goes on your first order using %gang.

If %gang = 17, you will send 0 pros, 1 punk, and 2 'cruits.

If %gang = 33, you will send 0 pros, 1 punk, and 5 'cruits.

If %gang = 34, you will send 0 pros, 2 punks, and 5 'cruits.

If %gang = 50, you will send 1 pro, 3 punks, and 8 'cruits.

If %gang = 67, you will send 1 pro, 4 punks, and 10 'cruits.

If %gang = 80, you will send 1 pro, 4 punks, and 12 'cruits.

WATCH HERE NEXT TURN FOR YOUR COPY OF THE NEW YORK CITY POST



## WHAT THE HECK IS THIS ANYWAY?

It is an introductory play-by-mail game. Yes, a game that is played via our postal service. Why would you want to play a game through the mail? Many people think it is the most enjoyable type of gaming. This particular game makes use of all of the advantages a play-by-mail game has over other types of games. For instance, unlike games where each player knows everything, you know only what you need to know to begin—our computer system knows the rest. This makes for exciting mystery and allows you to make discoveries as you play.

You will find **It's a Crime!** to be a fun and interesting game to play. You may find yourself rushing home each day in anticipation of receiving your results in the mail. It's also a great way to meet new people and make new friendships because there are hundreds of players you can contact in each game.

Adventures By Mail acts as an impartial moderator (referee) for the game. Our computer carries out your instructions. The computer programs for **It's a Crime!** are vastly complex and, as you will discover, there's a lot more to this game than meets the eye!

## HOW IS THIS GAME PLAYED?

There are two basic parts to the game: the *turn card* and the *results sheet*. You begin by filling in your orders on the *turn card* and then mailing the card to us. We input your orders into our computer. The computer processes your move and spits out a *results sheet*. The *results sheet* is a computer-printed form that tells you what happened that turn. We mail this *results sheet* back to you.

When the envelope arrives, you open and examine the *results sheet*. You have now completed one turn. After reading it, you decide what your next set of orders will be. You then fill out another *turn card* and mail it to us. This procedure is repeated no more than once per game week for as long as you wish to play or until the game ends.

## HOUSE RULES

**Cost:** Startup is **free**. The first two turns are **free** for your first gang. Turns thereafter are \$1.25 each. You must pay for at least eight turn credits at a time (\$10.00). Beginning turn 3, you have the option of doing a "Double Orders Turn," which costs two turn credits instead of one.

**Turn Credits:** At the top right corner of your *results sheet* is something labelled "Turn Credits = #." This is the number of turn credits you have left. **If Turn Credits = 0, be sure you send a check or money order for at least \$10.00 in an envelope WITH your turn card.** You must have a sufficient number of turn credits for your turn to be processed. The computer is programmed not to process a turn for any gang if it has insufficient turn credits. There are no exceptions.

**Payments:** Make checks and money orders payable to Adventures By Mail, Inc. and be sure you write your account number on them.

**Your account:** Upon entering an Adventures By Mail game, you are assigned an account#, and all money sent to Adventures By Mail is logged in this account.

**Automatic Turn Credit Deduction:** Players who maintain funds on account, usually because they are playing other Adventures By Mail games, can request that turn credits automatically be added to their gang and the amount deducted from their account. A minimum of 16 turn credits must be specified.

**VISA/Mastercard with Automatic Turn Credit Deduction:** Players wishing to pay via this method must first obtain an authorization form from us. Just write on your *turn card*, "Send me a VISA/MC form." When you return it, please specify on your *turn card* how many turn credits you want to pay for at a time (minimum of 16) and whenever a gang of yours has its turn credits drop to zero, its turn credits will automatically be increased by the number you specified and your account will be charged accordingly.

**Phoning in Orders:** For a charge of an extra turn credit, you may phone in your orders. Call (518) 237-4870, M-F, between 8am-4pm Eastern Time.

*Also, upon joining this game you agree to abide by all decisions made by Adventures By Mail which pertain to this game.*



# QUEST OF THE GREAT JEWELS



In Quest of the Great Jewels, you choose to be one of four races: The Azoni, builders of great citadels, the Quntag, rulers of vast provinces, the Rilris, hoarders of wealth and talismans, or the Slenth, destroyers and ravager of the land of Zorplia. You begin as ruler of a single province and send your armies out to fulfill your race's goals. The game is a multiplayer, fixed fee, entirely computer moderated play-by-mail fantasy wargame combining elements of military strategy and tactics with a healthy dose of magic. More than 75 magical talismans abound in the game, each allowing a player to bend or break the rules in some way. You can win by amassing the highest score after a fixed number of turns, or by acquiring the three most powerful talismans in the game, the Great Jewels. Quest has had numerous favorable reviews in Flagship, Space Gamer, Dragon and Gaming Universal.

