

IMPASSABLE

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There are only 3 openings left in Scotice Scripti III. Game fee is \$5, and you can get the rules & map for .25¢. Subscription to Impassable is 6 issues for \$1. A few standby positions are available in regular games, check the stand-by list for vacancies.

IMPASSABLE'S REPLACEMENT LIST

Game 1970BJ: 1. Mahler, 2. Keller, t., 3. Schleinkofer, 4. Ray, 5. Antosiak
Game 1972AZ: 1. Abbott, 2. Lindauer, 3. Chin, 4. Moran, need one more
Game 1972BG: 1. Thomas, 2. Weidmark, 3. Lindauer, 4. Keller, T., 5. Abbott
Game 1972BW: 1. Richter, 2. Mahler, 3. Weidmark, 4. Johnson, 5. Moran
Game 1972CD: 1. Johnson, 2. Abbott, 3. Lindauer, 4. Keller, T., 5. Richter
Game 1972CJ: 1. Richter, 2. Gray, 3. Mahler, 4. Nelson, 5. Schill
Game 1972CK: 1. Chin, 2. Nelson, 3. Richter, 4. Schill, 5. Ray
Game 1972DD: 1. Schill, 2. Schleinkofer, 3. Massar, 4. Blank, 5. Hendry
Game 1972DF: 1. Fujihara, 2. McKeon, 3. Tovson, 4. Schleinkofer, 5. Chin

ATTENTION STAND-BYS, WE NEED YOU!

Game 1970BJ: Will Howard Mahler please submit orders for Germany? Keller can back up if he likes to.
Game 1972BG: Will Mark Thomas please submit orders for Austria? Weidmark can back up.
Game 1972CD: Will David Johnson please submit orders for Austria? Bill Abbott can back up.

Game 1972CJ: Will Mark Richter please submit orders for France? Mike Gray can back up.

Thanks for submitting substitute orders last time, but all the regular players who missed last time came through. Since most players seems to recover, I am not requiring the second man to back up the first substitute. However, if you as the firstman miss, you are taken off the list, and the back up man (#2) would then become #1 standby. It is possible that #1 standby might forget, and it could be worthwhile for #2 to also submit orders.

As I type this page on Saturday, I have by my side two late orders that came today. Neither set of orders were unduly delayed by the post office, so I can't accept them. As an example of what happened, one set of orders was mailed three days prior to the deadline from Illinois, and it took 4 days. This is not the average 3 days mail usually take, but it is not unduly delayed. Everyone ought to protect themselves from minor delays that is within the ordinary bounds of service we get from our post office by mailing at least one day ahead of the average time needed to make it here.

WHERE ARE YOUR GAMES INSIDE?

Game 1970BJ and 1972AZ on page 3, Game 1972BG and 1972BW on page 4, Game 1972CD and 1972CJ on page 5, Game 1972CK and Game 1972DD on page 6, and Game 1972DF is on page 7.

We have the usual stuff but for a concentration on gamesmastering policies for this gamezine. I think it is about time I give a couple of more rules for your benefit and mine. Sometime in the near future I hope to consolidate all new rules as a supplement and run them off for all the players to add to their copy of the house rules. Got a rebuttal from Len on Conrad's letter of #11, and if I have the space, I will print the preliminary statistics for my post office and mail. Cheerio!

Wise men argue causes, and fools decide them.

--Anacharsis

Beware the fury of a patient man.

--Dryden

GUIDE TO THE GM, CHAPTER 6--HOUSERULES

by Lenard Lakofka

The 1971 Rulebook has taken just about every adjudication problem and settled it for you. You don't have to list and explain Boardman's Dilemma, the Chalker Rule, the Miller Rule, etc.. All of that has been settled. So, what must your houserules contain? In fact, do you need them?

Throughout the course of the game you will be forced to make a number of rulings. Your houserules should provide the LAW for the vast majority of those rulings. Without a set of houserules already available to you, and the players, no one accurately knows where he stands in the game. Thus the players may assume one adjudication/ruling is logical and proceed to act in a certain manner and be very upset with you if you rule against them. What areas should be covered?

The physical appearance and presentation of the orders is number one. You should require a reasonable standard of neatness to begin with. Ask for typed or printed orders. If you can't read a person's handwriting, inform him at once. Don't worry if he is offended or not because sooner or later a crucial order(s) will be unreadable and you will be forced to rule it as such. Next you should request that all orders include the Boardman number, season and country being played. You should require the date, and INSIST upon a signature. Otherwise, you can be embarrassed by a scrap of paper saying "build Army Paris" and then you are expected to figure out who sent it, for what game, and for what season it applies! Don't place the burden upon yourself--place it, and the responsibility on the players. It is also wise to ask for orders to be submitted on 8½x11 paper as opposed to any other form of paper. Orders smaller than postcards should be unacceptable. They can too easily be lost. This is for the player's own good, not your caprice. If a player is in more than one game instruct him to use multiple sheets of paper, one for each game. Otherwise you have to shuffle paper around and may, inadvertantly, miss one of the sets of orders to be embarrassed when he demonstrates that they were in and with another set of orders. In like manner, orders for more than one game, if they do appear on one sheet of paper, must NEVER be on two sides of the piece of paper! Otherwise, you will almost surely miss the content of one side. You, as gamesmaster, must realize that if you rule to not desire moves on two sides of the same piece of paper that if a player does it, you have the right to

forbid the orders on one side. Now, I don't mean that you see the orders and then think to yourself, Ah--I'll fix him! What I mean is that if you do miss a set of his orders because they are on the second side of a piece of paper, that player will have NO grounds to hold up the game because you did not include them. Players will request the orders to be included and the game delayed. You should not get into the habit of doing that because it is grossly unfair to the other 6 players. This clown is screwing himself by putting orders on two sides of the same piece of paper--If your houserules allow you a way out. The speedy and smooth movement of the game is what you want to achieve. You can't have such a game if a player(s) is careless and doesn't give a damn for the rights of the other players. Luckily, this does not occur often--but if DOES happen.

