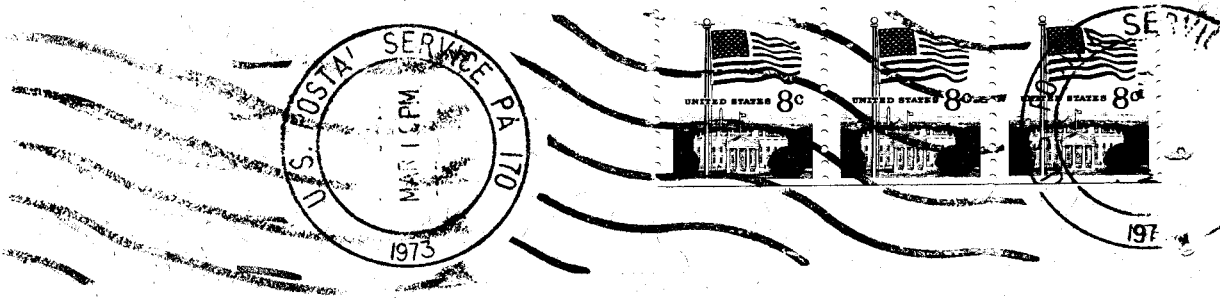


HAPPY
ST. PATRICK'S
DAY!

(UP WITH IRISH GREEN!)

IMPASSABLE #18
117 Garland Drive
Carlisle, PA 17013
U.S.A.



Send to:

Richard Hull P
4720 Cloyne, Apt. #2
Oxnard, CA 93030

You are mentioned on _____
You are asked to standby
for Game _____
This is your last issue
unless you do somethin' _____

FIRST CLASS MAIL

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IMPASSABLE's

Birthday Issue #18

LOTS OF GOODIES INSIDE!

Special Feature for #18: Complete rules & map for Diplomacy Variant by this poor, slaving publisher. It's called, Europe 1721!

Also, we have plenty of game press, puzzles, news, but most of all--we want you to take notice of that series in Game 1972CJ--The Dream Maker! Last, but not least: plenty of articles by guest writers including a first article from one of our very own players! Find out who and what

Why do we have a missionary cooking in our pot? Look inside and find out!



he has to say in this issue! Fun galore inside this issue, and we hope that everyone will find what they want! Until next issue, have a Happy April Fool's Day, and maybe we won't pull a trick on you, chuckle!

This rag was brought to you by Chapel Hill Publications, an insane group of split personalities that got together to lose money, time and effort doing a lot of nothing but fun! Circulation is hovering around the 100 mark, and this issue is St. Patrick's Day, but don't look for any St. Patrick green!

March 17, 1973, St. Patrick's Day
(Also first birthday for Impassable)

Really? Yeah! I can't believe it--one whole year without dropping out! Yeah! Impossible, that Impassable couldn't have done all it did in one year? Yeah!

Impassable is a journal of postal Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9:00 and 10:30 p.m. eastern time from Tuesdays through Fridays. Sub rate to Impassable is 12/\$1. It is 6/\$1 for new blood. This gamezine is a subsidiary of Chapel Hill Publications founded in March of 1972. With this issue, we are starting our second year of publication!

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HAS IT REALLY BEEN ONE YEAR?

Dear readers, I really can't believe that one year has passed! The days and weekends have dragged out in long, tiring but fun-filled periods of time when the year itself seemed so short to us!

This issue may or may not be late, but it would be due to my recent bout with the flu epidemic. It thus wreaked havoc with all my plans for celebrating in this issue. Thus, I will end up cutting on the additional material so that I may get the whole issue out on time.

Many thanks goes to all who have congratulated me on my one year of accomplishments. Special thanks goes to Len Lakofka for his many contributions to Impassable, and indeed, for his kind words on page three. I wish to point out that Mr. Lakofka's famed series, The Dream Maker, will be pushed by me as a candidate for the Johnny Awards this summer. I personally think that there is no equal with Len's current series appearing in my lucky gamezine.

For the second year of our publication, we will be dedicating ourselves to improving our weaknesses, and in providing better service to the players of Impassable. Our first step in this direction is the new deadline day. Our second step will most likely be some sort of system for reporting errors, which may or may not be implemented. Last, I have just thought of the idea of changing the deadline time to allow late phone calls on Thursday, but this depends on how well I do the next issue. If I can afford the time, I will do it.

Our first year as publisher has been very rewarding and gratifying. We have gone beyond our first simple idea of Impassable. We have now become a larger than average publisher by first getting involved with

the IDA as their Editor, and then in starting and planning other gamezines. Thus, we now find ourselves publishing not only Impassable, but also Diplomacy Review, and two others that will start very soon: Aquarius and Lost Horizons. Also, we are jumping into non-Diplomacy games by working on a Clue postal game. In Sunburst, this will be tried when we get enough to start a game of Clue. Please see elsewhere for news on the latter gamezines.