*"Quest of the Great Jewels is one of my favorite games."* — Mike Gray, from a review of the game in Dragon, #96.

*"Quest of the Great Jewels... combines aspects of fantasy and tactical/strategic combat..."* — Bob McLain in "Confessions of a Slenth Lord" published in the April 1985 issue of Game News.

*"... the first game I've seen with really witty rules - a delight to read."* — Nicky Palmer, in Flagship issue #4.

### A sampling of the magical talismans:

- "SEVEN LEAGUE BOOTS" — the army carrying it can move up to 7 hexes per turn.
- "DOUBLE WHAMMY" — allows an army 2 attacks per turn.
- "EVIL EYE" — when used in an attack, the defending army is betrayed.
- "CLOAK OF DARKNESS" — renders an army invisible until it attacks!

### Great Jewel Spells

- |                  |                    |                   |
|------------------|--------------------|-------------------|
| • Blast Citadel  | • Transport Leader | • Seal Province   |
| • Protect Leader | • Protect Garrison | • Change Terrain  |
| • Double Bonus   | • Geas             | • Summon Drevonyx |

★ ★ **WINNER — BEST FANTASY PLAY-BY-MAIL GAME — ORIGINS 1985** ★ ★

Send \$2.50 for the rules and a coupon for free setup, or take advantage of this special offer to new players:

Send \$15 and receive the rules, free setup and the first 5 turns  
**(\$20 Value)**

Turn Fees are \$3.00 for turns 1 - 10, \$3.50 for turns 11 - 20 and \$4.00 for turns 21 - 30. No hidden charges.

Please send me the rules to:

Quest \_\_\_\_\_ \$2.50

Please enter me in a game of QUEST.

Give 1st and 2nd choice of player type and name:

Name \_\_\_\_\_

Address \_\_\_\_\_

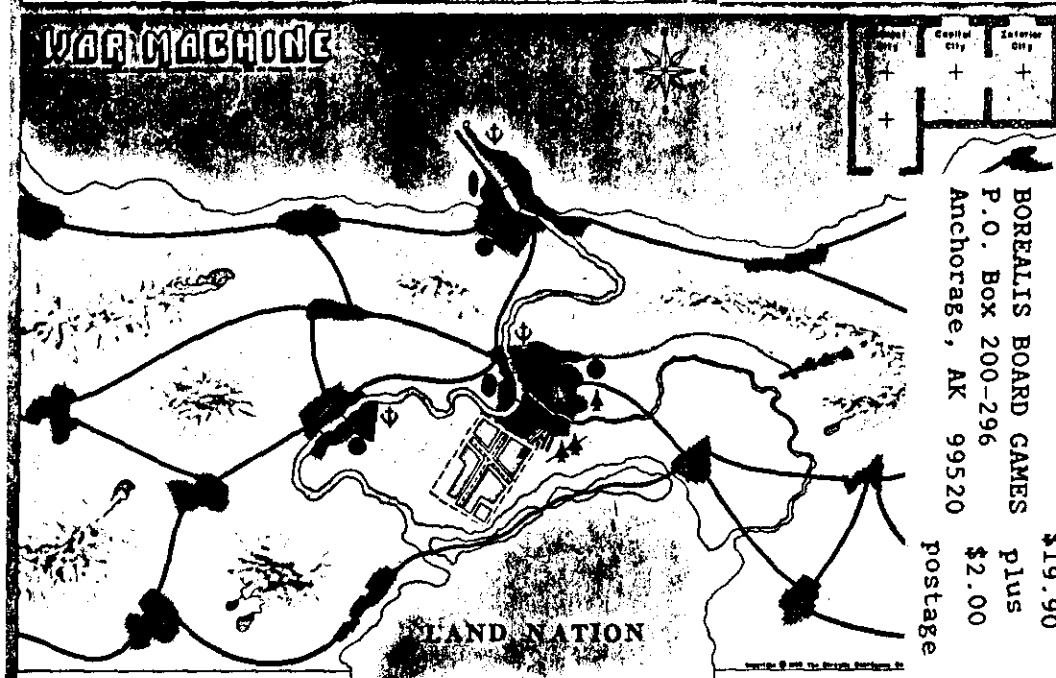
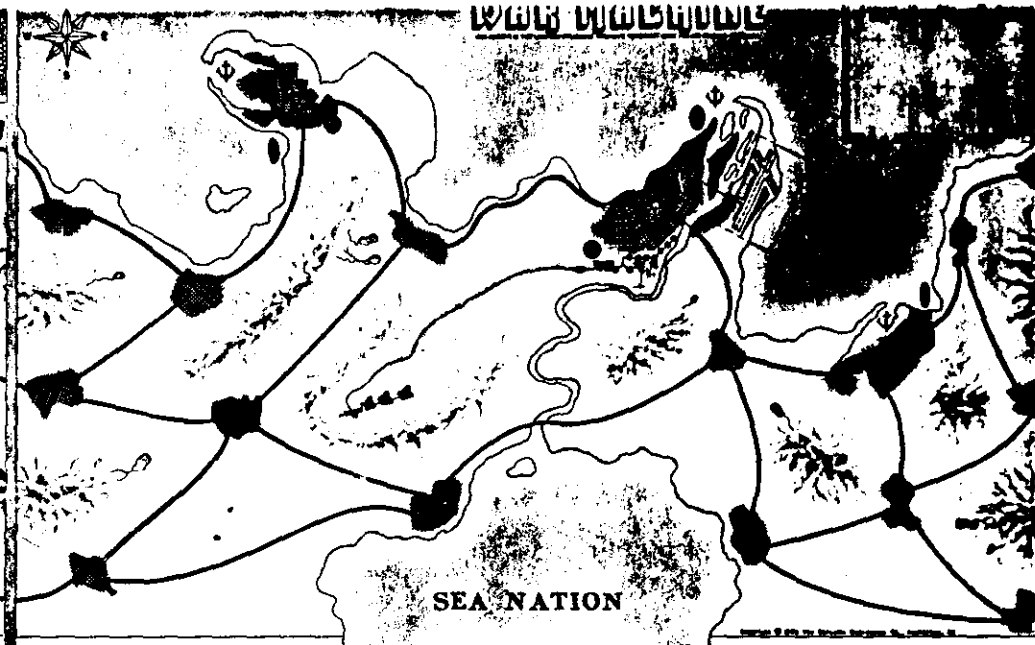
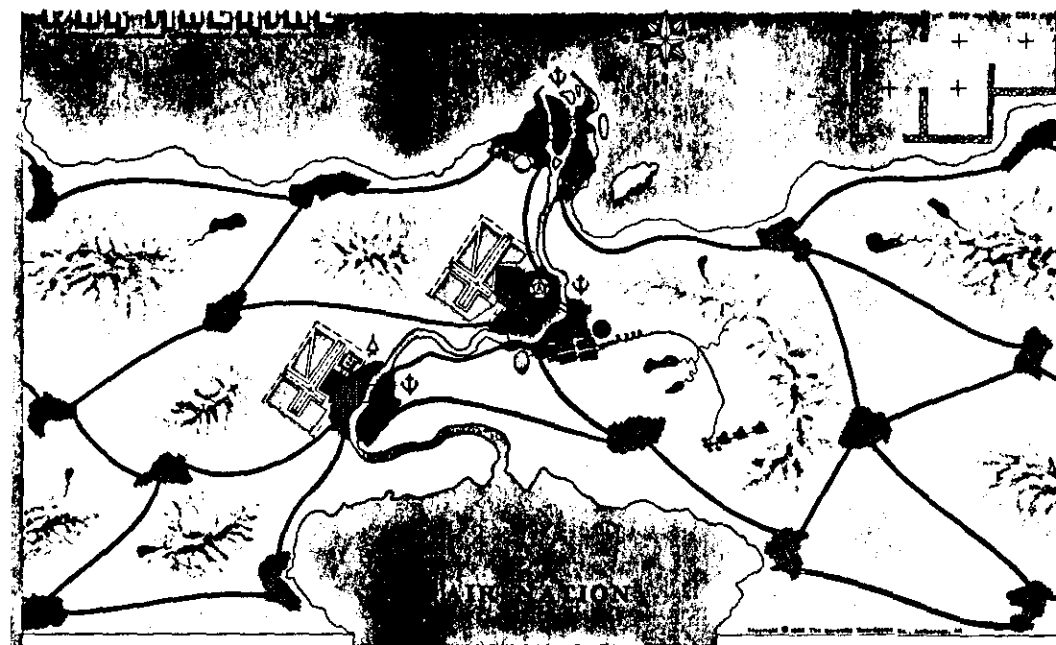
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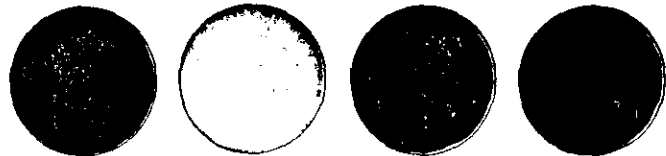
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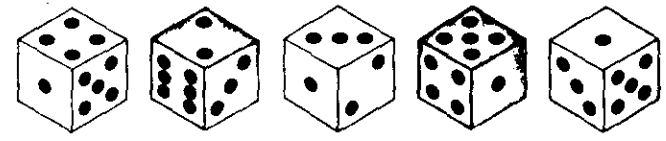
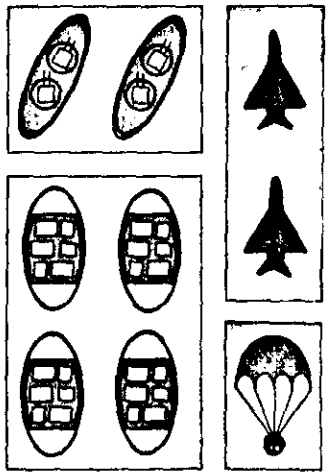
Mail to:  
**Zorph Enterprises**  
P.O. Box 570-F  
Gibsonia, PA 15044