The next set of rulings involve the presentation of the orders to you. We assume that 98% of the orders will move by mail. You should state how you will act relative to your deadline. That is, will you require moves to be in on time with no exceptions? Will you accept late moves until the zine is typed up? Will you accept late moves if foolishly delayed by the Post Office? Will you ever accept orders postmarked on or after the deadline? Your Houserules MUST contain the answers to these questions! In this way, you are equally fair to all players in all games. If you change your mind or allow different moves at different times, you are being unfair to your players. They can then protest to keepers of ratings systems or to arbitration boards of large Diplomacy organizations--much to your embarrassment and loss of reputation! If you have the rules to back you up, you will have no problems! In line with presentation, the alternates to First Class mail and Air Mail must be mentioned in your houserules. You should never be responsible for postage due mail, mail incorrectly addressed, sent in care of some person NOT a named agent of yours, sent by certified or special delivery mail. The reason for not accepting the latter is that the PO has the bad habit of taking this type of mail back to the PO if you are not home. You are then expected to travel the 1 to 5 miles to the PO to pick them up--nonsense! Another form of order is by Western Union. Will you accept them or not? After all, they can't be signed and anyone can use another player's name to send a telegram! There is also a problem because Western Union is more fucked up than the US Post Office, as hard as that is to believe! They transcribe stuff incorrectly,

(cont. on page 7, col. 1)

GAME 1970BJ, Fall 1904

ENGLAND HANGS ON AS TURKEY IS SILENCED AND FRANCE HIT FROM BEHIND WHILE GERMANY SPUTTERS AGAIN! RUSSIAN FLEET DOCKS IN CLYDE, ENGLAND!

COA--Mark Thomas, 10 Terrace Place, Danbury, CT 06810

AUSTRIA (Beyerlein): F Aeg S A Bul, A Bul S
Tur A Smy-Con, A Vie-Boh, A Gal-Rum, A Bud
 S A Gal-Rum, A Ser S A Gal-Rum, A Ukr-Sev
 ENGLAND (Thomas): F Edi H, F Lon H, F Nat-Lvp
 FRANCE (Lakofka): F Wal-Lvp, F Iri S F Wal-
Lvp
 GERMANY (Cooper): NOR. A Par H, A Bur H,
 A Gas H, A Ruh H, A Boh H, F Nth H, F Den H
 ITALY (Phillips): A Ven-Tyo, A Pie S A Mar,
 A Mar S F Wes-Spa(SC), F Wes-Spa(SC), F
 Spa(SC)-Por, F Mid-Iri
 RUSSIA (Richter): A Sev-Mos, A War-Mos, A
Rum-Ukr/a/, F Bla-Bul (EC), F Con-Smy,
 A Ank S F Con-Smy, F Nwg-Cly, F Nor-Nwg
 TURKEY (Weidmark): A Smy-Con/r/

AUTUMN & WINTER 1904 ORDERS due Friday, Nov. 24, 1972, at noon.

Fall 1904 Supply Center Chart--

Austria: Home, Ser, Gre, Rum, Bul (7) Stands
 Pat
 England: Home (3) Stands Pat
 France: Bre, ~~Por~~ (1) Removes 1
 Germany: Home, Bel, Den, Hol, Par (7) Stands
 Pat
 Italy: Home, Tun, Mar, Spa, Por (7) Builds 1
 Russia: Home, Swe, Nor, Ank, Con, Smy (9)
 Builds 2, lost 1 unit Fall '04
 Turkey: ~~Smy~~ (0) Removes 1, is out of game

Propaganda--

Somewhere In the Wind Swept Seas Off Of Ire-
land--"At least you are still alive in your
 home country, Mark." Captain LeCupcake wailed.
 "We are leaving fair France, never to see her
 again, what bitter sorrow! Sultan Wet a Muck
 still has his dancing girls, his eunics, his
 tactical skill....on second thought, maybe we
 are better off."

GAME 1972AZ, Summer & Fall 1903

AUSTRIA AND ENGLAND ARE THE ONLY COUNTRIES
 WHOSE HOMELANDS ARE SAFE FROM FOREIGN ATTACKS

COA--Mark Thomas, 10 Terrace Place, Danbury, CT 06810

Summer 1903--Eng R A Kie-Den; Tur R F Aeg-Smy

Fall 1903--

AUSTRIA (Osmanson): A Tyr-Ven, A Ukr S A
 Rum-Sev, A Rum-Sev, A Ser-Rum, A Bul-Con/r/,
 A Sil-Gal, F Aeg S Ita F Eas-Smy
 ENGLAND (Wiskow): A Den-Kie, F Hel S A Den-
 Kie, F Bal-Ber, A Lon-Den, F Nth C A Lon-
 Den, A StP H, F Bar S A StP H
 FRANCE (Mahler): F Hol S Ger F Kie H, A Bel
 S F Hol, A Naf S F Wes-Tun, F Wes-Tun,
F Tyr-Nap, A Pie-Tus
 GERMANY (Richter): A War-Mos/r/, A Ber S
F Kie, F Kie H
 ITALY (Hollingsworth): F Eas-Smy, F Tun-
Naf/a/, A Tus-Rom, F Ion-Nap, A Mun-Bur
 RUSSIA (De Frisco): A Mos-War, A Liv S A
 Mos-War
 TURKEY (Thomas): A Con-Bul, F Bla S A Con-
 Bul, A Sev-Rum/r/, F Smy-Aeg/r/

AUTUMN & WINTER 1903 ORDERS due Nov. 24, 1972, at noon.

Fall 1903 Supply Center Chart--

Austria: Home, Ser, Gre, ~~Bul~~, Rum, Sev,
 Ven (8) Builds 1
 England: Home, Nor, Swe, Den, ~~Kie~~, StP
 (7) Stands Pat
 France: Home, Bel, Por, Spa, Hol, Tun (8)
 Builds 2
 Germany: Ber, ~~Ap1~~, War, Kie (2) Removes 1,
 may disband retreating A War
 Italy: Nap, Rom, ~~Ven~~, Tun, Mun, Smy (4)
 Stands Pat. 1 unit destroyed Fall '03
 Russia: War, Mos?? (2 or 1) Either Stands
 Pat or Removes 1 depending on Turkish
 retreat
 Turkey: Con, Ank, ~~Ap1~~, ~~Sev~~, Bul, Mos??
 (3 or 4) Either stands pat or Removes 1
 depending on retreat of A Sev

Propaganda--

Gen. Custer--My knife in the Back Award goes
 to Russia, Game 1972BW. I would suggest that
 the players of AZ read John Boyer's article
 in issue #4, pp 10-12, especially France and
 Italy.

Gen. Hatton--I wouldn't put too much faith
 in a man who was whumped by some savages
 whose leader spent more time on his fat ass
 than a Turk General. My prediction for the
 coming year is that Gorgeous George will buy
 a Carvel Stand and retire.

Holland--Sorry, but I couldn't afford to have
 you in Kiel.

