

# IMPASSABLE



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## DIPPY NEWS

# WAR

I just finished typing the game reports, and for some unexplained reason, I typed all but a few lines of the press releases sent in this time. So, this means less space for everything else. Something has to go in this issue. So, I will chop out the puzzles and quotes and just print the letter from Birsan and an article from Reinsel. I need standbys for the Scotice Scripti III game only! Hurry! If any room is left over, I'll publish a list of openings in other gamezines. In the area of news, I just got Games Research's new list of publishers willing to help new blood into the hobby. It was very well done and it was increased tremendously to about 26 publishers listed! I was pleased to note (smirk, heh, heh) that the EASTERN UNITED STATES led the country with 10 publishers! Perhaps next year we may see some foreign publishers other than Canada on the list? A couple of more births have been announced by various people in the hobby. The important thing to note that this will guarantee the hobby to stay around for another generation! I am sorry for this abbreviated news report, but I got carried away with all the press I had on hand. Issue #18 will make it all up! I will be taking a day or two off from work (holidays) to put the big issue out! Now, how nutty can you get in this business?!

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Uneasy lies the head that wears a crown.

---Shakespeare, Henry IV

THE LAKOFKA-VON METZKE DISPUTE or HOW NOT TO HAVE A DEBATE by Edi Birsan

The readers in Impassable have been fortunate to witness the creation of a situation that can snap into a feud with the next adjective. The parties in the dispute, Len and Conrad, have performed such a delicate dance around the problems that it is almost unfair to Diplomacy history to attempt to stop the dispute.

What has happened over the past few issues is introduction by Len of a set of mechanics for gamesmastering; Conrad reacted to what he perceived as 'professionalism' replacing the fun in the hobby. Without making a distinction that clearly designates what each type of publishing style is, the parties move on the single issue of deadlines. Both agree that deadlines should be followed, it is merely the focusing on simple mechanics that divides them on this issue. Yet, the problem of deadline setting (and keeping) has become the main focus and each party starts to pound away at the other over this small difference of opinion. One adjective modified by a frustration of not really coming to grips with the problem (professionalism) leads to another and soon the dispute is a feud between the personalities of Len and Conrad.

What has this added to our knowledge of the hobby; nothing. What services has the outlay of pages of words provided; none. What have we lost; peace between two players and a unity to explore the hobby.

Let's go back to the beginning and see if there is really a clash of views or styles... If that clash must happen and if there is something to learn in it all.

Taking some of the comments by Conrad in other zines over the last couple of years, we can sketch out the kind of zine he likes: it's emphasis is on the players of the game. The interaction between players and GM in regard to the game and in regard to life in general. Zines with disputes like the great Orange debate of Stab or tongue in cheek comments as found in many of the overseas publications. Deadlines are observed but a GM missing is balanced by what eventually arrives. In short, if the zine is good, he doesn't mind if it is late occasionally. •

(cont. next page)

The emphasis is then on the social side rather than on "wham bamb, blitz and stab." Tactical and strategical articles on the game are not as interesting to Conrad as a good press release war.

Len on the other hand, does not really object to any of this except that from his view, he expects a zine to be on time. His focus is on the players OF THE GAME and thus he looks past the player to the board and player relations as they effect the movement/speed of the game.

Each enjoys his own style of play and publishing. Thus, the big clash is one of opinion, for which there is no real resolution. Let Len play in his type of zine and Conrad his. Moaning and groaning and tossing adjectives at each other is pointless. At most, Len can publish a list of zines he feels operates as he likes and Conrad can do the same for his likes. And there it ends. No need for tempers, no need for frustration, just a need for understanding. Oh well....

Impassable--I have no stuff on hand from the feuders/debaters, and I think that my attempts at cooling the debate in last issue may have worked. You know, they weren't that far apart even in their opinions and they even sounded alike! So, I hope that we have seen the end of this.

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STATISTICS OF THE SCOTICE SCRIPTI III  
DIPLOMACY GAMEBOARD! PART II--THE SECRET  
WEAPON! by Charles N. Reinsel

An Army-Fleet combination when used correctly has the power of 2 units! According to Rule #9, "An A/F has the power of 2 units when supporting into, moving to, or holding in a coastal province. (It has the power of only 1 unit when supporting into, moving to, or holding in a sea province)."

Note: Hebrides is stated at the top of page 2 to be a "coastal province!" Man is apparently excluded from being called a "Coastal province" in the next paragraph! (Editor Boyer is requested to comment and rule here!) ((Impassable here: I see the implications possible in regards to whether the A/Fs can work as two units, but I meant the only difference between Man and Hebrides to be that only a fleet could be built in Man. Other than that, the A/Fs are not restricted in any way except geographically. Thus, Man is not a "fully-fledged coastal province", but its only shortcoming is not being able to raise an army. Is that clear for everyone?))

"Get there firstest, with the mostest!" is an important military quote! In this game it is a legal way (A/Fs) to compact force into a given area! A/Fs can quickly change the balance of power in so many "coastal province" battle situations!

There are 48 "legal" coastal provinces in this game! 24 are supply centers and 24 are not!

The number of "coastal provinces" per country are as follows!

| Country  | # of: | C.P. | C.P. S.C. | N.S.C.   | P.F. |
|----------|-------|------|-----------|----------|------|
| Connacht | 5     | 3    | 2         | 25%      |      |
| Leinster | 4     | 2    | 2         | 60%      |      |
| England  | 4     | 2    | 2         | 50%      |      |
| Munster  | 6     | 3    | 3         | 25%      |      |
| Scotland | 8     | 4    | 4         | 0%       |      |
| Orkney   | 7     | 5    | 2         | 16 2/3%* |      |
| Kymru    | 8     | 2    | 6         | 60%      |      |
| Ulster   | 6     | 3    | 3         | 25%      |      |
| Total    | 48    | 24   | 24        | --       |      |

Key: C.P.--Coastal Provinces  
C.P. S.C.--Coastal Province Supply centers  
N.S.C.--Non-Supply Centers (Coastal)  
P.F.--Protection Factor

Protection Factor: This is the most important "STATISTICS" of this Scotice Scripti (revisited) article! It is simply the percentage of the home country's supply centers that can not be reached by the (horrible) powerful Army/Fleets! Example: England has a possible four supply centers! Two of these cannot be attacked by the Boyer secret weapon! So, England has a protection factor of 50% So! When the "shripboats" are coming! (Read A/Fs), Scotland is the weakest country to play and Orkney is the next weakest! And! Leinster and Kymru are the strongest anti A/F countries! Oh, well, I don't like fish anyway! (THINK!)  
\*Remember Man is not designated as a "coastal province" in the rules!