Equipment includes  
 a) three 11 1/2" by 17 1/2" full color playing boards,



b) 130 die cut playing pieces (shown in actual sizes),  
 c) approximately 250 translucent plastic chips in colors (shown in actual size),



d) five dice of 7/16" diameter and  
 e) a set of rules.

BOREALIS BOARD GAMES  
 P.O. Box 200-296  
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 \$19.90 plus postage  
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*War Machine combines economics, trade, diplomacy and elements of land, air and sea power into an easy to play game. The object is to gain control of the three major cities on each of your opponent's boards. It takes some luck and a great deal of skill. Strategy depends on your alliance and whether you have a Land, Sea, or Air Nation. Each Nation has an advantage in either land, sea, or air capability. Deciding what to produce where to deploy and when to attack will determine your success or failure. You can become an effective player after one game and a master player after only a few games. War Machine is designed for two to three players but can be expanded to four players by borrowing a board from a second game.*

# HadaGame

No Sex, No Drugs, No Rock'n'Roll

Despite these deficits, Ken's mini-Gaetano Games were reasonably well attended and tolerably amusing. The day (July 19) began with boards of 1830 for 5 and Civilization for 4. Playing 1830 were Phil Dancause, Sean Carr, Ed Fahrmeier, Doug Byrnes and Steve Freeman. At Civilization were Ed Hall (Assyria), Robin Barbehenn (Babylon), Ken Peel (Egypt) and me, Ed Wrobel (Asia). To be frank, the Civ game demonstrated the limitations of the four-player version. Babylon experienced some misfortune early on; Assyria took advantage of the opportunity to expand eastward and precipitated a game-long conflict. As Asia, that gave me the opportunity to grab all of Asia Minor and stay at 9 cities most of the game. Egypt was played by Ken. Around turn 10, everybody got restless and hungry so I bought 3 cards at once and settled for a concession. According to Ken, "Ed was totally awesome." But Dick Martin had just arrived and he immediately pointed out how I had too much territory and should have waited to buy law until next turn. Dick, however, for all his metastrategic brilliance, was unfamiliar with the psychodynamics of this particular game and missed the point. As for me, my former enthusiasm for the 4-player game is a bit humbled.

The 1830 game was won by Doug Byrnes with \$7085, too much money for his own good, and yet another excess win. Can't anyone do anything about this guy? Ed Fahrmeier had to leave a turn or so before the end. Rather than have Ken take over his excellent position and run it into the ground, Sean Carr switched to Ed's place and Ken ran Sean's. Sean/Ken came in last at \$4750. Ed/Sean came in second at \$6585. For my money, if you take half of \$4750 and half of \$6585, you still don't get more than \$7085, but you do if you add \$4750 and \$6585. Phil came in third at \$5795 and Steve, fourth, at \$5323.

After 1830 I played an aborted Stellar Conquest with Sean and Robin. We should probably consider Sean the victor since he trashed my home planet right away. Such aggression!

Everybody else played Cosmic Encounter, which was great fun. I observed part of the first game and took part in the second. In fact, I won the second game, mainly due to stealth; nobody noticed I was at 4 bases and on the cusp of victory. I had markers from one of the expansion sets that were glossy and difficult to distinguish. Still, I had a 40 card and occupied the moon that prevented opposing alliances, so I was in good shape. The best part of the game was the moons. At one point, Ken's Mind Blank moon was activated and we were all forced to hum continuously (except when talking or breathing in). Doug was a courageous explorer of moons. I was just delighted when he landed on my Ten Spot moon and was compelled to spot ten points in every challenge.

The pizza was good but we bought too much. Ed Fahrmeier had already left so we had no competent nutritionist accountant present.

**SALLY FORTH GREG HOWARD**



# the gonzo baseball league

Week #11  
June 28, 1986

## GONZO SUMMIT SET FOR JULY

The Office of the Commissioner has announced the scheduling of top-level meetings during the weekend of July 26th, to decide the future of the Gonzo Baseball League. Traveling to the West Coast to meet with the Commissioner will be the Founder himself, Manager Jake Halverstadt. To be discussed at the informal summit will be the format for a 1987 season: Will the League continue with weekly games as in 1986, or move to a system of statistics accumulated over the course of the year? How can the current dominance of pitching be balanced? Should managers retain their existing rosters for next year to avoid another marathon draft? And, most important of all, who will the 1987 Commissioner be?