Moscow--Today the Czar proclaimed a national
 day of mourning for all the brave Russian
 soldiers who have died in the Great European
 War. "Howsomever," remarked the Czar, "let
 all the other nations know that Russia intends
 to fight to the end. Russia may fall, but
 (cont. on next page)

we will take someone down with us."

Tunis--There's panic here due to rumors that Garibaldi has abandoned the city to the French and is suing for peace.

GAME 1972BG, Spring 1903

AUSTRIA SITS STILL WHILE FIERCE FIGHTING CONTINUES BETWEEN TURKEY AND RUSSIA!

AUSTRIA (Pyle): NOR. A Ser H, F Gre H, A Gal H, A Boh H, A Tyr H

ENGLAND (Keller): F Nor-Ska, F Ion-Eng, F Nth S F Lon-Eng, A Edi H

FRANCE (Murray): A Mar-Pie, A Gas-Spa, F Spa(SC)-Por, F Pic-Bre, F Eng-Mid/r/

GERMANY (De Prisco): A Bel-Ruh, F Den S F Ber-Bal, F Ber-Bal, A Mun H, A Sil S A Mun, A Pru S A Sil

ITALY (Hrbek): F Mid-Spa(NC), F Wes-Lyo, A Ven-Pie, A Rom-Tus

RUSSIA (Fish): A Liv-Pru, A War S A Liv-Pru, A Mos S A War, A Sev-Arm, F Bla S A Sev-Arm, A Bul H/r/, F Swe-Den

TURKEY (Tovson): F Ank-Arm, F Aeg-Bul(SC), A Con S F Aeg-Bul(SC)

SUMMER & FALL 1903 ORDERS due Friday, Nov. 24, 1972, at noon.

Propaganda--

Impassable--I think Cupcakeville has given up trying to "analyze" what's going on in your game, fellas.

Autwort--Tunis = 1, Naples = 2

Berlin--The German people demand the immediate evacuation of Bohemia. If Austria doesn't leave immediately, war will be declared!
Budapest, 1903--I guess we know now why Russia's color is white--it's the same color as their flags.

Iceland--If Germans are so smart, how come they pick their noses with their feet?

London--Recently, high officials have been rumored to have been negotiating for the purchase of France, reportedly for the sum of \$2.75. French officials, however, felt insulted and are still holding out for their original \$3.00.

Paris--It seems our government's sanity and ability to play this game called "war" is being questioned; well we intend to show you honorable men how to play the big "D" for defense. We plan to wait it out until someone offers to help us win this game. And remember, "Everybody's doing it, doing it, picking their nose and chewing it. They think it's ice cream, but it's not." My head just deflated.

Rome, March 1903--Rumors are rampant in this Mediterranean capital concerning the possibility of a Franco-Italian peace settlement. When queried as to the veracity of this rumor, King Ernesto il Ginzo replied that when France was ready to surrender the entire Iberian peninsula to Italy, then peace would be possible, indeed, highly likely. The King conjectured that the French may make the surrender soon since they were sure to realize that Italian occupation of Iberia was inevitable in the near future, and considerable energy could be saved by a quick settlement.

Somewhere in War-torn Europe--The Prime Minister of England writes some good press releases. It's a shame he is also a lousy strategist, and also a coward who runs at the first sign of trouble.

GAME 1972BW, Autumn & Winter 1902

RUSSIA'S WAY OUT IN FRONT WITH NINE UNITS!!

Autumn 1902--Germany retreats F Den-Bal
Winter 1902--

AUSTRIA (Hollingsworth): D last 2 units, is out of game

ENGLAND (Nielsen): Stands Pat

GERMANY (Davies): D F Bal

ITALY (Lindauer): B A Ven

RUSSIA (Knudsen): B A Mos, A Sev, F StP(NC)

TURKEY (Abbott): B A Ank

SPRING 1903 ORDERS due Friday, Nov. 24, 1972 at noon.

Winter 1902 Positions--

Austria: out of game, wins free entry into Scotice Scripti III game; England: F Lon, A Yor, F Nth, F Den (4); France: F Eng, A Pic, A Bel, A Bur, A Gas, A Par (6); Germany: F Kie, A Mun, A Ruh, A Hol (4); Italy: F Tun, F Ion, A Ven, A Tri, A Tyr, A Vie (6); Russia: A Nor, F Swe, F StP(NC), A Mos, A Sev, F Bla, A Bul, A Rum, A Bud (9); Turkey: A Ank, F Eas, F Aeg, A Gre, A Ser (5)

Propaganda--

Austria--"Nobody's perfect!"

English Channel--"Pierre, Pierre, your promotion just came through!" "Son of a gun!" "Our orders came in, also!" "Good. Let's see, here.....wait, this can't be right. According to these stupid orders we are to patrol the channel and be ready to support our troops in Belgium. They can't treat a Senior Rowboat Captain that way!"

(cont. on next page)

Reykjavik, Iceland--This past season of fighting has brought about many drastic changes in the course of this war. It saw Austria completely wiped out, and Russia take a commanding lead with 9 centers. Also, this past Fall the Russian-Turkish alliance cracked up when Russia invaded Turkish territory. Now the question is which way will Italy go, with Russia or with Turkey? In Western Europe, England decided to continue it's attack on Germany while Russia marched all over Scandinavia. Meanwhile, Germany and France are still fighting to a standstill on the German-French border. The question still remains whether Russia will continue its attack on England, or whether it will turn, and go against Germany also???

Ministry. War has been declared on the Austro-Hungarian Empire, due to their serious threat to our Ionian fleet's position; thus, action against the city of Trieste has been taken. (Nothing personal, Alex.)

GAME 1972CJ, Spring 1902

FRANCE NEARS ANARCHY! AUSTRIA, RUSSIA AND ITALY MAKE THREATENING MOVES TOWARDS GERMANY!

AUSTRIA (Verheiden): A Boh-Sil, A Vie-Boh,

A Bud-Ser, A Ser-Bul, F Gre S A Ser-Bul

ENGLAND (Cairns): F Nor-Nth, F Bel-Eng,

A Yor-Wal

FRANCE (Cooper): NOR. A Spa H, A Bur H,

F Bre H, F Eng H

GERMANY (Ostapkovich): A Kie-Hol, F Den-Nth,

A Mun S A Ber, A Ber S A Mun

ITALY (Iakofka): F Rom-Tyr, A Pie-Mar,

A Tyr-Mun, F Tun-Wes

RUSSIA (Wrobel): F Swe-Bal, A Rum S Aus A

Ser-Bul, F Sev-Bla, A Mos-Sev, A War-Pru,

A StP-Fin

TURKEY (Atteberry): F Ank S F Con-Bla, A

Arm-Sev, F Con-Bla, A Bul-Gre/r/

GAME 1972CD, Fall 1902

AUSTRIA MISSES HIS MOVES AND SUFFERS FOR IT!
FRANCE MARCHES RIGHT INTO MUNICH!