Thank you for a great time, and I hope that our favorable relations will continue to experience new highs, not only in greater efficiency, but in having fun as well.

STANDBYS--WE NEED YOU!!!

Game 1970BJ: Will Mr. Mahler please submit orders for Russia? Mr. Keller can back up.
Game 1972AZ: Will Mr. Abbott please submit orders for Germany? Mr. Lindauer can back up.
Game 1972BG: Will Mr. Thomas please submit standby orders for Turkey? Mr. Weidmark can back up.
Game 1972CJ: Will Mr. Gray please submit standby orders for England? Will Mr. Richter please submit standby orders for Turkey? Mr. Mahler can back both gentlemen up.

Thanks to all those standbys who have sent in standby orders for this issue. It does pay as Mr. Fujihara has taken over Italy in Game 1972DF!

NOTICE! THURSDAY IS THE NEW DEADLINE DAY!

DIPLOMACY NEWS FROM AROUND THE WORLD

Another gamezine has folded! This time, it is Alpha which was put out by David Hunt. We regret that this happened, but these things do happen!

The IDA has reached 110 members in size! This, of course, means more work for this poor publisher who happens to be the Editor of the IDA and puts out the Diplomacy Review. By the way, that's coming out next week!

The Michigan Organized Wargamers group has sent out letters asking for permission to publish variant games in a package that they will put out at cost. We heartily approved of their project and allowed them to include our two variant games. Though they're not in the IDA, I can still recommend anyone to their group--especially if they

(cont. on col. 2, page 12)

DEDICATION

by Lenard Lakofka

For 32 months I published LIAISONS DANGEREUSES. In each issue I attempted to get my material better organized, my layout better planned, my gamesmastering up to a standard which I would like used in games that I play in. In one issue of IMPASSABLE, John Boyer surpassed my best effort to date! IMPASSABLE, to me, has been the absolute shining star of new magazines for 1972. It will be the BEST multi-purpose magazine for years to come.

John is a publisher's publisher. His layout, in its concise and visually appetizing format, produces a bijou of brilliant achievement. I was both grateful and humbled to have John ask for some material for this issue. I am delighted to toast my friend's first year of many more to come.

((I am more than blushed to have typed what he wrote about me and my Impassable. I want to mention that Impassable was a success in part because he has helped to contribute many of the articles that have appeared within. Indeed, Len has contributed two more articles for this issue! So, without further adieu, and with many thanks, I give you his articles))

LAYOUT AND PUBLISHING

by Lenard Lakofka

The top magazines in the hobby are ones that are visually attractive, as well as interesting and competent (in gamesmastering). New publishers are learning this fact, and incorporating it in their premier issues--see CARPETBAGGER or the SILMARILLI, as prime examples. It is easy to look at a zine and know it is well layed out, but what are the little tricks that make it that way?

It is obvious that you must be competent with your Printing Press, and that it must be in good working order. When a stencil is prepared (for ditto or mimeo) and electric typewriter must be used. A manual machine or one with dirty keys will yield poor copy. In doing a mimeo zine, always use a backing sheet and a plastic film over the stencil. ((Sorry, Len, but I don't use any of the above except an electric typewriter--and that was only for more speed and not really for better stencils.--Ed.)) When drawing on a mimeo stencil, use a light even stroke or a heavy fiber backing plate. If you scrape the stencil you will bruise and tear it.

The layout itself requires the use of the four major techniques to produce desirable visual effects.

- 1) delineation
- 2) titling
- 3) centering
- 4) spacing

1) Delineation is a method of clearly separating copy from other copy. Use of the dotted, dashed or solid line is a common technique. A series of repeating characters also can be used, such as X's, or characters on the typewriter's top row. You will find that underscoring a series of repeating characters or putting dashes through a series

(cont. on next col.)

of X's produces a clear and stark point of delineation. If material runs together, it is unattractive.

2) Titles should be used on every major topic. Use of larger letters such as with stencil guides (for mimeo and ditto) surpasses the use of all capital letters on the typewriter. Titles that are witty as well as attractive are best.

3) Material that is centered--especially titles and game numbers, make those titles more forceful and clear. Centering on a typewriter is done by finding the length of field (margins subtracted from # of spaces on page--Pica is 85, Elite 96). Half of that, plus the right hand margin is the center of the page. The number of characters in the title (plus spaces), halved, is subtracted from this center point and that is where you begin to type your title.

4) The use of space is essential to good layout. Use large indentation for paragraphs. Use half or full spaces between paragraphs. Use half or full spaces between the title and copy and between the delineation line(s) and copy.

Indent entire paragraphs using a number, or letter, to call attention to a new item in a listing. The Game material itself should use frequent indenting and spacing to produce clear, clean copy.