Also on the weekend agenda is an Old-Timers' Softball Game featuring the Founder's dreaded knuckleball. And the convention will conclude with a scouting trip to the Oakland Coliseum to check out a few major-league prospects. All interested Gonzos are invited to attend any and all of the activities; Managers Rockwell and Brown have already made tentative reservations. Those who cannot be here in person are urged to make their views known by writing the Commissioner. All comments will be appreciated. So speak up--it's your league!

**MUFF OF THE WEEK:** Bouncing down the Interstate last Sunday, I sure made a major-league error. I had the Varmints down for no starter, but Manager Dancause has pointed out that his pitcher Johnson of Atlanta threw the second game of a Friday double-header. And, boy, did he throw it! Ten hits and six earned runs in 4 & 1/3 innings. The net result is that, instead of winning 18-15, the Varmints dropped it to the Bruins 20-18. In light of this loss I can't really justify the "Mr. Saturday" award Phil received last week, but he does earn the title "Mr. Integrity." The corrected box score appears with this week's games.

**GAME OF THE WEEK:** There really wasn't one. After all the excitement of last week, these were something of a letdown. The Bats stayed hot, with Ron Darling pitching them to a 18-0 shutout over Wall Street. The Hardrocks also notched a shutout, 13-0, over the Dodgers, with Curt Young's performance the only complete game of the day. And for the first time ever, a Gonzo team scored more errors than runs produced. But the Orioles received a 4-run donation from the Bruins on their way to a 8-4 loss. "Mr. Saturday" was Lloyd Moseby, who catapulted far into the lead with 6 runs produced for the day and 26 for the season. His attack helped the Savannah Sailors hand the Bandits yet another loss, putting San Antonio five games back with five games to go.

### FINAL TRANSACTIONS:

Bats: trade Barrett, Bos(2B) & Scoscia, LA(C) to Dodgers  
Dodgers: trade Dernier, ChC(OF) & Boyd, Bos(SP) to Bats

(Note that managers may still qualify players at new positions.)



WEEK #11 RESULTS, 6-28-86:

Bats 18, Bombers 0  
Orioles 4, Bruins 8  
Dodgers 0, Hardrocks 13  
Mohicans 8, Bearcubs 15  
Oysters 0, Varmints 2  
Bandits 9, Sailors 16

WEEK #12 SCHEDULE, 7-12-86:

Bombers at Sailors  
Bearcubs at Orioles  
Varmints at Hardrocks  
Bats at Bruins  
Bandits at Oysters  
Mohicans at Dodgers

ALL-STAR GAME SCHEDULE:

Friday, July 4th:

A.L.E. (Ledder) at A.L.W. (Afflerbach)  
N.L.W. (Garrison) at N.L.E. (Siggins)

Saturday, July 5th:

A.L.E. at N.L.E.  
A.L.W. at N.L.W.

Sunday, July 6th:

N.L.W. at A.L.E.  
N.L.E. at A.L.W.

STANDINGS:

East	W	L	Pct.	GB	West	W	L	Pct.	GB
Varmints	7	4	.636	-	Bats	8	3	.727	-
Bearcubs	7	4	.636	-	Bruins	7	4	.636	1
Hardrocks	6	5	.545	1	Dodgers	6	5	.545	2
Orioles	5	6	.455	2	Mohicans	5	6	.455	3
Bombers	4	7	.364	3	Oysters	4	7	.364	4
Sailors	4	7	.364	3	Bandits	3	8	.273	5

The Baseball Pool - first report through 6-24-86

The first tallies are in and the unpaids are showing us, who put up the bucks, just how to pick baseball teams. Fortunately for those of us with cash on the line, they are only in this for the bragging rights. Each player is marked following their name with a U (unpaid) or P.

Name	NL West	NL East	AL West	AL East	Bonus	Total	Games out
Joe Marin - U	11	8	12	14	0	45	—
Ty Hare - P	15	7	12	16	-1	49	4
Harry Garrison - P	17	6	14	14	-1	50	5
Dan Young - U	16	2	16	18	-1	51	6
Pete Gaughan - U	18	3	14	18	-1	52	7
Phil Dancause - P	16	3	16	18	-1	52	7
Pat Conlon - P	15	5	16	20	-1	55	10
Ed Wrobel - P	16	8	14	20	-1	57	12
Jake Halverstadt - U	16	7	20	18	-1	60	15
Chuff Afflerbach - P	16	10	16	20	0	62	17
Doug Brown - P	16	7	20	20	-1	62	17

There is not enough room to list everybody's picks to see where you are going to possibly pick up ground. Even the lowly boob, that Brown guy, has a chance before this thing is over. So far, all bonus points listed are for picking the Mets. None of us picked the Giants, Red Sox and Rangers. And to think, so many of us are from the Bay Area and Texas! Where is our loyalty?