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GAME OPENINGS!  
(In no particular order)

This first is newer than new! In fact, it is an announcement of a gamezine to start! There is no name yet, but the publisher is: John Dowling, 2713 Urbana Drive, Wheaton, MD 20906. His gamefee will be \$1.00 plus postage for each turn. Also, there will be required a \$1.00 deposit which will be returned if you don't drop out of the game. Hopefully, I will get a copy of the first  
(continued on page 12)

SCOTICE SCRIPT III, Spring 1015

WAR BREAKS OUT IN THE BRITISH ISLES! THE  
IRISH ARE AT IT AGAIN TOO! WHO WILL WIN?  
ORKNEY TAKES IMPORTANT NORTH IRISH SEA SPACE!

COA--Steve Cooper, 3501 Saylor Place, VA  
22304

CONNACHT (Schleinkofer): F Tuam-Galway Bay,  
A Roscommon-Leitrim, A Sligo-Roscommon  
ENGLAND (Stone): F Berkeley-Gwent, A Chester-  
Shropshire, A Stafford S A Chester-Shropshire  
KYMURU (Reinsel): A Buellt-Hereford, A Powys-  
Shropshire, F Cardigan-Cardigan Bay  
LEINSTER (Hilliker): F Dublin-Wicklow, A Tara  
S A Kildare-Meath, A Kildare-Meath  
MUNSTER (Cooper): A Cashel-Meath, A Limerick-  
Cashel, A Tralee-Cork  
ORKNEY (Keller): F Hebrides-North Minch,  
F Skye-Minch, F Kintyre-North Irish Sea  
SCOTLAND (Tonnesen): F Dundrennan-Cumberland,  
A Lothian-Berwick, A Lismore-Sutherland  
ULSTER (Hollingsworth): A Omagh-Donegal,  
F Armagh-Drogheda Bay, A Down-Armagh

FALL 1015 ORDERS due March 16, 1973, at noon.

GAME ANALYSIS--You may wonder why I am trying  
my hand at analyzing your game? Being the  
inventor of this particular variation, I feel  
that I am somewhat of an expert on Scotice  
Scripti III. So, here goes!

Very little can be surmised in the first  
move of any game, be it regular or variant,  
but I will discuss the possible developments  
that may have occurred. Most prominent is a  
likely Scottish-Orknian Alliance. However,  
this possibility is dimmed by the Scottish  
move to Sutherland which is really aggressive  
towards Orkney. At the same time, Scotland  
has moved south against England. So, the  
situation appears to be that Scotland is  
trying to get a fast start. Maybe or maybe  
not. Orkney is either now feeling bad, or is  
happy if he has made an agreement to let  
Scotland have Caithness. However, Scotland  
holds all the cards and only an Orknian  
threat on Dundrennan will keep Scotland in  
line. Orkney, if he and Scotland are really  
truly allied, will also have a good start.  
I did not expect to find Orkney in the North  
Irish Sea uncontested! This is the most  
useful sea space on the whole board and it  
augurs good for Orkney. In order to have  
gotten it without a struggle probably means  
that Orkney also has an agreement with Ulster.  
However, where will Orkney wage war?

Meanwhile, England and Kymru look like  
they may be enemies, but then, their first

moves could also be a fake attack. When I  
have played it, it was most logical for them  
to stand off in the area and in giving England  
Shropshire. So, though the English fleet  
moved to Gwent, it is defensive and it is  
still very likely that they could be allied  
and perhaps they will when considering the  
northern alliance.

Over on Ireland, there's a nice war  
going on with no real clues to go on. It  
seems to be the case that Connacht will hold  
the key to the alliance structure in Ireland  
as that country is in the position to swing  
in any of three directions. However, the  
fleet move suggests that Munster will be an  
enemy. Ulster has apparently allied with  
Orkney and he will either benefit from such  
a strong transoceanic alliance or will soon  
be attacked by Orkney. On land, Ulster has  
the option to either attack Connacht or  
Leinster, but he has the advantage of waiting  
to see what happens first.

So, who's ahead in this game? Very hard  
to say, but I think Orkney has played his  
cards pretty well and is in a good position,  
and so will be his chosen ally.

As far as my game theory goes, the first  
transoceanic alliance will have the advantage  
and will have the inside track on winning  
the game. In my solitaire games and in the  
one game played at Buddy Trelick's house,  
the best thing to do seems to be to first  
establish a safe stronghold on your particular  
island and then race to become a naval power!  
The one who can launch sea invasions can  
hit with surprise to gain supply centers as  
well as to interfere appropriately in the  
other island's affairs! Thus, while mopping  
up your own island, you must prevent a  
strong opponent from developing on the other!  
There's some good press!

Press--

Press---The Welsh citizens of the anarchy  
of Kymru are looking worriedly at the town  
house in Shropshire! All the better ales  
come from that cellar! If those horrid  
limeys dare cross our borders to go to  
Shropshire, they will not get the Beef to  
eat! Those beef-eaters will get cake! "Let  
them eat cake!" However, this will be special  
cake found on the ground southwards in  
Hereford! How do you like those (road)  
apples?

House of Coop---Wouldn't one of you who voted  
against moving this game to Lost Horizons  
reconsider and change your vote? I'd like to  
get LH free!

Scotland---King Malcolm II is with the Royal  
fleet skirting the coast of Cumberland. The  
(cont. on next page)

Earl of Berwick is feeding a Royal Army on its way to New Castle to find out why the coals have stopped coming to the North. The King ask for the real ruler of Orkney to contact him, be it the Norsemen or the King of Man. Scone--News has come to the new capital that England is under attack by both Scotland and Kymru. It has also been reported that the Irish are fighting among themselves once more. If the four of them ever worked together, there would be a united kingdom on the main Isle.

Valentine's Scion--My ancestors hailed from County Armagh and I have the distinction of having an Irish Quaker Heritage. In keeping with the pacifistic nature of the Quakers, I propose that all 8 of us approach this game in a spirit of Brotherhood and love for our fellow man.

Oops! There's no "Impassable" in this game--Anyhow, this is Impassable speaking to ask whether there is a minor difference between Irish Quakers and the common Quakers? Would it not be possible for the Irish temper to take over the Quaker's peaceful haid? Aye! Connacht--The minstrels of King Teige III were telling the story of the Tuam fleet. According to them, the King sent his fleet there because of the quietness of Munster. The diplomats the King sent out have not returned and the King feels they may have been done in by some Munster Monsters.

Friendly exchanges were made with the Kings of both Leinster and Ulster. It is hoped that peace can be maintained with all our neighbors, including Munster, because Irish Unity should be important to all Irishmen. Death to Britain!!