AUSTRIA (De Lucia): NOR. A Vie H, A Bud H,
A Ser H, F Alb H, F Gre H

ENGLAND (Schleinkofer): F StP(NC) S F Ska-
Nor, F Ska-Nor, A Yor-Hol, F Nth C A Yor-
Hol

FRANCE (McKeon): A Pic S A Gas-Bur, A Gas-
Bur, A Bur-Mun, F Mar H, F Spa(SC)-Mid

GERMANY (Ray): A Ruh-Bur, A Bel S A Ruh-Bur
A Den-Kie, F Hel-Hol, F Bal-Den

ITALY (Morris): A Pie-Tyr, A Ven-Tri, F Ion
H, F Tyr S F Ion H

RUSSIA (Brennan): A Ukr S A Gal-Rum, A Gal-
Rum, A War-Gal, F Swe H, F Bot-Fin

TURKEY (Nelson): A Rum S Aus A Bud-Gal/nso/r/,
A Con-Sev, F Bla C A Con-Sev, F Aeg H

AUTUMN & WINTER 1902 ORDERS due Friday, Nov.
24, 1972, at noon.

Fall 1902 Supply Center Chart--

Austria: Bud, Vie, ~~Tyr~~, Ser, Gre (4) Remove 1

England: Home, Nor, StP (5) Build 1

France: Home, Spa, Por, Mun (6) Build 1

Germany: Ber, Kie, ~~Mun~~, Bel, Hol (4) Remove 1

Italy: Home, Tun, Tri (5) Build 1

Russia: Mos, War, ~~StP~~, ~~Sev~~, Rum, Swe (4)

Remove 1, 1 unit lost Spring '02

Turkey: Home, Bul, Sev (5) Build 1

Propaganda--

Moscow--Russia officially declares war against the barbarian countries of England and Turkey because of their unprovoked attacks against Russian territories.

Rome, Oct. 28, 1902--A radical change of policy has been made in the Italian Foreign

SUMMER & FALL 1902 ORDERS due Friday, Nov.
24, 1972, at noon.

Propaganda--

The Dream Maker, Chapter 4 $\frac{1}{2}$ --Stanley, Erika and Steve went out for a pleasant dinner. Stan had all but forgotten the episode in the bank that afternoon. "What ghastly coincidence" he thought.

They got home about 9:30 after a trip to a single feature and an ice cream soda. Stan was feeling very chipper as he parked the car in the garage. Then he heard a short shriek from the house. He dashed in to find his wife in tears and her son trying to calm her. "What's wrong, Erika?!" he cried. She lifted her head only slightly and pointed to the crumpled telegram on the kitchen table.

'Mr Stanley J. Rumble

7 Warsaw Drive

Chula Vista, CA 94433

Stan. Please come to Waco at once, stop. Uncle Charlie killed in small plane crash this afternoon at 6 PM, stop. Poor Aunt Maude is in a frenzie, stop. Authorities can't explain the bullet holes in the plane, stop. Please hurry, stop. Rita.' "Oh my God. I was dreaming about Charlie.... in a plane...fighters were attacking him... you woke me up....I must be going out of my mind!"

(cont. on next page)

"Stan, where are you going? To Waco?"
"You go and calm Rita, Erika, I'm going to Seattle." To be continued!
Rome--Let me into Burgundy to attack Germany and I won't stay in Marseilles or even pass through it.

GAME 1972CK, Spring 1902

ENGLAND'S HIT HARD BY RUSSIA WHILE FRENCH PREPARE AN INVASION OF ENGLAND! LOOK OUT!

Note: General Orders were used for Turkey.
Mr. White, your GO's have now expired upon their use.

AUSTRIA (Chin): A Bud-Gal, A Vie S A Bud-Gal, A Tri-Bud, A Ser-Bul, F Gre-Aeg/r/
ENGLAND (St. Johns): A Nor-Swe/a/, F Nwg-Bar, F Nth-Ska, F Edi-Nth
FRANCE (Gray): F Por-Mid, F Bre-Eng, A Par-Pic, A Bur H, A Spa-Gas
GERMANY (Lindauer): A Ber S A Ruh-Mun, A Hol-Kie, A Ruh-Mun, F Den S A Hol-Kie
ITALY (Gershenson): A Mun-Sil, A Tyr-Boh, A Ven-Tyr, F Tun-Wes, F Nap-Tyr
RUSSIA (Davis): A Gal S F Rum/r/, F Rum S Tur A Bul H/nso/, F Bot-Swe, F StP(NC)-Nor, A Fin S F StP(NC)-Nor
TURKEY (White): Anonymous player used White's general orders: A Bul-Gre, F Aeg S A Bul-Gre, F Con-Bul(SC), A Smy-Con

SUMMER & FALL 1902 ORDERS due Friday, Nov. 24, 1972, at noon.

Propaganda--

Germany, April 1, 1902--Onward with the attack. We must push the Italian invaders from Germany. Rally!
Paris, January 1, 1902--The French Minister of Defense announced today that France was prepared to honor all standing commitments. However since he has not heard from concerned parties prior to the end of the deadline he felt compelled to issue the currently published orders. He stated, "I believe these orders speak for themselves, we did what we said we were going to do and our friends will just have to TRUST us! If they can't reply in time then we must take some action."
St. Petersburg--The Tsar announced today that Igor Bolkonski, carrier of the Imperial Russian Mail, had been awarded the "Star of Lenny" and had been promoted to Postmaster General in recognition of his "meritorious service above and beyond the call of duty when he selfishly overslept causing the mail to be late--thereby saving Holy Russia from a most sinister and treacherous foe."

GAME 1972DD, Autumn & Winter 1901

BUILDING PROGRAMS MAKES FOR MORE WAR!!!
RUSSIA LEADS EVERYBODY WITH THREE NEW BUILDS!

Autumn 1901--England retreats F Nth-Lon
Winter 1901--

AUSTRIA (Leerkamp): B A Vie, A Tri
ENGLAND (Dick): Stands Pat
FRANCE (Fujihara): B F Bre, F Mar
GERMANY (Chin): B F Kie, A Ber
ITALY (Roll): B F Nap
RUSSIA (Nelson): B F StP(NC), A War, A Sev
TURKEY (Stone): B F Ank

SPRING 1902 ORDERS due Friday, Nov. 24, 1972 at noon.