Joe Marin is in first place - not by picking a longshot - but by being consistant. Everyone else has at least one division that is 16 or more off (some of us have three in that category). But not Joe.

Tops in the money pool, Ty Hare still has some picks that are way off mark: Giants sixth, Tigers first, so no one can gloat too much. And who knows? The season is young, the Giants may swoon (NNNOOOOOOOO!!!!!!) and the Tigers may take off. It's still much too early to call. But for now congratulations Joe and Ty.

# the gonzo baseball league

All-Star Edition

July 4-6, 1986

## ALL-STARS MAKE IT AN EVEN MATCH

It was the Gonzo Fourth-of-July All-Star Break, and the four teams in the tournament battled each other all weekend long to an eventual three-way draw. The two halves of the American League along with the N.L. East finished with two wins and a loss; whipping boy was the N.L. West with three straight defeats.

NLE Manager Mike Siggins brought along half the pitching staff of the New York Mets to earn his two victories. On Friday, Dwight Gooden's complete game shut out the luckless N.L. West 6-0, runs provided exclusively by Expo hitting. Tim Wallach scored three times and Andre Dawson added 2 RBI. Over in the A.L., Manager C.W. Afflerbach made the mistake of inviting Andujar to pitch in another All-Star game. When Joaquin failed to show, the West's manager called Curt Young from the bullpen and got 5-plus good innings. The best hitting of the whole weekend carried the West to an easy 15-6 victory over the eastern division.

On Saturday, it was West vs. West where Manager Afflerbach's sluggers were matched by Astro pitcher Bob Knepper. Manager Harry Garrison brought along no subs for his starting line-up, but that wasn't his problem; he brought too many Dodgers and Reds and not enough Braves. Shortstop Dave Concepcion booted three chances and the game went into extra innings. The hero: Kent Hrbek of the Twins, pinch-hitting the ALW to its second win. At the other park, Saturday's East-East game saw the A.L. shut out the N.L. 5-0, on the strength of Danny Darwin's complete game.

Manager Glenn Ledder made one shrewd call for his ALE All-Stars. He coached Boston's Don Baylor into the catcher's gear, and the former DH scored every day while playing errorless ball. His two runs on Sunday proved the winning margin in a 4-2 victory over the NLW. Tom Candiotti's nine innings for the ALE erased most of the NLW hitting; not even four homers by Bob Horner could win the game for Manager Garrison. (Couldn't win it for the Braves, either!) After wins Friday and Saturday, the ALW went into the final game looking for a sweep. Manager Afflerbach got a complete game from Frank Viola--and the worst pitching of the tournament! Again, Mets pitchers came through for the NLE, as did the hitting of Andre Dawson. And so, Manager Siggins' 7-2 victory tied the series into a 3-way knot. And the All-Star managers will just have to come back again during the Gonzo Series, to decide once and for all which team is the best.

**GAME OF THE WEEK:** As part of the festivities, an exhibition softball game took place Saturday at the Afflerbach Family Reunion. By gametime at midafternoon the Texas heat was well into the 90's with humidity to match. This kept the teams small, but those who played showed that real Gonzo spirit.

Your humble Commissioner went 2-for-3 and started two double plays at shortstop. But he erased his run production in the top of the fourth: with two out, he scooped up a routine grounder and threw it past the first baseman as the tying run scored. Then, with the game still even in the bottom of the fourth, San Antonio's Joe Marin made the "Mr. Saturday" play

that saved his team. The Bandits' manager faded back in right all the way to the banks of Onion Creek, where he snagged a sure home run for the last out. Following that, it was agreed that a 3-3 tie was an appropriate outcome and the game was called on account of sunshine.

RESULTS:

Friday, July 4th:		Saturday, July 5th:		Sunday, July 6th:	
ALE-6	NLW-0	ALE-5	ALW-1	NLE-7	NLW-2
ALW-15	NLE-6	NLE-0	NLW-0 (10)	ALW-2	ALE-4

FROM THE SUGGESTION BOX:

With eleven weeks gone on our schedule, each team has played each team one time. But what if each team played each team each week? It's an idea Manager Doug Brown proposed to me back in May:

"I want to see my Bats take the field 162 times! But since our Commissioner is in his right mind, he refuses to adjudicate each day's games. I feel a lovely compromise is playing 8 of the 12 teams on each Saturday... Playing each team not only yields a high total, but actually, over the course of an entire season, rewards good play much more than our current system... Playing 8 to 11 games each Saturday certainly allows teams to gain ground quickly, too... Since each team's Runs Produced and Allowed are already figured out, it's an easy task to figure who'd beat whom... I love Gonzo Baseball as it is, but think such an extended season would not only reward teams for playing better, but would produce more excitement and fairness for the entire year."