Stonehenge (Impassable--where else can I go?) Ah! Perhaps there are too many bogs in the south country of Munster? There has been reported many strange peoples and monsters supposedly taken over by the Devil and they always seem to like the moors. Beware the evil eye!

Dublin--It was announced today that Maoil-sheachlainn II abdicated his throne in order to keep peace in Leinster. Maoilsheachlainn II, reputed son of Brian Bornimhe, had been elected to the post by a minority of the Leinster clans. But soon trouble broke out. The problem stemmed from 'Brian's Battle'. Where part of Leinster fought on each side, and the old hostilities remained. But a solution was reached by electing a member of a third party to the throne. The O'Shea clan had been at the battle but had not participated. Instead they quickly cornered the refreshment market at the battle. Arriving the day before the battle started, the O'Sheas

soon had the situation under control. Two of the three competitors disappeared while four others suddenly decided that it would be safer at home. Once this was done, the price of water doubled and the price of ale tripled. After the battle, it is said that they made a killing in scrap weapons.

When the troubles broke out between the two sides who wanted to rule Leinster, the O'Sheas were quick to see an opportunity. Using the wealth they had accumulated, they made a well placed bribe here, a well placed knife there, and were soon recognized as the perfect compromise candidates for the office.

So it is that we see the coronation of Charlie O'Shea as Ard-High of Leinster. After the ceremonies, the older O'Shea was asked how he felt about it. He replied, "Only in a fine country like Leinster can a man see his son grow up to be an Ard-High." Stonehenge--Did the ale come from Shropshire? March 21, Stornoway--High King Thorfinn, at the religious celebration here today issued the following statement. "My good friend and war companion, Odor the Strong, has sworn fealty once again to act in my stead, as I, High King Thorfinn must journey to Birka. Odor is to have a free hand and all my subjects throughout the kingdom are to obey him under pain of death." King Thorfinn sailed with two ships as escorts on the evening tide. Before this, Odor the Strong was closeted with High King Thorfinn from early morning after rites until sailing time. After the meeting, Odor left immediately for Stone Door.

March 30, Stornoway--Late tonight riders left for waiting ships to carry news of High King Thorfinn's leaving to all the provinces. Rumor has it that Gerauld the Bald, is being summoned from Skye and Lothar, the King's close companion, and is to sail for Man. Supposedly he carries the news that Boru is to return to Stone Door to be tried for treason. Boru is not expected to return. April 17, Lothar, Durness--Kerlee, wife of Sven Forkbeard, sent messengers to Odor the Strong, Donoald the Short and Gerauld the Bald today. Yesterday, Sven was found at the foot of the high tower of the west wall. Apparently he had fallen while on his way to morning worship. Sven Forkbeard will be buried with full church blessings. Odor is not expected to attend the funeral. He has never accepted the new religion and forbids its practice in the islands.

April 22, Stornoway--The main war fleet with seven hundred men-at-arms left for Lothar to prevent Sven Forkbeard's kin and cleric's from occupying the seat of all legitimate

(continued on next page!)

rulers of Durness.

May 2, Stornoway--The war fleet at Skye weighed anchor today and started coasting to the south.

May 7, Stornoway--Seven ships from the main fleet at Kintyre were sent to enforce the ruling of the High Court at Stone Door when it found Boru guilty of treason. He is to be returned to Stone Door and confined in the dungeon for seven years.

May 10, Stornoway--Word was received today that High King Thorfinn and his party of three ships did not reach Birka and a search was begun.

Stonehenge--Seems to me that Boru bribed his way to a light sentence. Or is the ruler in Stornoway another traitor? This smacks of treason! By the way, where is Stornoway and Stone Door?

Whew! That was the most press I ever got for one game. This is what I expect for the Aquarius game, only perhaps more and better. But, I can't keep this up, fellas, or the players in the other games will complain! Good luck to all who can make their way thro this treacherous time period!

GAME 1970BJ, Spring 1906

RUSSIA DEFEATS AUSTRIA IN BIG, BLOODY BATTLE AS AUSTRIAN ARMY IS TOTALLY DESTROYED! IS ITALY MOVING AGAINST AUSTRIA? IS IT WAR?!

Standby for England: Will Mr. Mahler please submit standby orders for England? Also, Mr. Thomas Keller can back up.

Error: Forgot to list Austrian Army Bud in last issue's Winter positions.

AUSTRIA (Beyerlein): A Mun-Kie, A Sil-War, A Vie-Gal, A Bud S A Vie-Gal, A Rum-Ukr/a/, A Ser-Rum, A Bul S A Ser-Rum, F Aeg H

ENGLAND (Thomas?): NOR F Lvp H, F Lon H

GERMANY (Cooper): A Gas-Bur/r/, F Nth-Hol, F Den-Kie, A Bur-Ruh

ITALY (Phillips): A Mar-Bur, F Bre S F Spa (NC)-Gas, F Spa (NC)-Gas, F Mid-Nat, A Pie-Tyo, A Tyo-Boh, F Eas S Aus F Aeg H, F Nap-Tyr

RUSSIA (Richter): F Nat-Mid, F Edi-Yor, A Mos-War, A Gal-Bud/r/, A Ukr-Rum, F Sev S A Ukr-Rum, F Bla S A Ukr-Rum, A Arm-Sny, F Con S A Arm-Sny, A Ank S F Con

SUMMER & FALL ORDERS due Friday, March 16, 1973, at noon, eastern time.

Press on next column....

Press--

Munich, er, make that Brest, no, ah, let's try Burgundy--How can you be in two places at once when you're not anywhere at all?

Impassable--Maybe you're floating in sidereal interspacial time?

Naples--You can take a hillbilly out of the hills, but you can't take the hills out of the hillbilly.

Impassable--Very true, very true. One can notice that in those Italian hillbillies trying to leave earthquakened southern Italy, not to mention the volcanoes down there.

GAME 1972AZ, Spring 1905

ALL AUSTRIAN MOVES SUCCEEDS AS EMPIRE EXPANDS FAST! THE BIG THREE TRY TO MOP-UP THE LITTLE THREE! THE WAR CONTINUES BLODDY HOT!