Winter 1901 Positions--

Austria: A Vie, A Bud, A Ser, F Gre, A Tri (5); England: F Nwg, A Lvp, F Lon (3); France: A Bel, F Eng, F Bre, A Por, F Mar (5); Germany: A Ber, F Kie, A Den, A Hol, F Nth (5); Italy: A Ven, F Nap, F Ion, A Tun (4); Russia: A Sev, F Bla, A Rum, A War, F Swe, A Nor, F StP(NC) (7); Turkey: A Bul, F Aeg, A Con, F Ank (4)

Propaganda--

October 30--A great revolution has swept the British Isles in the past few weeks reaching every corner of society. The government of Minister Leech seemed to topple with ever increasing swiftness as the home fleet met with increasing indecisiveness and failed to ward off mounting attacks by Germany and France. Today, the Revolution reached its climax as angry mobs stormed Parliament. Minister Leech and non-sympathetic members were carted off by the yelling mob, "To the Tower!"

Oracle of Tunis--I see England being destroyed by a French-German coalition by Spring 1903 if everything goes well. I then see Italy being the next victim of destined French expansion. I see German eyes on Russia grow bigger. Austria also might watch German movements as she is next after France rolls over Italy. It might do Russia and Austria well to cease activity in the east and take a good look west as a divided east is no match for a united west.

Verdun--The French General Staff met here today to plan further action against England. The general air of the afternoon was of complete confidence. When asked on how the war was going, the Chief of Staff said, "Ah, yes, we shall have the Limey British by the end of the year. It will be German help that will be instrumental in the Coup de Grace." When
(cont. on next page)

asked about further expansion, the Chief of Staff said, "Why Italy of course!! Germany blocks us in the north--we can't attack them can we?"

GAME 1972DF, Spring 1901

ALL MOVES SUCCEED, BUT FOUR COUNTRIES MAKE OVERT MOVES TOWARDS THEIR NEIGHBORS! WORDS AND WAR BREAKS OUT IN EUROPE!

AUSTRIA (Conner): F Tri-Alb, A Bud-Ser, A Vie H
ENGLAND (Lindauer): A Lvp-Yor, F Edi-Nwg, F Lon-Nth
FRANCE (Hilliker): A Mar-Spa, A Par-Gas, F Bre-Eng
GERMANY (Schill): A Ber-Kie, A Mun-Ruh, F Kie-Den
ITALY (Strickland): F Nap-Ion, A Rom-Ven, A Ven-Tri
RUSSIA (Grove): F Sev-Rum, A War-Gal, A Mos-Ukr, F StP(SC)-Bot
TURKEY (Blank): A Con-Bul, A Sny-Con, F Ank-Bla

FALL 1901 ORDERS due Friday, Nov. 24, 1972, at noon.

Propaganda--

Spandau--The Kaiser today mentioned the possibility of a Fraco-Austrian-German alliance. However he has some concerns over the ancrorm. He had hoped to enlist Italy and an alliance such as A. F.I.G.. The arms ministry today reported the first sale to A/H totaling 250 million marks. The interest is 33% compounded every armistice.

Geneva--Sultan Plank has rushed back to his Turkish Domain to conclude plans for his forthcoming Diplomatic Tilt. Nick the Greek favors Turkey 17-9.

Propaganda, Winter 1900--None???? What a bunch of dead heads! Hey, maybe we can borrow some from another game?

Dol Amroth--The Turk today was reported unable to communicate following the use of a sub-zero hooka in Siberia. Meanwhile, Austrians said large amounts of spaghetti had been floating ashore near Trieste.

Guide to the GM, continued from page 2

forget to phone in the moves to the party, mail a copy when some clerk gets around to it, and worse! The next form is via phone call. Will you accept phone calls or not? Will you and only you be responsible for phone-in orders? Is there a time of day after which

orders will not be accepted? If you don't do that, you'll find some joker from Hawaii phoning you at 11PM his time, and if you are in New York that's 4AM! Also, a time ON the date of the deadline should be set for receipt of phone calls. This allows you to adjudicate that evening (afternoon) and leaves no cause for doubt or protest. As an aside, it should be noted that EACH issue should carry the deadline time, such as November 24, 1972 4PM.

Another item of value, relative to the deadline, is the creation of a separate deadline for reporting of gamesmaster errors. If you do not do this an error report could arrive a day or two before the deadline and when you extend the deadline, the other players can be faulted. If at all possible, you want to notify the players of a deadline extension BEFORE the old deadline expires.

Every set of house rules must contain statements on these points: costs, and fees; sealed orders, deadline extension policy, length of time GUARANTEED from mailing of the zine until the next deadline--minimum, policies on retreats and/or adjustments with move seasons, limitations on propaganda--if any, rights to edit press, rights to carry moves or adjustments by carbon letter and/or post card, and policies of substitutes and replacements. A few words on some of those points has already been made in prior chapters in this series. A player has a right to know what EXACTLY will be done if a player misses once, then misses again. Will substitutes be sought and at what time? If you use any special rulings such as automatic deadline extensions under given conditions, they must be spelled out. Do not surprise the player. Recent use of advisors/consultants by novices/neophytes, newcomers requires that your HRs make some statement on them.

The purpose of a good set of House rules is to close every possible door of dispute before it ever arises. You must be equally fair to each and every player and must never use caprice that can damage one player at the expense of others. In questions that are difficult, allow for the right to poll 3 or more other gamesmasters for an opinion, or poll the players in ANOTHER game, if you feel the players in that game may be biased. Worst of all avoid, like the plague, a ruling made at one point, with the statement that you will not rule that way again. That is giving the shaft or a bonus to one player only.

Exceptions because of unusual circumstances must be allowed for, don't be ABSOLUTE in everything, but a strict interpretation of the HRs will earn you much more respect than a slip-
(cont. on next page)

shod interpretation of them. Excessive delays in the game will hurt your reputation. Impassable--I believe that this is the last chapter on Len Lakofka's long running series on gamesmastering, etc. It has helped to clear my mind on many points, and I think it has been helpful not only to many other GMs, but also to the players. I have some more houserules to incorporate unofficially in this issue (and to be printed and run off in a supplement later on), but first I have a letter-rebuttal from Len of Conrad's letter in the lastish of Impassable.