Another mark of a good zine is a clear, readable masthead. Include these items:

- 1) Date of publication
 - 2) Your name, address and phone #
 - 3) If you have game openings and/or a subscription rate, list them here or show where that information can be found.
 - 4) Circulation and/or date of founding add class to a masthead. ((Yeah, man!))
 - 5) A Slogan, or standard opening sentence or motto can be used to good advantage.
- (cont. on next page)

6) Or, you can vary the introduction and TITLE material, but be sure to include items 1-3 above.

The last touch, and most difficult to achieve is the use of illustration or designs to enhance your work. Your magazine should have a layout SIGNATURE so that it stands out from others. Join the ranks of Diplomacy publishers by planning your attack and layout with great care!

((Thanks, Len, for a great article for budding publishers. I want to add that I, myself, planned Impassable for over nine months before I came out with it last year!))

THE GREAT DE...BATE!

Hey! Them guys are back with more hot words! Only this time they blast Edi Birsan for interfering in their debate! Both of the two gentlemen have sent in a letter for printing, and I shall again place them next to each other for easy comparison. I'll let the readers decide whether Edi Birsan was right or wrong--as these two claim!

LETTER TO THE EDITOR OF IMPASSABLE BY C.F. VON METZKE

Thank you for your indulgence of my (and Len's) debate in your magazine. Your attempt to pour oil on the waters was welcome--perhaps we were going afield. Yet, I wonder why you printed, if you did want the feud to end, Birsan's Tripe!

It never ceases to amaze me how quickly the cry of 'feud' is raised. Usually it is some well-intentioned (supposedly) do-gooder who jumps in to save the day. In this case, Edi Birsan, former I.D.A. self-appointed hatchet man, is the dupe who has tried to make a debate into what it has not become, a feud. One may note from prior 'feuds' that it is usually some third party who really sets the coals afire by trying to prevent the dreaded 'feud.'

Now, I'll be the first to admit that most of what Len writes is barely literate, and is rank with clumsy phraseology; yet it can be understood by most teenagers on the second reading. Edi, I suppose, only skimmed it--and my brilliant prose--once. For he tries to prevent us from feuding over a topic about which we were not even talking! We were arguing enforcement of move deadlines--not the publication deadline.

But since I don't want to start a feud, I hereby nominate Edi Birsan for a 1973 Johnny Award for sublime arrogance, intrusion and general stupidity!

LETTER TO THE EDITOR OF IMPASSABLE FROM
LENARD LAKOFKA

Dear John: ((I'm tired of these 'dear Johns'!))

I see you got a letter from Edi Birsan concerning the Great Lakofka-von Metzke feud. Strange letter, that; Edi says almost nothing, is wrong in what he does say, and then suggests that he might be helping to calm things down with such puerility! 'How Not To End A Debate,' that's a better title!

Edi has, first of all, missed the whole point of the debate. Conrad and I have no disagreement on the subject of a publisher's regularity; we both agree that promptness is a Good Thing, but that occasional laxity or small delays for reasonable cause are nothing to worry about. We both endorse the worth of 'fun' magazines. We both endorse the worth of 'serious' magazines. We each like a different type, but we accept with grace and homage the considerable value of the other type.

Where we disagree is on enforcement of move deadlines, but that isn't what Edi has picked up from his readings. And I don't honestly think it is correct to say that we have been too obscure or too wide afield to make the point clear. Edi just didn't read what we wrote!

Now I ask you, Mr. Birsan, how the hell do you expect to stop a debate when you don't even know what's being debated?! All you want to do is shut us up! Well, now, if somebody thinks we ought to shut up because of what we've said, because we're endangering the placidity of the hobby, because we're getting carried away with our personality clash--fine. Try reading John Boyer's editorial comments to our contributions to see a pretty fair attempt at this. But, you don't stop a fight by beating up someone in the next room, and Edi isn't going to cool anyone off by telling us we're naughty for fighting about what we have clearly stated we agree on!

The point of the initial debate has not been resolved, Edi has not cooled anybody down by ignoring the point, and neither you (John) nor anyone else has seen or will see the end of this until somebody speaks to the topic at hand! What would really be nice is to find out what the rest of your readers think, but it seems the usual silence on topics of major import obtains in IMPASSABLE as it usually does in other journals. Which is an interesting commentary on Birsan's paranoia; if we're really doing that much damage, how come nobody has bothered to say one word??? ((Gee whiz, what's going to happen now??))

SCOTICE SCRIPTI III, Fall 1015

KING MALCÔM II TAKES CHESTER FOR SCOTLAND!

CONNACHT (Schleinkofer): F Galway Bay-Limerick, A Leitrim-Cashel/r/, A Roscommon-Leitrim

ENGLAND (Stone): F Gwent-Bristol Channel, A Shropshire H/r/, A Stadford-Hereford

KYMRU (Reinsel): A Powys S A Hereford-Shropshire, A Hereford-Shropshire, F Cardigan Bay-Mona

LEINSTER (Hilliker): F Wicklow-Wexford, A Tara-Uriel, A Meath S Munster A Cashel-Leitrim

MUNSTER (Cooper): A Cashel-Leitrim, A Limerick-Tralee, A Cork-Tralee

ORKNEY (Keller): F North Minch-Durness, F Minch-Islay Firth, F North Irish Sea-Man

SCOTLAND (Tonnesen): F Cumberland-Chester, A Berwick-Newcastle, A Sutherland-Caithness

ULSTER (Hollingsworth): A Donegal H, A Armagh-Down, F Drogheda Bay-Down

AUTUMN & WINTER 1015 ORDERS due THURSDAY, April 5, 1973 at noon, eastern time.