AUSTRIA (Osmanson): A Ven S Ita A Nap-Rom, A Vie-Tyr, F Tri-Adr, A War-Liv; F Aeg-Gre, A Mos S A War-Liv, A Rum-Sev, A Ukr S A Rum-Sev, A Ser-Rum, A Bul H

ENGLAND (Wiskow): A Liv-StP, F StP (NC)-Bar, F Den-Swe, A Hol-Ruh, A Kie S A Hol-Ruh, A Edi-Bel, F Nth C A Edi-Bel, F Ber H, A Lon H

FRANCE (Mahler): F Ion C A Tun-Nap, A Tun-Nap, F Tyr S A Tun-Nap, A Rom S A Tun-Nap/r/, A Mar-Pie, A Gas-Bur, A Par S A Gas-Bur, F Pic-Bre

GERMANY (Richter): F Swe-Den, A Mun-Kie

ITALY (Hollingsworth): F Con-Ank, A Nap-Rom, F Apu H

TURKEY (Thomas): NOR A Sev H/r/, F Bla H

Forgot that Thomas missed here too. Will Mr. Abbott please submit standby orders for Turkey? Also, Mr. Lindauer can back up.

SUMMER & FALL ORDERS due Friday, March 16, 1973, at noon, eastern time.

Press--

Burgundy--A holiday was declared to celebrate the mysterious disappearance of the entire First Italian Army, the only foreign troops ever to dare to even attempt to invade the sacred soil of the Republic. Eyewitnesses claim that each of the green clad troopers simultaneously began to rise into the sky." It was as if some force higher than mankind had decided to pluck them from the game of life." "I heard one saying, 'D.H. told J.B. our time was up.'"

The Premier said, "I can believe all of the story except the part about them going towards heaven. In any case, let this be a (continued on next page)

lesson to any who might be contemplating similar actions against France."

To Fobby Bisher--The best laid plans of mice and men.....

Stephan of LWOW--With the downfall of the used Czar, the torch of Pan-Slavism has fallen to me. My Greater Slavic Empire includes Serbia, Trieste, Bohemia, Galicia, Warsaw, Ukraina, Sevastopol, and St. Petersburg. To the Brutish Umpire, Drool Manarchy and Jerkey Turkey, get out! To the Kingdom of Sardines, the Stench Republic and Touched land, stay out! Cease Slavic Slavery!

Impassable--One slavery for another.....

GAME 1972BG, Winter 1904

Fall 1904 revisited--Well, I have finally goofed in my adjudications! I overlooked the fact that we had an illegal attempt to switch provinces. Spain is one province no matter where you are in Spain, and so when Italy and France attacked each other with equal amount of support, it should have been a standoff. So, Fra F Spa (SC)-Por and Ita F Por-Spa (NC) both failed to move. This means a minor switch of supply centers owned. France holds onto Spa and Italy still has Por.

Winter 1904--

AUSTRIA (Pyle): B A Vie, A Bud

ENGLAND (Keller): B A Lon, A Edi

FRANCE (Murray): R F Hol

GERMANY (De Prisco): R F Fin, F Bal, A Liv, A Kie

ITALY (Hrbek): B A Nap

RUSSIA (Fish): Stands Pat

TURKEY (Tovson): R A Ank

Winter 1904 Positions--

Austria: A Mun, A Tyr, A Boh, A Bul, F Gre, A Vie, A Bud (?); England: A Den, F Swe, F Nth, F Bel, F Eng, A Lon, A Edi (?); France: A Bur, A Gas, F Spa (SC), F Mid (4); Germany: A Kie (1); Italy: F Por, F Iyo, A Mar, A Pie, F Lon, A Nap (6); Russia: A Mos, F StP (SC), A Sil, A Ber, F Sev, A Smy, A Con (?); Turkey: F Aeg (1)

SPRING 1905 ORDERS due on Friday, March 16, 1973, at noon, eastern time.

Press--

Aegean Sea--What appears to be the problem with the conqueror worm this season--too much power?

Impassable--Seems that the worm has had too much water. He should have stayed in the dry desert of inner Turkey.

Rome, February 1904--Officials at the Italian War College have recently released a report describing new tactics that have emerged from the current war that has ravaged much of Europe. Some of the most notable developments have come from the Empires of France and Germany. Germany's greatest contribution seems to be what the War Ministers have dubbed the Dispersal Attack. The tactic calls for dispersing one's forces in such a manner that the enemy does not know from whence the attack will come. The tactic would seem to be highly successful since not a single German unit was directly attacked in the last season despite being in direct contact with all sorts of enemies. Inherent in this new approach is the idea that the areas occupied are to be somewhat out of the way so as to not to elicit further attacks from the enemy. France has contributed the Yo-Yo Campaign. This Tactic involves moving one's units in one direction only to immediately reverse the direction and return to the original location. This tactic is largely a morale factor since the troops are never sure whether or not they are retreating (nor, for that matter, are their leaders). Italian Officials are hopeful that unemployed German tacticians will be hired by the French government so that further new strategies and tactics can emerge to further the advancement of modern warfare (for everyone else).

Impassable--Will someone invent the blitzkrieg and get this war over with?

London--Aren't you glad you use Dial? Don't you wish the English did?

Ruhr (special)--The word was sent out to the press sections of the world. The Kaiser would make a statement to all three leaders of the English-Russian-Austrian alliance. Invitations were engraved and sent by special courier to all three leaders. Then, on September 14, 1905, all was in readiness for the Kaiser's announcement. The Royal Palace was spotless, the Kaiser's personal Palace Troops were resplendent in their parade-white uniforms. The International Press Section huddled together, speculating on the text of the Kaiser's statement. The British Press Corps, certain of an announcement of capitulation, were laying 5-2 odds it would be an announcement of surrender. The Russian Press Corps, equally certain, were belching up their lunch and playing grab-ass with the Austrian Press Corps. The Austrian Ambassador, prim and proper in his rented tuxedo and clip-on bow tie, sat with the smug look of victory on his face. The Russian Ambassador, looking like a typical Russian farmer, squatted on his haunches and picked his nose. The  
(cont. on next page)



English Ambassador, without a doubt the junior member of the Alliance, stood off to one side playing pocket pool. At last the Kaiser appeared on the balcony of the Royal Palace. A cheer arose from the crowd. The Austrian Ambassador boomed, the English Ambassador stuck out his tongue, and the Russian Ambassador scratched himself and picked his nose some more. The Kaiser signaled for quiet and a hush came over the crowd. Then the Kaiser addressed the three-power ambassadors: "To the Ambassadors of England, Russia and Austria, and to the leaders of their respective countries, up yours."

Question--When Germany falls, who will Russia attack next, England or Austria?

Paris--Now the fun begins!

Diplomacy Headache #37--Austrians in Munich, Russians in Berlin, English in Denmark. I think I need some Excedrin.

London (JBJP)--What a rotten thing to do! Now there are almost no huns left to fight! The Ministry has declined to comment on what it plans to do now with that 600,000,000 tons of soap that were to be used to wipe out Germany.