A 'REBUTTAL TO VON METZKE'S LETTER by Len Lakofka

The issue that we are debating is not rigidity in gamesmastering techniques, it is fairness to ALL 7 players! I believe that the GM MUST be equally harsh/lenient to all the players. Conrad's loose concept, of how a deadline should be upheld, is a detriment to players in his games. Conrad says that a player can postmark a move ON the deadline and he will accept it, if he hasn't adjudicated the game yet! GOOD LORD what caprice! If he happens to do the adjudication on the day of the deadline, one player might get screwed, if he does it 4 days after, someone else takes the shaft. In short, Conrad is admitting that he is sloppy, not reasonable, sloppy! A deadline is made to be enforced. U.S. Post Office screw-ups are the only thing to be taken into fair consideration. However, you MUST set a rule. Even if the PO goofs, sometime has to be TOO late. When a player enters a game he has a right to equal treatment, no less, but certainly no more. The player has a right to expect the GM to honor his deadline and enforce it, not use it as a circled date on his calendar!

The concept that the punch line of a move/strategy should wait until the zine is printed is also nonsense. When you have worked on a move you use materials that will arrive at the player's home on or just after the deadline. Or you may favor telling part of a tactical move BEFORE the material is printed to calm the opponent down or to get a head start in negotiating the next season. You can do none of this if the player can post a move on the deadline, or call the GM after the deadline, and the GM will accept the move!! Why have a deadline?

Conrad's suggestion that if a player makes a habit of doing this or that, you can 'suspect' him. Yet, in a crucial position, you only need a capricious GM ruling once!

Conrad mentioned a game which he is GMing and in which I'm one of the players. So far he has allowed a player the right to 'more time' and extended the deadline, then promptly told everyone else that this would not be allowed again! He also announced an extension when he found a error, in the situation he refers to, after I had told my opponent my strategy. Conrad says that is foolish on my part, I say it is bad GMing on his!

Conrad claims, in conclusion, that I would not bend to accomodate reasonable problems. That is, of course, falso. I have, what I believe is a fair late move acceptance policy. If a situation arises not covered in my house-rules or by prior ruling, I will attempt to be fair. What I will not be is random and unequally generous to one player at the expense of other player's rights in future rulings! ((Comments to Impassable are okay))

SOME MORE HOUSERULES FOR IMPASSABLE

The long series on gamesmastering has brought to my attention several points which I would like to cover or make clearer.

- 1) Orders must be signed. This means that I will exclude Western Union telegrams because they are not signed by the person giving the orders.
- 2) In order to keep all games on schedule, I will be strict with deadlines. No phone in orders will be accepted after 12 noon on Friday. Late orders by mail will only be accepted if the Post Office has unduly delayed their arrival. The guideline for this is now being formulated with the preliminary statistics I am compiling. Right now, I will not accept late orders by mail if: 1) If mailed from the Far West (Rockies on west) 4 days prior to the deadline day, 2) If mailed from the Mid West 3 days prior to the deadline day, and 3) If mailed from the East 2 days prior to the deadline day.

Normally, however, the above mailing date prior to the deadline will be enough to make sure it gets here on time. But, the Post Office is not an automaton, and we must take into consideration some leeways, that is, the players themselves must take into consideration that the Post Office could delay your average time of 3 days to 4 days for a particular piece of mail. Anybody who gambles with close shaves won't benefit from any doubts on my part. Thus, I will consider a delay of 2 days over the average time as being unduly delayed for your orders. The avg. time for 1st class mail is 3 for both the Far West and Mid West, however, I am

(cont. on next page)

giving the Far West the base average of 4 days since some of their mail has arrived later than that--more so than from the Mid West. Plus that, we have players in Hawaii. The East averaged two days, but plenty of the orders took 3 days, and one even took six days! As matter of fact, distance-wise, the best mail time seems to be from the Far West. Many people use air mail, and from both the Far West and Mid West, air mail took an average of 2 days to get here. Some, however, took 4 days. For air mail, as an example, I will accept late orders if they were mailed 4 days prior to the deadline. If they were mailed three days prior to the deadline--on a Tuesday for a Friday deadline--and arrived on Saturday, I will still accept them because the sender allowed for one more day than the average time of 2 days, for air mail that is. Thus, the rule is that you must add one day to the average time if you want your late orders used. If you, for example, mailed it 2 days prior to the deadline and it normally takes 2 days, but took 3 days (and was late), I will not accept it because you shaved it too close. I have to put out a gamezine, and I can't afford to be constantly held up by players who play it close to the deadlines. Thus, if you don't allow for the one day, late orders, even only by one day over the usual time, will not be accepted.

3) Please either write your orders neatly, or type them neatly. Also, put separate games' orders on separate sheets as I file each game separately. Don't forget to sign it and give all the necessary information.

Many players are protecting themselves by either of the following: 1) Authorization of collect calls if no orders arrive on time, 2) Sending duplicate copies of their orders separately, and preferably on different days, 3) Sending in early orders to be revised later, 4) Keeping General Orders on file, 5) Using self-addressed postcards for me to return upon receipt of your orders, and some others.

Another thing you should do is to keep track of the arrival time for Impassable. That is, how long it takes before the zine gets to you after the announced deadline. I have been getting this zine out on Monday mornings, and will intend to keep doing it punctually. Thus, if you don't get Impassable within 2 days after the usual arrival day, please notify me so that I can send you another copy. I will not be perfect, and can often check to see if I forgot you or whatever.

These should be enough rulings for now as I will have more later. Until then, peace.

GAME OPENINGS ELSEWHERE

Gee whiz, the hobby is growing by leaps and bounds, at least in number of gamezines! We have a couple of new ones since I last reported on gamezines. Now, for the new ones, plus old ones with openings:

CARPETBAGGER. #3, Oct. 9, 1972. Stephen Bell, P.O. Box 1787, Davidson, NC 28036. Sub rate is .50¢ for your first five issues. Game fee is \$8 with \$4 refunded if you finish your game without dropping out. Traders pay only \$4. Has several "categories" of regular games, inquire.

ARMADILLO. #12, Oct. 20, 1972. The House of Coop (Stever Cooper), 3073 S. Buchanan St., #B-2, Arlington, VA 22206. Sub rate is 6/\$1, game fee is \$4. Has openings.

ANSCHLUSS. #7, Oct. 6, 1972. Joseph O. Antosiak, 3637 Arden Ave., Brookfield, IL 60513. Sub rate being changed? Has game openings in various games including regular Diplomacy (game fee \$4). Others include Origins (\$3), multi-player Waterloo (3) and a Diplomacy variant, Germany VS the World, (\$4) for which rules & map is .25¢.