Fall 1015 Supply Center Chart--

Connacht: Sligo, Roscommon, Tuam (3) SP

England: Berkeley, Stadford, ~~Chester~~ (2) R1

Kymru: Cardigan, Buellt, Powys, Mona, Shropshire (5) B2

Leinster: Tara, Kildare, Dublin, Meath, Wexford (5) B2

Munster: Cashel, Limerick, Tralee, Cork, Leitrim (5) B2

Orkney: Hebrides, Skye, Kintyre, Man, Durness (5) B2

Scotland: Lismore, Dundrennan, Lothian, Caithness, Newcastle, Chester (6) B3

Ulster: Omagh, Down, Armagh, Donegal (4) B1

Game Analysis--

Fall 1015 moves solidified the alliance structures on both islands. On Ireland, Munster and Leinster joined hands after faking an attack on each other during the past Spring. It remains to be seen, however, whether Ulster will join the feast or try to balance the power on the island.

On Britain, the Scots really have started fast with three builds and the builds for Scotland and Orkney will be extremely crucial to the continuation of their alliance. Two armies by either side could mean a stab.

In the south, England has compounded his Spring errors by not retreating to keep Scotland out of his back yard. Still, it is possible that Kymru may exonerate the English attacks, in fear of the Northern Alliance.

5
He badly needs English power to stave off rapidly growing Scotland while he, himself, handles Orkney. What will Kymru build?

At this time, there appears to be two alliances--the Southern Irish Alliance and the Northern Britain Alliance. The two loners, Ulster and Kymru holds the balance of power. Also possible at this point is a three way alliance between Ulster, Kymru and England with Kymru being the focal point.

Prediction: The first A/E's will be built next Spring by Kymru and Orkney!

Press--

Valentine's Scion--Sorry, Coop, but I still vote to keep Scotice Scripti in Impassable. The last thing I need is to receive Lost Horizons. I am having enough trouble keeping track of the horizons that I have already located.

Stonehenge--Hmphh!

Sutherland--High King Thorfinn has requested that Scotland bring Caithness back under control so that deer meat and Flagstone will once more flow to Orkney. Since the natural route will be through Sutherland, Orkney will give Scotland a 50% split on all goods that flow from Caithness. Also, in return for keeping the Vikes under control, Scotland will be given dominion over Caithness till Orkney can afford the manpower to watch over it themselves.

Scone--News has come to the new capital that our King, Malcom II, is in Chester to help the English keep Derby under control. It seems that when England moved to Shropshire with Army Chester instead of Army Stadford, the people in Derby refused to send taxes to England so Scotland is going to help. Also, the Earl of Berwick has sent a message that coals are again coming from Newcastle.

June 5, Stornoway--Emissaries of the Dukes of Caithness and Strathnaver today begged an audience with Odor. After being closeted with Odor for seven hours, a roast pig and wine was called for by the working diplomats. When the meeting broke up, there were smiles and handshakes all around.

Analysts here are perplexed by the show of goodwill. Both Caithness and Strathnaver are embracing the new religion and Odor has vowed never to accept this "strange contradiction."

June 20, Skye--The Scot and Picts outside the borders of this province today were identified as being from the garrisons in Lismore. Their leader, the mercenary firm Normandy, known to the defenders of Skye as Pierre LaPetite, threatened to over run the border and pillage the countryside.

(cont. on next page)

Tom Cleftchin, commander of the forces in Skye nearly choked on a chicken bone when informed of La Petite's idle threat. Cleftchine dispatched the senior corporal of the guard to go to LaPetite's camp and strangle his favorite falcon. Corporal Braner is expected back day after tomorrow.

August 18, Off the coast of Man--The thirty day period of grace that Odor so graciously allowed Boru expired yesterday. Lothar met with Boru yesterday and it was decided that Boru's wife could choose to go into a nunnery or exile in Ireland, rather than accompany her husband back to Stone Door. She chose suicide instead.

Stornoway--King Malcom II of Scotland knows full well the legal and rightful rulers of Orkney has been and always will be the Norse men. The whining cur that hides on Man is not fit to carry the axe of a Norse man.

Leinster--Charlie O'Shea called upon the Irish countries to unite against the foreign invaders which threaten Ireland from across the waters. As a means of uniting the Irish, he has offered himself as the leader of the Irish. In doing so, he brings out the fact that he was not involved in the battles which put Irish against Irish in the past. As a means of unifying the people, he has offered 40 ounces of gold as a gift to the church of Armagh, and has accepted the supremacy of Armagh over the whole Church of Ireland.