Vienna (LRV)--Dec. 13, 1904. The Dictator today announced his great pleasure in seeing the death of the German Empire. Ever since Germany's invasion of Austrian Tyrolia, the Austro-Hungarian people have been extremely upset with all Germans. The Dictator sent his thanks to those Russians, English, and French who helped with Germany's downfall.

Upsluck, Iowa--Anybody for a chess game??? Come on, all you aspiring Boris Spastics...

Vienna (LRV)--Dec. 22, 1904. In a meeting with the heads of the Armed Forces today, the Dictator announced his pleasure with the Twentieth Century Crusade against the Turkish Infidels. He expressed his hope that 1905 would see the death of all non-Christians. Mother Russia's help in this area was greatly appreciated.

Impassable--True Christians do not wage war, and if you have waged war, you deserve to die at the hands of God! Death to all of Europe!

Vienna (LRV)--Dec. 25, 1904. Princess Catherine today prayed for peace throughout Europe. She stated that all the aims of her father have been met and she hoped that all the heads of state throughout Europe would see the folly of continuing war. It was also noted that today was Princess Catherine's sixteenth birthday and as such, according to Austrian custom, the date at which suitors would be received at the Palace. It is hoped that by Spring, the engagement of Princess Catherine will be announced.

GAME 1972BW, Summer & Fall 1904

THE PARTY'S OVER AS THE REAL WAR BEGINS IN ERNEST! IS RUSSIA ON WAY BACK TO POWER???

COA--David Davies, P.O. Box 2175, San Diego, CA 92112

Summer 1904--Italy retreats F Aegean Sea to Bulgaria (SC)

Fall 1904--

ENGLAND (Nielsen): A Yor-Lon, F Nwg-Nor, F Nth S F Nwg-Nor, F Den-Swe

FRANCE (De Prisco): A Bel-Ruh, A Bur S A Bel-Ruh, A Pic-Bel, A Par-Pic, A Gas-Mar, F Eng S A Pic-Bel

GERMANY (Davies): A Tyr-Vie, A Rum-Mun, A Hol H, F Kie-Bal

ITALY (Lindauer): A Alb S A Tri-Ser, A Bud S A Gal-Rum, A Gal-Rum, A Tri-Ser, A Ven-Tyr, A War-Ukr/r/, F Bul (SC)-Gre, F Ion S F Bul (SC)-Gre

RUSSIA (Knudsen): A Nor H, A Rum S Tur A Ser-Bud, A Ukr-War, A Mos S A Ukr-War, F Ska-Den, F StP (NC) S A Nor H

TURKEY (Abbott): A Ser-Bud/a/, A Gre-Bul, A Con S A Gre-Bul, F Aeg-Gre, F Smy-Eas, A Ank-Con

AUTUMN & WINTER 1904 ORDERS due Friday, March 16, 1973, at noon, eastern time.

Fall 1904 Supply Center Chart--

England: Home, Swe, ~~Den~~ (4) Stands Pat  
France: Home, Bel, Spa, Por (6) Stands Pat  
Germany: Home, Hol, Vie (5) Builds 1  
Italy: Home, Tun, Bul, Ser, Tri, ~~Vie~~, Bud, ~~War~~ (8) Stands Pat  
Russia: StP, Mos, Sev, War, Nor, Rum, Den, ~~Swe~~ (7) Builds 1  
Turkey: Home, Gre, ~~Bel~~, ~~Bul~~ (4) Removes 1, lost 1 unit Fall 1904

Press--

Paris--The Minister of Fear and Propaganda today informed the people that victorious French forces were on the outskirts of Berlin and that the Turkish Capitol of Ankara has fallen to our forces. The French now need only one more supply center to insure complete and total victory in Europe.

Paris--The Minister of Fear and Propaganda lies a lot.

Berlin--News of a cease-fire and possible armistice between the forces of the German Empire and the French Republic has rocked political circles in this capital. Informed sources report great astonishment at all levels that the seemingly permanent and endless conflict could be so quickly and easily  
(cont. on next page)

resolved. High hopes have been expressed that the teams negotiating the final terms for a treaty of peace will be able to complete their task before the end of summer. In the meantime, a great deal of fraternalization between the former antagonists has been reported, and exchanges of medals, weapons, souvenirs, gonococci, and various other memorabilia of warfare are going on at a great rate.

Italy--Sorry Bill, I just couldn't believe you.

Italy--I'm trusting you Dave. Not all the way though (A Ven-Tyr).

Impassable--If the new turn in this war holds, we will see some fancy footworks and some flashy fireworks!

Reykjavik, Iceland--Well, here we are back in Reykjavik to watch the new world championship chess match. Forget that crazy war, this looks to be much more interesting. The world champ, Fobby Bisher has been challenged by two players this time, Sorris Bpasky and Fish Harbor (?), and has consented to play the two of them simultaneously. This is only to be fair to the two of them. Separately they wouldn't have a chance. From time to time we'll still be broadcasting some important war news, but that will be infrequent. This war is really getting dull.

Fobby Bisher to Sorris Bpasky--Do you want to play in Reykjavik again? 1. P-K4

Sorris Bpasky to Fobby Bisher--Hey, I'm the legal challenger! This Fish Harbor is some fake! Mr. Boyer, is Fish Harbor a fake?

If that Fobby Bisher moved 1. P-K4, then I'm moving 1....P-K4. Your move, ex-champ!

Impassable--No, Fish Harbor is definitely coming from a player in this game, and it isn't the same player playing Fobby.

Fish Harbor to Fobby Bisher--1. P-Q4

Fobby Bisher to Fish Harbor--Fish Harbor? 1...P-Q4

Impassable--I will now on cut out the press for these chess games. They will be designated as Game #1 and #2 (I think some others may develop in the other games in this zine). Fish Harbor and F. Bisher are in #1 and F. Bisher and S. Bpasky are in Game #2. Also, I noticed one player used algebraic notation, and so I will conform all orders to the one I am familiar with (as used above). Okay? Please use the above notation--it was hard for me to translate, and I don't want to make a mistake here. One last note, conditional orders were made and that's the reason why replies were available. Good luck to you 3!

-----  
There is no great genius without a mixture of madness. --Aristotle.

GAME 1972CD, Spring 1904

ITALY BLITZES BACK INTO TRIESTE! ENGLAND TRICKS GERMANY! BUT ENGLAND CUTS HIS OWN SUPPORT FROM GERMANY ON ATTACK ON SWEDEN! YOU GAIN ONE AND LOSE ANOTHER!