Doug then figured the results of the first four weeks, using his expanded schedule. I have added the following 7 weeks to that, yielding a 121-game total for every team. Look what happens to the Hardrocks and Bombers! Yes, Doug, I'm impressed.

<u>11 GAMES</u>					<u>121 GAMES</u>				
<u>East</u>	W	L	Pct.	GB	<u>East</u>	W	L	Pct.	GB
Varmints	7	4	.636	-	Hardrocks	73	48	.603	-
Bearcubs	7	4	.636	-	Bombers	67	54	.554	6
Hardrocks	6	5	.545	1	Varmints	63	58	.521	10
Orioles	5	6	.455	2	Bearcubs	63	58	.521	10
Bombers	4	7	.364	3	Sailors	56	65	.463	17
Sailors	4	7	.364	3	Orioles	47	74	.338	26
<u>West</u>					<u>West</u>				
Bats	8	3	.727	-	Bats	92	29	.760	-
Bruins	7	4	.636	1	Dodgers	61	60	.504	31
Dodgers	6	5	.545	2	Mohicans	58	63	.479	34
Mohicans	5	6	.455	3	Bruins	57	64	.471	35
Oysters	4	7	.364	4	Oysters	51	70	.421	41
Bandits	3	8	.273	5	Bandits	38	83	.314	54

And Manager Phil Dancause writes: "I would like 6 managers to take part in testing some rule variants I have been working out. This would be done during our 3-week layoff in August. Would you please publish this request and say that anyone interested should drop me a line as soon as possible. Thanks." (Phil is at 30-D Hidden Lake, Stafford, VA 22554.)

# the gonzo baseball league

Week #12  
July 12, 1986

## THE CHASE IS ON!

The Gonzo teams returned from the All-Star break with new line-ups (except for the Bombers) and new July rotations (except for the Bearcubs), their pitchers fully rested and their players ready to race down the stretch after that division title. But by day's end, those teams not already out of the running were looking forward to four more long weeks of catch-up ball.

The Botswana Bats continued to dominate the West, stretching their lead to two games by easily handling the second-place Bruins. Bats pitching was again unhittable, Roger Clemens notching his second shutout and complete game. But Manager Brown must be particularly pleased to see his batters starting to contribute to the cause, with nine runs of their own. Looking ahead, the next Game of the Week will be when the Dodgers arrive in Botswana to try their hand at giant-killing. With the Bats' magic number at three, it'll be a key match-up.

In the East not all hopes have dimmed, but there was very little joy in Oakland. In the Game of the Week, the Hardrocks could have thrown the division into a three-way tie by putting away the Varmints. Their big bats hammered away in their usual fashion while their vanishing pitching staff again served up the game on a silver platter. Virginia starter Mike Witt kept the lid on things for eight innings, and the Varmints only needed a couple of runs to claim first place. A frustrated Manager Rockwell was even ejected from the game, for attempting to call five plays--two plays over the three-play limit!

Mr. Saturday: Joe Carter's pinch-hit homer in the bottom of the tenth gave Dallas the final lift in a see-saw battle against the Coopers-town Mohicans. His two-run shot put the Dodgers on top 10-8, and left them in a tie for second place in the West.

### WEEK #12 RESULTS, 7-12-86:

Bombers 3, Sailors 18  
Bearcubs 5, Orioles 10  
Varmints 5, Hardrocks 1  
Bats 12, Bruins 0  
Bandits 0, Oysters 9  
Mohicans 8, Dodgers 10

### WEEK #13 SCHEDULE, 7-19-86:

Bombers at Varmints  
Hardrocks at Orioles  
Sailors at Bearcubs  
Dodgers at Bats  
Oysters at Mohicans  
Bruins at Bandits

(The Gonzo Baseball League was created by Jake Halverstadt; the 1986 Commissioner is Chuff Afflerbach at 5632 Oakgrove Avenue, Oakland, CA 94618, phone 415-655-7393.)

# the gonzo baseball league

Week #12  
Supplement

## GOOD NEWS FOR THE BAD NEWS BRUINS

It was a critical game in the battle for the Gonzo West, and already the whole league had written the Bruins off as the latest shutout victim of pitcher Roger Clemens and the red-hot Botswana Bats. But the Bruins saw it differently, and as soon as the results of Week #12 were published Manager Dan Young lodged an official protest on behalf of his team. A quick look at the record and the Commissioner immediately concurred: the game should be replayed. The new result was dramatic enough to turn around the entire pennant race, and already has been dubbed the Surprise of the Year.

Focus of the dispute was the starting pitcher for the Bruins; the Commissioner had no start listed, while Bret Saberhagen had actually pitched the previous Friday. And what a difference the Cy Young winner made! In seven innings he logged seven strikeouts, while keeping his hits, runs, and walks well below the Gonzo norm. With a good inning of relief and a crucial defensive play, the outcome was a drastic change--at the end of nine, a scoreless tie!