He also calls upon the northern Ui Neill to recognize his claim to lead Ireland in this time of trouble. After all, a man who has been able to reunite Leinster has shown the ability to deal with various different clans and groups.

Buellt--To the English--Leave or be thrown out in bits and pieces!

Mona--While everybody sings "Red Sails in the Sunset" the citizens of liberated Mona celebrate the bottom half of the first "shrimp-boats" to be seen on the Wales coast! We welcome the assurances of our two allies that if anyone other than England attacks us, they will send aid at once! "There will always be an England in Hades" is the graffiti one sees all along the border which the limeys have violated!

Roscommon, Oct. 10, 1015--King Teige III announced that General Sir Patrick and his army of little green men are on the march to drive the snakes out of South Ireland. When asked where they would flee to, King Teige replied, "To America, of course."

Stonehenge--America? In 1015?

To err is human, to forgive is divine.

Rope---An Essay on Criticism

GAME 1970BJ, Summer and Fall 1906

RUSSIAN GIANT STANDS STILL AS HE GETS HIT HARD BY AUSTRIAN WAR MACHINE! HOW LONG WILL THE CHRISTMAS ALLIANCE STICK TOGETHER? WILL HEADY SUCCESS SPOIL THEM? WILL GREED?

Spring 1906 Revisited--Well, last issue was a dud as far as BJ was concerned. Anyhow, just to repeat, Austrian A Rum was not annihilated and Russian A Gal was annihilated instead. A Ukr failed to move, and F Bla was non-existent. Also, F Smy went unordered.

Summer 1906--Germany retreats A Gas-Par

AUSTRIA (Beyerlein): A Mun-Ber, A Sil-War, A Rum-Ukr, A Gal S A Rum-Ukr, A Bud-Rum, A Ser S A Bud-Rum, A Bul-Con, F Aeg S A Bul-Con

ENGLAND (Thomas): F Lon H, F Lvp S Ita F Mid-NAT

GERMANY (Cooper): A Par-Bur, F Hol-Kie, F Den-Kie, A Ruh-Mun

ITALY (Phillips): A Boh S A Tyo-Mun, A Tyo-Mun, A Mar-Bur, F Gas-Bre, F Bre-Eng, F Mid-NAT, F Tyr-Wes, F Eas S Aus F Aeg

RUSSIA (Richter): NOR. F NAT H/r/, F Yor H, A Mos H, A Ukr H/a/, F Sev H, A Arm H, F Con H/r/, A Ank H, F Smy H

AUTUMN & WINTER 1906 ORDERS due THURSDAY, April 5, 1973 at noon, eastern time.

Fall 1906 Supply Center Chart--

Austria: Home, Ser, Gre, Bul, Rum, ~~War~~, Ber, War, Con (10) B2

England: Lon, Lvp (2) SP

Germany: Kie, ~~Par~~, Par, Bel, Hol, Den (5) B1, was short 1 unit

Italy: Home, Tun, Mar, Spa, Por, Bre, Mun (9) B1

Russia: Mos, StP, Sev, ~~War~~, Swe, Nor, Ank, ~~Edi~~, Smy, Edi (8) SP, lost 2 units

Press--none!

GAME 1972AZ, Summer & Fall 1905

ITALY IS UNDER FOREIGN RULE! SO IS GERMANY! EXILED GOVERNMENTS CONTINUE TO FIGHT! WAR!

Summer 1905--France retreats A Rom-Tus, and Turkey retreats A Sev-Arm

Fall 1905--

AUSTRIA (Osmanson): A Ven S Ita A Rom/nso/, A Tyr S A Ven, F Adr-Ion, F Gre S F Adr-Ion, A Liv H, A Mos H, A Sev H, A Rum S A Sev H, A Ukr-War, A Bul H

(cont. on next page)

ENGLAND (Wiskow): F Bar S A StP H, F Den-Swe,
A Lon-Nor, F Nth C A Lon-Nor, F Ber H, A
Bel H, A Ruh S Fra A Bur-Mun, A Kie S Fra
A Bur-Mun, A StP H
FRANCE (Mahler): F Ion-Apu/r/, A Nap S F Ion-
Apu, F Tyr S A Tus-Rom, A Tus-Rom, A Pie-
Ven, A Bur-Mun, A Par-Bur, F Bre-Mid
GERMANY (Richter): NOR. F Swe H, A Mun H/r/
ITALY (Hollingsworth): F Ank H/r/, A Rom-Nap
/a/, F Apu S A Rom-Nap
TURKEY (Thomas): F Bla S A Arm-Ank, A Arm-Ank

AUTUMN & WINTER 1905 ORDERS due THURSDAY,
April 5, 1973 at noon, eastern time.