AUSTRIA (De Lucia): A Ser-Rum, A Bud S A Ser-Rum, F Tri H/r/

ENGLAND (Schleinkofer): F Hel S F Nth-Den, F Nth-Den, F Nor-Swe, F StP (NC) H, A Lon-Wal

FRANCE (McKeon): F Eng H, A Bel-Ruh, A Pic-Bur, A Bur-Mun, A Sil S Bur-Mun, F Spa (SC) H

GERMANY (Ray): A Mun-Ber, A Ruh S A Hol, A Hol S A Ruh, F Den S Eng F Nor-Swe/r/, F Ber-Bal

ITALY (Morris): A Tyr-Tri, A Vie S A Tyr-Tri, A Ven S A Tyr-Tri, F Smv H, F Ion-Eas, F Nap-Ion

RUSSIA (Brennan): F Swe S Ger F Den-Ska/nso/, A War-Iiv, A Mos-Sev

TURKEY (Nelson): F Bla-Con, A Ank S F Bla-Con, A Sev S A Rum, A Rum H/r/, F Gre-Ion, A Bul-Gre

SUMMER & FALL 1904 ORDERS due Friday, March 16, 1973, at noon, eastern time.

Press-

Austria--As I, Alexander the Great, do not wish to show my ferociousness, I will not bomb my enemies' nations. I shall bomb their offensive positions and follow through with aggressive action. Beware, nations of Europe, tremble in the wake of my growing power, you shall all topple to my overpowering strength. Rome, March 3, 1904--A possible peace with Austria-Hungary had been discussed in the Italian Parliament, but when King Victor Emmanuel was informed by the Foreign Ministry that the only condition the Austrians would accept was the evacuation of Gen. Garibaldi's armies from Vienna and Tyrolia, His Majesty was obviously infuriated. Needless to say, a new attack on Trieste has been ordered.

Meanwhile, the War Ministry has been wired from Naples that Admiral Corleone's Armada has begun its voyage to the shores of Turkey. It is expected that a large naval battle with the Sultan's navy may occur later this year.

As to the rumored attack of the ski-motivated Caesar Hannibal & Co., little worry has been expressed.

At the bottom of the Impassable Alps--Help! Get us out of this snow! I can't stand the stench from the elephants! Who was the wise guy that sprung that Italian field mouse? We'll get you! Revenge! Wait until this thaws!



GAME 1972CJ, Autumn & Winter 1903

COA--Steve Cooper, 3501 Saylor Place, VA  
22304

Autumn 1903--France retreats F Mid-Nat, and  
GM disbands retreating A Mar. Turkey: GM  
disbands retreating F Con. I got press, but  
no orders.

Winter 1903--  
AUSTRIA (Verheiden): B A Tri  
ENGLAND (Cairns): Stands Pat  
FRANCE (Cooper): R F Ere, A Bur/nsu/  
GERMANY (Ostapkovich): Stands Pat  
ITALY (Lakofka): B F Rom, A Ven  
RUSSIA (Wrobel): B A War  
TURKEY (Atteberry): Stands Pat  
Portuguese Empire: Builds F Por

SPRING 1904 ORDERS due Friday, March 16, 1973  
at noon, eastern time.

Winter 1903 Positions--  
Austria: A Ruh, A Mun, A Vie, A Bul, A Con,  
F Aeg, F Gre, A Tri (8); England: F Mid, F  
Eng, F Nth, A Bel, F Edi (5); France: F Nat  
(1); Germany: F Den, A Hol (2); Italy: F  
Spa (SC), A Mar, F Iyo, F Wes, A Par, F Rom,  
A Ven (7); Russia: A Fin, A Mos, F Kie, A  
Ber, F Swe, F Sev, A Rum, A War (8); Turkey:  
F Bla, A Smy (2); Portuguese Empire: F Por  
(1)

Press--  
Warsawa--Poles of the world, unite! Rally  
'round the flag of freedom! The Dream-maker  
must be awakened!  
Vienna--Steve, I'll keep you alive if you  
attack Len.  
Brest--You ass, how can you, from Vienna?  
Vienna--Well, I was hoping you wouldn't notice  
that.  
Moscow--Polish for quack is fart.  
Rome--Jamul, go home--you pigheaded autocrat!  
Jamul--"Quack, quack" in Polish is "Oink,  
oink." Trust the Poles and their livestock  
to get it all wrong.....  
Kiel--(Bench Press) Did you see what he did  
to me? Damn Ruskie. You know, when I was  
a little kinder back in Frankford (Northeast  
Philly) my mother always told me "Kid." She  
always called me "Kid"; her dream was to own  
a goat. "Kid, you just can't trust them  
damn Russians," she'd say, "They say one  
thing then do another, when you can't resist."  
"But mom," says I, a bright little tot of 16,  
"Dad was a Russian?" "Who do you think I  
meant?" she answered.  
And you know what? She was right!

Russians are dishonest, they lie and they  
put too much starch in their underwear. They  
cheat, they promise and connive and are  
generally all-American. Aaaaaaaaauuuuuuggg-  
gggggg! I HATE THE RUSSIANS!

I also don't think I'll be able to look  
myself in the eye again.

Denmark: A pfennig. A pfennig, sir. A  
pfennig for a Russian's soul. Yes, I know  
it's overpriced, but they're so rare. So  
few Russians have them, you know. Yes, most  
of them sell their souls for Vodka and a  
stale potato.

Impassable--Ah! The Dream-maker is getting  
competition! Now, for the Dream-Maker!....  
The Dream-Maker--Stan ran into the street,  
away from "Vorjak," away from a past he could  
not claim as his own, away from his identity  
as "Lendore"--master of dreams. But awaiting  
him was another past from which he could not  
remove himself; that of Stan Rumble, suspected  
mass murderer, arsonist, and killer!

"Stop where you are Rumble, or we'll  
shoot! This is your only warning!" a bass  
voice boomed at him from amidst a tangle of  
police cars and blazing white spotlights.  
Stan was blinded and shocked, he almost  
screamed in dispair and ran into the fury  
of their weapons, but he became suddenly  
calm, almost drowsy. Two officers ran up  
beside him, one hit him in the gut with his  
nightstick and another crashed his knee into  
Stan's face.....and then Stan died...for  
a minute...maybe two. His mind was on fire  
and in his head arose a scream of unfettered  
loathing for the men about him. LENDORE!  
VORJAC! CREX'EUS E'CLAX'I IN'SID'RATOS  
VOX!!\* The Police lapsed into non-existence,  
moments later, as satanic power broke loose  
about them! What remained of their bodies;  
torn, knarled, burned and twisted; could  
scarcely be identified. The inquest could  
only seek an unnamed horror, that befell the  
two score men and slaughtered them in a  
fraction of a second with a force unknown to  
man--and as well forgotten by God.