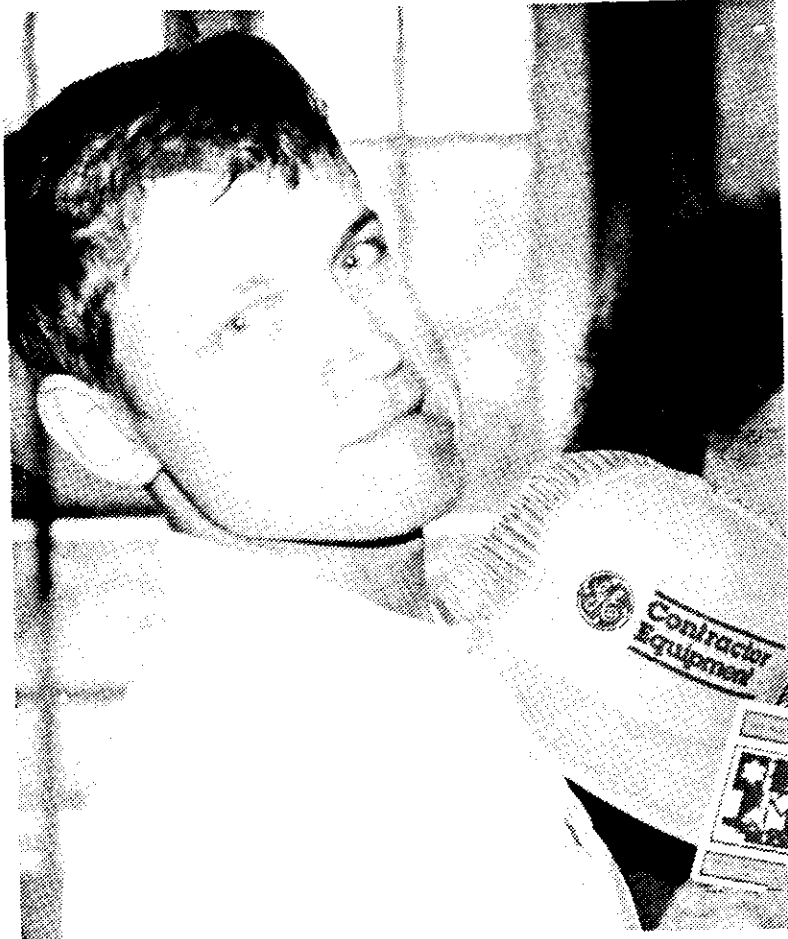
In the tenth, both managers tried their hand at strategy and both were successful; they now had a 1-1 ballgame. It still wasn't over but it was already history--for the first time the Bats would not be playing in a shutout.

In the eleventh, Bats pinch-hitter Rob Deer rocked the Bruins with two runs and an RBI. Manager Doug Brown sat back in the Botswana dugout and relaxed--three more outs and they were right back in first place where they expected to be.

Only it didn't happen that way. Phil Bradley from Seattle came up in the bottom of the eleventh...to score three runs and an RBI! And suddenly, it was a whole new pennant race.

### STANDINGS:

<u>East</u>	W	L	Pct.	GB	<u>West</u>	W	L	Pct.	GB
Varmints	8	4	.667	-	Bats	8	4	.667	-
Bearcubs	7	5	.583	1	Bruins	8	4	.667	-
Hardrocks	6	6	.500	2	Dodgers	7	5	.583	1
Orioles	6	6	.500	2	Mohicans	5	7	.417	3
Sailors	5	7	.417	3	Oysters	5	7	.417	3
Bombers	4	8	.333	4	Bandits	3	9	.250	5



WARTHOG Profiles

Marc Richard Hurwitz, Swinentist,  
Pseudo-intellectual, Naval Buff,  
Diplomacy Enthusiast

Favorite Game: 1830 ("cause Doc  
ChooChoo serves such good  
food and I don't have to clean  
up")

Last Game Played: Pax Britannica

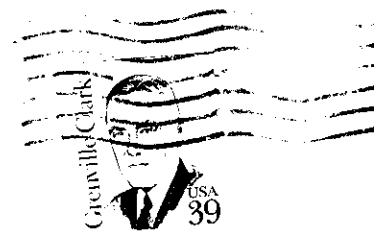
Quote: The best diplomat I know is  
a fully charged phaser bank.

Game club: WARTHOG

FOR SALE: Games Research Inc  
version of Diplomacy (wooden  
blocks and single piece map)  
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VA 22033, 632-4964 (day)  
703-378-9791 (home)

*Politesse*

Ken Peel  
8708 First Avenue, Apt T-2  
Silver Spring, MD 20910



Larry Peery (T)  
P.O. Box 8416  
San Diego, CA 92102