Fall 1905 Supply Center Chart--

Austria: Home, Ser, Gre, Rum, Ven, Bul, War,
Mos, Sev (11) Bl
England: Home, Nor, Den, Kie, StP, Hol, Ber,
Bel (10) Bl
France: Home, Bel, Mun, Spa, Por, Tun, Rom,
Nap (9) Bl
Germany: Mun, Swe (1) Rl
Italy: Nap, Smy, Con (2) SP, lost 1 unit
Turkey: Ank, Bel (1) Rl

Press--

Radio Free Clyde (Lon-Nor): Her Majesty
regrets she is unable to send an English
representative or two to the international
gathering being held on the Italian peninsula.
She is certain that English interests will be
most adequately represented by our French
ally.

Munich--Did someone say the war is over?

Paris (Ion-Apu)--Due to his stunning military
victories in Italy, inspite of a sneak attack
by Austria, the Assembly voted General Napol-
eon, Emperor of France. As his first official
act, the Emperor declared, "I will storm the
Viennese walls. Those Austrians will dance
to my tune!"

The Imperial Palace--"I called you, my three
beloved sons, here today to discuss the
division of the Empire, if I should die. As
you know, the Empire has three natural parts:
France, Iberia and Northern Africa and Italy."

"Step forward Bonbon. As you are my first
born, the first choice is yours." "Sir, I
choose to rule over our homeland, the fertile
fields of France." "A wise choice. I predict
you will be known as the French Confection."

"Come here a second, son Onlet. What's
your line?" "As I see it father, to Italy or
not to Italy, that is the question. Ummm....
I choose Iberia since the rain in Sp" "Enough
of your foolishness. As for your choice, by
George you've got it. I dub you the Spanish
Onlet."

"Well Drohmas, my favorite son, I guess

you get Italy, the smallest piece of pie.
But don't despair, I include in the third
third any lands to be conquered in the future.
I vow to make your domain equal to that of
your brothers combined." "I can see it now;
I shall be called the Greek Drohmas!"

GAME 1972BG, Spring 1905

Winter 1904 Revisited--Last issue, we reported
wrong on the German position. He has A Ruhr,
not A Kiel.

ITALY TAKES ALL OF IBERIA! AUSTRIA MOVES
AGAINST RUSSIA IN FULL FORCE! WHAT NOW?

AUSTRIA (Pyle): A Mun S A Boh-Sil, A Boh-Sil,
A Boh-Sil, A Tyr S A Mun, A Vie-Gal, A Bud-
Rum, A Bul H, F Gre-Aeg

ENGLAND (Keller): A Den-Kie, F Swe H, A
Edi-Hol, F Nth C A Edi-Hol, F Bel S A
Edi-Hol, A Lon-Pic, F Eng C A Lon-Pic

FRANCE (Murray): A Gas-Por, F Mid C A Gas-Por,
A Bur-Gas, F Spa (SC)--Wes

GERMANY (De Prisco): A Ruh S Eng A Den-Kie

ITALY (Hrbek): F Por S A Mar-Spa, F Lyo S
A Mar-Spa, A Mar-Spa, A Pie-Mar, F Ion S
Aus F Gre-Aeg, A Nap-Apu

RUSSIA (Fish): F StP (SC)--Bot, A Ber-Kie,
A Sil-Ber/r/, A Mos-War, F Sev-Bla, A
Con S A Smy, A Smy S A Con

TURKEY (Tovson): NOR. F Aeg H/r/

SUMMER & FALL 1905 ORDERS due THURSDAY,
April 5, 1973 at noon, eastern time.

Press--

London, 1905 (JBJP)--Great piece of press,
Germany. Maybe if you put that kind of
thought into your moves, you wouldn't be
where you are. From the D K R to the Kraut
funny-farm, "Up yours, too."

Upsluck, Iowa--Germany, you may say, "Up
yours" to the world, but who really got
screwed?

From nowhere in particular--Anybody want to
buy the German War Manual? I'd give it to
Turkey, but he's doing lousy on his own.
Kiel--Better tell the English to keep his
600,000,000 million bars of soap. He needs
them worse than the Germans do. We won't be
around too much longer, but he will. I feel
sorry for you guys.

Ruhr (Special)--We would like to make a
partial retraction of our last press release.
We reported England as being the Junior member
of the three-power alliance. This is an
outrageous lie! The fact of the matter is
that the Ambassador from England is nothing
(cont. on next page)

more than an errand boy. Sorry 'bout that slip-up, guy.

Impassable--Pity the poor GM who has to gm this game until its over! This game is....

GAME 1972BW, Autumn & Winter 1904

A VERY, VERY DULL WINTER WAR, FOLKS! PEACE?

Autumn 1904--Italy retreats A War-Sil

Winter 1904--

ENGLAND (Nielsen): SP

FRANCE (De Prisco): SP

GERMANY (Davies): B A Kie

ITALY (Lindauer): SP

RUSSIA (Knudsen): B A Sev

TURKEY (Abbott): R A Ank

SPRING 1905 ORDERS due THURSDAY, April 5, 1973 at noon, eastern time.