THE SILMARILLI. Vol. 1, #1. Chic Hilliker, 3312 Stoneycrest, Bloomington, IN 47401. Sub rate is .50¢ for first 5 issues, 8/\$1 thereafter. Game fee is \$4. This is a brand new zine with game openings. Looks promising.

PULSAR. #1. Mark Thomas, 10 Terrace Place, Danbury, CT 06810. No known sub rate.

Game fee is zero, but openings are probably extremely limited, I suppose. Players must submit continuous commentary on their game view-points as they play. Plans to publish entire game as a one-shot special later on.

BIG BROTHER. #132, Oct. 19, 1972. Charles Reinsel, 1709 32nd St., San Diego, CA 92102. Game fee is \$7. Sub rate is unknown to me. This is not a new gamesmaster as Charles was publishing Big Brother way back in postal history of this game and reached Issue #100 (compared to my 12 issues) before taking his vacation-breather. Now, the giant has returned! Has openings in 6 games. Hurry!

SOLUTIONS TO PUZZLES #10 & 11

Puzzle #10--Will use the solution given by Harvey Lindauer as I don't have one written up. 1) Robert will not expose his brother's guilt, implies that he is still alive, so he couldn't have been the victim, who is dead. Also, we can see that Robert's brother is the murderer, so Robert couldn't have been the murderer. 2) We know that the card game is at Ronald's house, so Ronald is the host.

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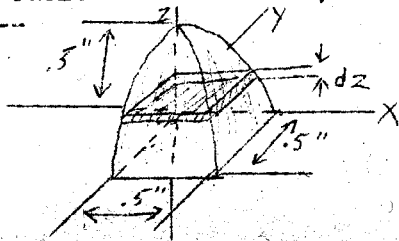
But, the host is about to give evidence against the murderer, so this means that Ronald couldn't have been the murderer. Also, if Ronald is about to give evidence, he is alive and he wasn't the victim either. 3) By process of elimination, we know that Ralph and Rudolph are the murderer and the victim, but which one is which? 4) Ralph had met Robert's father only once, so it is logical to assume that Ralph and Robert aren't brothers. But we know that the murderer is Robert's brother, so Ralph couldn't have been the murderer. This leads us to conclude that Rudolph was the murderer, and thus Ralph was the victim.

In contrast, I have two answers from two others, John Boardman and Robert Morris, who agree with Lindauer that the murderer was Rudolph, but they say the murdered man was Robert, the murderer's brother. Who is right?

Well, I think that both Boardman and Morris were wrong, and Lindauer was right because of the crucial 7th piece of information: "The murdered man had eaten dinner on the previous night with one of the men who did not bowl with Ronald customarily. Rudolph, the unanimous murderer, was in jail, and Ronald are both eliminated. This leaves the question as to who was the host: Robert or Ralph? Since Ralph was a cripple, he couldn't even customarily bowl with Ronald, so he had to be the murdered man in order to have Robert as the man who didn't customarily bowl with Ronald.

It was possible that one could construe the meaning of "will not" in the first clue as cannot or couldn't because he was dead, and if so, you would also have to allow that Robert ate at the prison the previous night of the murder. I felt both unlikely enough to not influence my decision that it was Ralph who was murdered. Was Harvey and I right, John? (De Prisco, I mean)

Puzzle #11--This was another puzzle not of my finding, and I only have the solution as Ed Blacksmith gave it. He solved the problem using Calculus. Boardman also gave an answer which was correct, but I don't understand his final equation. Oh well, I was not using calculus to solve it myself and thought it as a cylinder taken out of a cylinder and thus multiplied the volume of two 1" diameter radius, 1" length cylinders and got .616 cubic inches--close, but wrong. The solution--



Using the diagram at the bottom of column one, we can have:

$$z^2 + y^2 = r^2$$

$$x = y$$

$$z^2 + x^2 = r^2 \text{ or } x^2 = r^2 - z^2$$

$$r = .5"$$

$$dV = A(z)dz$$

$$A(z) = xy, \text{ since } x = y$$

$$\text{then, } A(z) = x^2, \text{ since } x^2 = r^2 - z^2$$

$$\text{then, } A(z) = r^2 - z^2$$

$$\text{so } dV = (r^2 - z^2)dz$$

$$V = \int_0^r r^2 dz - \int_0^r z^2 dz$$

$$V = r^3 - \frac{r^3}{3} = \frac{2r^3}{3}$$

$$V = \frac{2}{3} (.5)^3 = .08333 \text{ in}^3 \text{ for } \frac{1}{8} \text{ portion}$$

For the entire portion drilled out

$$V_{\text{total}} = 8(.08333) = .6666 \text{ in}^3$$

I didn't say this puzzle would be easy, so don't blame me if you spent too much time on it without solving it.

IMPASSABLE PUZZLE #12

I had enough of mathematical puzzles, and so I'll give you another murder problem. To enliven it up, I have used fictional names and places that only appear to represent real people that we know (this to protect myself from any forthcoming libel, heh, heh)

MURDER AT CHICAGO

Four men were discussing Diplomacy news in a hotel located in Chicago at which all were there for a convention. The argument suddenly became vehement, voices were yelling, and then a shot rang out into the hall. The organizer of the convention, Leonardo, ran to the room from where the sound of the shot was heard; there, he found one man dead on the floor, and the three other men standing around the dead man. A gun was lying on the floor among the scattered playing pieces of the game they were playing, and, of course, next to the dead man. The dead man's name was Roddy and the other three men were Jonathan, Christopher, and Ferdinand. These three were arrested and, when questioned at the police station by the famous and controversial Leery Parry, they broke down under stress and made the following statements: Leery Parry sat next to Christopher and, peering close at him with his sinister eye

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and said, "Now, Christopher, knowing what you know, and taking everything into consideration, did you or did you not kill Roddy?"

"No, I didn't kill him," said Christopher.

"Well, did Roddy commit suicide, or did he not commit suicide, and please be specific when you tell me," quired Leery Parry.

"No, Roddy did not commit suicide--why would anyone winning a game of Diplomacy want to commit suicide?" After a long look at the floor, Christopher continued emotionally, "And I was a friend of Roddy--really, I was his friend."

"Okay, okay, get off that chair, I want to ask Ferdinand some questions," rasped Parry. Ferdinand got up and crossed the questioning room to sit on the chair that was lit up by several thousand watts of light. "Okay, shoot Leery, I am and always will be leery of your motives Leery," said Ferdinand baitingly.

"Shut up and answer my questions." Parry was angered by this suspect. He was thinking that this guy wanted some reputation or be known for being involved in this crime--maybe he did kill Roddy--there wasn't too much love lost between them.....hmmm, or was that there wasn't enough love lost between them.... I'll have to take all the angles and consider that for awhile. Oh well, must get on with the questioning.