Stan was no more. He had lost his identity  
for that time and as he awoke, with the old  
man by his side, he could not think clearly,  
it was almost painful to do so. "I am  
merely broken Lendore! Your call was so  
strong it pulled my power from me. Your  
damnation of those men was so fierce as to  
rock the foundation of the dark world! You  
must control that surge. Truly your new  
found youth must be put in balance with your  
old strength."

"I know you are right, Vorjak. I can feel  
the drain upon my power and the damage that  
I have done my new host human. But he is  
(continued on next page!!!!)

a strong man and his will of conscious thought is beginning to drive me back to his sub-consciousness. I shall stay there and through his dreams I shall aid you regain your strength. At so important a time you must not lose your human host! As a free spirit it might take years to find another. Vorjac, he is coming back--I am fading....

"Old man, you're hurt. Where are the police? I thought I was captured!" Stan blurted out, as if released from a mental prison. "You have been, Stan Rumble, you have been!" To be continued.

\*CREX'EUS (KR'-EKS'-as). ECLAXI (E'-KLAKS'-E) INSIDRATOS (IN-SID'-RA-TOS) VOX (VOKS)

CREXEUS--(N) Satanic Damnation

ECLAXI--(V) To cast a spell upon, to vex, to conjure from hell.

INSIDRATOS--(Adj) Most vile and ghastly

VOX--(Adv) Quickly, with great vigor

Impassable--How long will Rumble hold out against the great Lendore? Long enough until his alter ego, Wrobel, can win this game?

-----  
GAME 1972CK, Winter 1903

AUSTRIA (Chin): Stands Pat

ENGLAND (St. Johns): B F Ion, F Edi

FRANCE (Gray): Stands Pat

GERMANY (Lindauer): R A Hol

ITALY (Gershenson): B F Nap

RUSSIA (Davis): R F Ska, F Swe

TURKEY (White): Stands Pat

SPRING 1904 ORDERS due March 16, 1973, at noon, eastern time.

Winter 1903 Positions--

Austria: F Eas, A Bud, A Gal, A Rum, A Ser (5); England: F StP (NC), F Nor, F Nwg, F Den, F Ion, F Edi (6); France: A Ruh, A Bur, A Gas, A Pic, F Bel, F Mid (6); Germany: A Ber, A Kie, F Hel (3); Italy: F Ion, A War, A Tyr, A Mun, F Eng, F Nap (6); Russia: A Sev, A Mos, A Fin (3); Turkey: A Alb, F Gre, A Con, F Aeg, F Smy (5)

Press--

Berlin--This game is turning a Germany vs. The World. Come on everybody, get your knife into Germany before it's too late. There's not much time left to stab Germany. Come on, don't be shy. Germany's already been stabbed 5 times already, or has it been 6? Oh, what's the difference, by the time this season is over it might be 7 or 8.

Harvey to Michael--Just where the ---- do your borders end? "Peaceful intentions", that's a laugh.

Germany to The World--To quote a prominent American, "I have not yet begun to lose!", or something like that.

Peace!--Never?

-----  
GAME 1972DD, Fall 1903 (and Summer)

VERY INTERESTING! AUSTRIA LEAVES MUNICH TO THE FRENCH! TURKEY IS KNOCKED OUT OF GAME WITH A BANG! WHAT A DASTARDLY TYPE OF WAR!

Summer 1903--GM disbands retreating Turkey Fleet Aegean Sea.

AUSTRIA (Leerkamp): A Boh-Gal, A Mun-Boh, A Tyr-Vie, A Ser S A Bul, A Bul S Ita F Aeg-Con, F Gre-Aeg

ENGLAND (Dick): F Nwg S Ger F Nth-Nor, F Lon-Nth, A Edi H

FRANCE (Fujihara): F Iri-Nat, F Eng S Eng Lon-Nth, A Bur-Mun, A Mar H, F Mid H

GERMANY (Chin): F Hol S A Kie, F Nth-Nor, A Kie S A Pru-Ber, A Pru-Ber, A Ruh S A Kie

ITALY (Roll): A Ven-Pie, F Aeg-Con, F Smy S F Aeg-Con, A Syr-Arm

RUSSIA (Nelson): F Nor-Nth/r/, F Hel-Hol, A Den-Kie, A Sil-Ber, A Liv-Pru, A War S A Liv-Pru, A Rum H, F Bla S A Rum, A Ank H

TURKEY (Stone): NOR A Con H/a/

AUTUMN & WINTER 1903 ORDERS due Friday, March 16, 1973 at noon, eastern time.

Fall 1903 Supply Center Chart--

Austria: Home, Ser, Bul, Gre (6) Stands Pat

England: Home (3) Stands Pat

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

Germany: ~~Mun~~, Ber, Kie, Bel, Hol, Nor (5) Stands Pat

Italy: Home, Tun, Con, Smy (6) Builds 2

Russia: Home, Rum, Swe, ~~Nor~~, Den, Ank (8) Removes 1

Turkey: ~~Con~~, ~~Smy~~ (0) Removes none, lost all units and is out of game, kaput!

Press--

Budapest--No word from the quiet Russian bear.

Impassable--A quiet game?

-----  
GAME 1972DF, Autumn & Winter 1902

TURKISH HOME FACTORIES ARE KEPT BUSY PUTTING OUT WAR SUPPLIES FOR THE UPCOMING NEW ATTACKS!

Standby--Will Mr. Fujihara please submit standby orders for Italy? Mr. McKeon can back up. (cont. on next page)

Autumn 1902--Russia retreats F Sweden to Finland, and GM disbands Italy's A Trieste, which without orders, all retreating units are automatically disbanded.

Winter 1902--

AUSTRIA (Conner): Stands Pat

ENGLAND (Lindauer): B F Lon

FRANCE (Hilliker): Stands Pat

\*GERMANY (Schill): NOR Will be one short

ITALY (Strickland): Stands Pat

RUSSIA (Grove): R F Fin

TURKEY (Blank): B A Con, A Ank, F Smy

SPRING 1903 ORDERS due Friday, March 16, 1973 at noon, eastern time.

\*Note--Overlooked Germany. Will Mr. McKeon submit standby orders for Germany instead of Italy? Thank you.