Winter 1904 Positions--

England: A Lon, F Nwg, F Nth, F Swe (4);

France: A Ruh, A Bur, A Bel, A Pic, A Mar,

F Eng (6); Germany: A Kie, A Vie, A Mun,

A Hol, F Bal (5); Italy: A Alb, A Bud, A Rum,

A Ser, A Tyr, A Sil, F Bul (SC), F Ion (8);

Russia: A Sev, A Nor, A Rum, A War, A Mos,

F Den, F StP (NC) (7); Turkey: A Gre, A Con,

F Aeg, F Eas (4)

Press--

Reykjavik, Iceland--So far at this new world championship chess match, the moves on both sides of each game have been dazzling. They are so unique and original that all three players must be reading the same chess manual. If the games keep up at this pace, and with this much interest, then this news correspondent just might go back to reporting on that dull war on the continent, which is beginning to perk up. It looks as if the lull in the war is over, and things are going to start happening. If the activity in this war continues in an upward trend, then I might just find myself back in Zurich to give some first hand coverage of the happenings in Europe. You never can tell what's going to happen in this screwy war. We'll just have to wait and see.

Game 2

Game 1

W--Bisher B--Bpasky W--Harbor B--Bisher

1. P-K4 P-K4 1. P-Q4 P-Q4

2. N-KB3 N-KB3 2. P-K3

3.

Fobby Bisher to Fish Harbor--Fish Harbor? If you ask me, the whole thing smells. You can ponder that until my move next issue.

Sorris Bpasky--Nyet! This time we play in Yugoslavia like we were supposed to until you threw your tantrums!

Berlin to Rome--Well, Viennese do speak German, same as the Fatherland. No that Eye-talion lingo.

Berlin, Dec. 10, 1904--Informed sources here report great despaire and mourning over the intransigence of the lousy French negotiators. One frustrated General was heard to mutter, "If this were 1972, we'd bomb them into the stone age!" In the meantime, great efforts are being made to head off further truce violations and invasions.

GAME 1972CD, Summer & Fall 1904

AUSTRIA BUNGLES HIS BIG CHANCE! SPURNS TURKISH AID AND ALLOWS HIS FLEET TO BE SUNK BY GM ENGLAND IS BLASTED OUT OF THE NORTH--AND NOT BY A COLD WIND!

Summer 1904--GM disbands Aus F Tri because no retreat orders were received. Germany retreats F Den-Ska, and Turkey retreats A Rum-Gal.

Fall 1904--

AUSTRIA (De Lucia): A Bud S A Rum, A Rum S

A Bud, F Tri-Adr/nsu/

ENGLAND (Schleinkofer): F Hel S F Den H,

F Den H, F Nor S F StP (NC)/r/, F StP (NC)

S F Nor/r/, A Wal-Lon

FRANCE (McKeon): A Bel S A Bur-Ruh, A Bur-

Ruh, A Mun S A Bur-Ruh, A Sil S A Mun, F

Eng S A Bel, F Spa (SC) H

GERMANY (Ray): F Ska S Rus F Swe-Nor, F Bal-

Den, A Hol-Bel, A Ber-Mun, A Ruh S A Ber-

Mun

ITALY (Morris): A Tri-Ser, A Ven-Tri, A Vie

S A Ven-Tri, F Smy H, F Eas S F Smy,

F Nap-Ion

RUSSIA (Brennan): F Swe-Nor, A Liv-StP, A

Mos S A Liv-StP

TURKEY (Nelson): F Gre-Ion, F Con-Aeg, A

Ank-Con, A Gal S Aus A Bud-Vie/nso/, A

Bul S Aus A Rum-Ser/nso/, A Sev H

AUTUMN & WINTER 1904 ORDERS due THURSDAY, April 5, 1973 at noon, eastern time.

Fall 1904 Supply Center Chart--

Austria: ~~SP~~, Bud, ~~Tri~~, Rum (2) SP, lost 1

England: Home, ~~SP~~, ~~SP~~ (3) R2

France: Home, Por, Spa, Bel, Mun (7) B1

Germany: Kie, Ber, ~~Tri~~, Hol, ~~Den~~ (3) R2

Italy: Home, Tun, Vie, Tri, Smy, Ser (8) B2

Russia: Mos, War, Swe, StP, Nor (5) B1, has

only 1 center open

Turkey: Ank, Con, Bul, Sev, Gre, ~~Tri~~ (5) R1

(cont. on next page)

Alexander The Great via Budapest--Those lousy, sticken /sic/, lying, cheating, and smelling Wops. I don't mind being hit (or stabbed), but I don't like lying propaganda. We, the great Austrian Empire did accept their preposterous peace terms. There will be no longer any attempts for peace with Italy and an alliance between Turkey and Austria is now under way. Beware!