"Okay Ferdinand, do you agree with Christopher that Roddy did not commit suicide?"

"Well, maybe he did, maybe he didn't."

"Come on, don't try to be some big shot, just answer the question, yes or no." Leery decided that this guy was a publicity nut.

"Like Christopher said, Roddy was winning the game, and no one would want to miss out on winning a game of Diplomacy....no one."

"Yes or no!" Shouted Parry. "Yes or no, Ferdinand!"

"Okay, okay, cool it. No, Roddy did not kill himself." Ferdinand thought, now I got him upset! Hee, hee, hee.

"Get off and let Jonathan take the chair." Jonathan and Ferdinand crossed the floor and while they passed each other, Jonathan gave a hard stare at Ferdinand.

"Okay Jonathan, suppose you tell me your story instead of me asking you questions?" Parry was wary of this leery looking person.

"Well, to tell the truth, Leery, Ferdinand did not kill Roddy because Roddy did commit suicide. Christopher lied when he said that he was Roddy's friend. We all know that Roddy had no friends."

"Well, that certainly contradicts everything I heard so far," Leery said calmly. "You can go back to your seat, Jonathan. Now Leery Parry was doing some more deep

thinking, and after about one million words of thought, he said out loud, "Let have Ferdinand back on the chair."

Ferdinand walked to the chair and was looking pretty nervous--after all, he was being re-examined by the great Leery Parry.

"Okay Ferdinand, Jonathan said that Christopher lied when he said he was Roddy's friend. What do you say?"

Seeing his chance to be more controversial, Ferdinand's face brightened up and he was quick with his answer. "Well, I say that Christopher was indeed not a friend of poor Roddy. After all, I was sitting across the table from Roddy. I saw it all happen!"

"Okay, I had enough of you, Ferdinand, and I am sure I had enough to solve this murder!" exclaimed Leery Parry. He knew that one, and only one, of each man's statements was false. How did he discover, from these statements only, who killed Roddy? He deduced that there were nine crucial statements: From Christopher, he had that he didn't kill Roddy, that Roddy did not commit suicide, and he claimed he was Roddy's friend. From Ferdinand, he heard that Roddy did not commit suicide (the game doesn't really count, thought Leery), that he admitted to having been sitting across the table from Roddy, and contradicted Christopher by saying that Christopher was not Roddy's friend. From Jonathan, he had the negative statement that Ferdinand didn't kill Roddy, that as a matter of fact, Roddy did commit suicide. Last, he said that Christopher lied about being Roddy's friend. Hmmm.....will have to think this over in a couple of billion thought words, but I'll solve it!

Next issue, Leery Parry will tell all, and tell who murdered Roddy at the Chicago hotel. Until next time, the case of the murder at Chicago remains unsolved!

ENGLAND--GEOGRAPHY AND THE BALANCE OF POWER

I have since come across a reprint of an early article by Charles Reinsel. It was a statistical article based upon the "numbers" of the "spaces" in Diplomacy. I will borrow information from his article (which appeared in Hoosier Archives #91 and Diplomacy Review #3). Among the many points covered in his article, Charles discussed the "mobility" of a space, that is, how many spaces border the square under question. As an example, the mobility of the North Sea is 11 since there are 11 spaces to which a unit (fleet) located in the North Sea could move. The mobility of the Barents Sea, on the other hand is

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only three. Get the idea? Thus, with this information, we can determine how mobile any country is in the beginning of a game.

Another topic which Charles covered was the ratio of bordering foreign spaces to the home border spaces. Naturally, if there are more foreign spaces bordering your fewer border spaces, you would be vulnerable to a larger attack by a larger force. On the other hand, bottlenecks like Piedmont are defensible because the bordering spaces are equal to each other, and no matter how many units you have, you can't flank the other player. An example of the former is Austria where her border spaces equals 5 and there are 10 bordering foreign spaces. Not very good. With this eye opening article, I will do another article on Austria, but later on.

England is a close challenge of Turkey in game statistics for both survival and for winning. Thus, we shall examine why England is so strong a winner. As the main part of my article's thesis, geography influences the game to a great extent and in the long run, Diplomacy seems to change very little the balance of power. England is primarily a sea power only developing large land forces towards the end of a winning game. English naval power is necessitated by her oceanic separation from the continent--both a hindrance to mobility as well to enemy attack. Let us look at the English mobility figures. First, the mobilities for the sea spaces bordering England: Nth-11, Nwg-6, Eng-8, Iri-5, Nat-5. With her two fleets starting in Edi and Lon, their average mobility is only 3.8 (the same as the squares they're in). For her army in Lvp, it is 3.0. Only Turkey has a lower initial mobility. Thus, for English domination, control of the North Sea is very

important, it having a mobility of 11 (the highest of any space on the board). Also important is the English Channel, but that is often neutralized with an French ally.

Altogether, there are 8 nearby supply centers located on the coast from Portugal to St. Petersburg. England can develop a naval power to take advantage of this plus being able to defend her homeland. England is not a particularly fast starter, but with France as an ally, plenty of headway can be made towards Germany and Russia. The only problem with France as an ally is that she is likely to outstrip England in supply centers. So, a careful watch has to be kept of France and of the English Channel.

The main options that England has are basically three: attack any one of her three neighbors. It is very important for England to prevent a French-German alliance. Russia cannot help much when those two are allied. Having one as an ally and with Russia neutral will set up England as a power to reckon with. In actual moves, England has three basic openings depending on who is the enemy. France: F Lon-Eng, F Edi-Nth, A Lvp-Yor; if Germany, or if England is playing neutral for a year: F Edi-Nwg, A Lvp-Yor, F Lon-Nth; if Russia: F Edi-Nwg, A Lvp-Edi, F Lon-Nth.

As mentioned before, France is your best ally, however, Germany can also be a good ally but weaker as a military ally. Your chances with Germany would be dimmer, but your alliance would be solid by the differentiation of naval and land powers of the two allies. In conclusion, England's separation by sea, and her development as the naval power assures her at least survival. A slow starter, but a steady winner. Next, France.

IMPASSABLE

117 Garland Drive
Carlisle, PA 17013
U.S.A.

TO:

Richard Huff
4720 Clayne, Apt. 2
Oxnard, CA 93030

Your orders were late____
You are asked to submit
standby orders____
You are mentioned on pg.____

Apology is only egotism wrong side out.

--Holmes

FIRST CLASS MAIL

FIRST CLASS MAIL