Winter 1902 Positions--

Austria: A Tri, A Vie (2); England: A StP, F Nor, F Nth, F Wal, F Lon (5); France: A Mar, A Pie, F Spa (SC), F Eng, F Iyo (5); Germany: A Sil, A Pru, A Bel, A Ruh, F Swe, F Den (6); Italy: F Tyr, F Wes, A Ven, A Tus (4); Russia: A Bud, A Gal, A Ukr (3); Turkey: A Ser, A Sev, A Rum, F Bla, F Gre, A Con, A Ank, F Smy (8)

Question was asked about cutting a Convoy: answer--you need to force it to retreat in order to stop a convoy at sea. You can also stop convoy on land by standing off the army being convoyed, or by taking the area by force.

Press--

Brest--After a calm summer at home, the French people celebrated a record grape crop by taking some of the wine made to the troops. A large amount was taken to the French fleet lying peacefully between France and England. After many days of celebration, the water became filled with wine bottles, leading one wine-widdled wag to remark, "They should rename this the French Channel."

Moscow--As of high noon, December first, a state of war will exist between Imperial Russia and the countries of Turkey, Germany and England. Special "thanks" go to Turkey for his direct violation of our pact. This unannounced, dastardly attack will be revenged.

Constantinople--Hail the Non-Quintuple Alliance and its founder William IV who may have proven that to use the pen is more powerful than the sword or even two invading countries! Conner's now probably controls the most

powerful force in Europe at this time even though he only has two armies.

Smyrna--Lawrence of Arabia and his crack desert Camel Cavalry were today given clearance to cross Turkish lands today to come to the aid of the tettering Austrian Empire who called upon his aid early in 1902. It has been rumored that Lawrence has been riding hard now for 10 months and will take another 13 to get across the rough Turkish underbelly. Smyrnan officials testified readily to this rumor stating that Lawrence and his men smelled like they had been riding for 10 years, not just 10 months. The good Sultan reportedly ordered that an advanced guard precede the unit and warn the villagers so that they will not be caught unawares and succumb to the odorous Camel riders.

Serbia, Rumania and Sevastopol--What is going on here? I'm not supposed to be here until 1904! This is a crazy war we are in. The Sultan's Palace--The Annual Beer drinking contest was held today to select the new generals and admirals for the expanding Turkish Armed Forces. The results were as follows: Sultan Blank first, followed by the entire seven man commando unit, the Zeros. The Sultan declared the contest a failure since none of these contestants were eligible to accept the posts. He therefore awarded the posts to the three Bunboys that served the beer since they were observed snitching a few all night long and were still going strong in the morning.

Berlin--Eight???

London--Eight???

Moscow--Eight???

Paris--Eight???

Rome--Eight???

Trieste--Eight???

Turkey--Eight!!!

Berlin--The Kaiser today sent out for new carpeting for his entire office. It was reported that the original carpet had been "chewed out". The Kaiser was heard to be ranting in the background, "Warsaw?...Warsaw! God ----!!" The foreign ministry announced the German acceptance of the plan proposed by Austria under the title of F\*A\*G (whatever in hell that stands for)

Dol Amroth--ghhhack!

Society--Everyone in the know here in Europe has heard of the social event of the year, there is going to be a gala ball held for those kissing cousins; Villi, Nikki and George in Moscow this Spring. Everyone is invited to attend. If any other countries want to come we will delay the party until the Fall.

END OF GAMES!

issue and then I'll be able to tell more about it. Hurry and get in on the ground floor!

Pellucidar. Burt Labelle, Forest Park #23, Biddeford, ME 04005. He has a super-game open! This means that there will be big prizes such as subscriptions to other zines (including a 5-year sub to Pellucidar), paid entry into a Pellucidar game, as well as money prizes (at least \$20 for winner). The gamefee will be high and perhaps \$10 or more, but the game will not start until he has the interest. It is hoped to get it started before Summer sets in. Tell him you want in!

Stuttgart Sentinel. David Staples, RR 1 Box 120, Fargo, ND 58102. Has "constant" openings until further notice for many games including Diplomacy. Fee is subscription plus \$1.00 deposit plus one 8¢ stamp per turn. About  $\frac{1}{2}$  of deposit will be returned if you don't miss any moves. Sub rate is 7/\$1.00: -

Ipomoea! John Lawrey Jr., P.O. Box 86, Salome, AZ 85348. Game fee is \$3.00 and one 8¢ stamp. Subs are 8 for \$1.50. Will have a new zine called, The Olympian. This will be a variant gamezine and will have Youngstown Variants plus 1776, Middle Earth IV, Atlantica, and 9 Man Power Variants. All game fees for this zine will be \$3.50 and subs will be \$1.50/8.

Claw & Fang. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Game fee is \$4. You can have your game on a bimonthly schedule for three seasons, or the "long" game with five seasons. Two games (1 of each type) are still open. Sub rate is 8/\$1.00.

NOTE THE NEXT GAMEZINE LISTED VERY CLOSELY! IT SHOULD BE VERY WORTH WHILE YOUR NOTICE!

En Passant. Greg Warden, 911 S. Farragut St., Philadelphia, PA 19143. Remember last summer when I carried his games? Well, it seems that those games are nearing their finish lines and he has game openings that are absolutely FREE! Believe me, it is worth getting into. A very nice little gamezine. Last two issues covered his excellent coverage of the hobby's direction. It got a lot of response. Oh yes, he wants the players to write press!

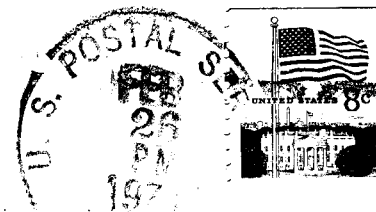
Liaisons Dangereuses. Len Lakofka, 4970 N. Marine Dr., Apt 525, Chicago, IL 60640. Has games for experienced players by invitation only. However, it also has games for newcomers (under 1 year AND less than 3 current games past 1902) and these are available for various gamefees: First Class: \$5.00, \$5.50 for Air Mail and \$7.00 for overseas Air Mail. Sub rates are: 10/\$2 for issues of 12 pages or less; 9/\$2 First Class regardless of size. 8/\$2 for Air Mail; 7/\$2 First Class to countries other than U.S., Canada, and Mexico. 5/\$2 air mail all other countries.

Aquarius. This is a different sort of zine. You have the "regular" game (starts in 1914) plus two other games that are run concurrently as a package deal. They are: Bourse and Council of Nations. Game fee for all three is \$8 plus \$2 deposit which will be returned if you don't drop out minus .50 for each missed set of moves. If you want to subscribe then you must write press and participate in one of the non-Diplomacy games (or both) that are available. C. of N. game will include the minor powers on the map. The "fee" for these two games is the sub: 12/\$2. Send for rules and sample! This is published by none other than John Boyer, editor of this.

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