Rome, Sept. 15, 1904--Military reports have been coming in from all the Italian fronts. First, word has come from Trieste that a new government is being created there under the supervision of General Garibaldi--the region will be eligible for Italian citizenship...

Meanwhile, in the Mediterranean, Admiral Corleone and his Armada are still awaiting a naval battle with the Turkish navy, if one shall ever come about. For some "personal reason" he has renamed the occupied southern section of Turkey "la Costa Nostra". Our coast?!

GAME 1972CJ, Spring 1904

COA: Len Lakofka, 644 W. Briar Pl., Chicago, IL 60657, effective April 2.

ENGLAND, TURKEY STAND STILL AS BIG SPLIT LOOMS BETWEEN RUSSIA AND AUSTRIA! STAB?!

AUSTRIA (Verheiden): A Vie-Bud, A Tri-Ser, A Bul S A Tri-Ser, A Con-Smy, F Aeg S A Con-Smy, F Gre S A Bul, A Mun-Bur, A Ruh S A Mun-Bur

ENGLAND (Cairns): NOR. F Mid H, F Eng H, F Nth H, A Bel H, F Edi H

FRANCE (Cooper): F Nat-Lvp

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

ITALY (Lakofka): F Spa (SC)-Por, F Wes-Mid, F Iyo-Spa (SC), A Mar-Gas, A Par S A Mar-Gas, A Ven-Pie, F Rom-Tyr

RUSSIA (Wrobel): A Fin-Swe, F Swe-Nor, F Kie-Hel, A Rum S A Mos-Ukr, A War-Sil, A Mos-Ukr, F Sev-Bla, A Ber-Kie

TURKEY (Atteberry): NOR. F Bla H, A Smy H/r/

SUMMER & FALL 1904 ORDERS due THURSDAY, April 5, 1973 at noon, eastern time.

Well, you guessed it.....the ramblings of warlocks and human beings, otherwise known as game press--

Vienna (OPA)--The newly built RA Warsaw seems to have transmitted the duck syndrome across the border. Hopefully, the epidemic will be cleared up by fall, but if more Russian armies move near our borders, thereby encouraging

the spread of the epidemic, who knows what will happen?

Venice--We regret to inform the English that they waited for too long to reply to our ~~bliss~~ oops, peace feeler! The outcome of this war is now cast, for better or for worse. Had you replied much earlier, things might have been different. But other governments acted while you flitted your time away. Bon Voyage!--Coop, I'll help you keep Liverpool, if I can.

Jamul--Cool it, Lennie boy, don't get too upset! I don't want another feud with you. The Pole from Moscow has failed in his dubious attempt to pretend being a Russian. His illiterate reply of last Impassable was quite indicative of his true racial origins. "Trust the Poles and their livestock to...." Moscow (via Norway): We assume the King of England is dead and silent forever.

Impassable--For the sake of this game, I hope not.

Warsawa--Polish for Jamul is crap.

Vienna--Playing Austria between Wrobel and Lakofka makes one feel like one is wearing stereophonic Polish earphones...noise on both sides.

The Dream Maker--

Stan Rumble cared for the old man for two days. It became a difficult task because Stan kept falling asleep and awakening still tired, and with a ghastly headache. His dreams were dark and confused, and his recollection of them vague, distorted and horrid. As the old man began to gain in strength, as if from an unknown source, Stan's own health improved. He longed for his wife Erica and his son Steve. "What they must think of me" he thought. "I wonder if she thinks I could do all that they accuse me of."

"She does not," came the reply from within Stan's mind! Stan looked about him, but there was no one there. He could feel a hold upon himself. The events of many days in both the recent and distance past came to Stan and he knew and realized Lendore was with him! Stan suddenly knew that this was the final test of his will-power. If he lost, he would cease to exist and Lendore would have his body. Lendore was like a virus, feasting upon a bacterium--soon replications would come and death for the consciousness that was Stan Rumble.

"I shall not be one with you Lendore--retreat! For I am now a part of you and you must fight my will also! If I summon the other dark powers your cause is lost. Be gone, Lendore, and seek a new host! ORIBON ECLAXI ENDEMO NORD!" A sudden, blinding pain tore through Stan's head. He fell over

(cont. on next page!)

writhing in torment. By hurting Lendore, he hurt himself.. An agonized voice cried to him, "You have won for now Rumble--but my retribution shall be swift!" Stan fell into deep, deep sleep.

In his mind, the vision of his beloved wife and son rose up from the depths of his soul. Then something ghastly happened. A Beast--came upon them both and captured them! It tortured, maimed, and mutilated what were his reasons to live. Their deaths was slow and excruciatingly painful. "Now I give you my retribution, Stan Rumble--Now I make you know sorrow, as man has seldom known it. Give up your struggle--you have lost!" But Stan awoke with a jolt! His anguish and sorrow over the murder of his wife and son by Lendore was so great that, fight as Lendore would, he could not come to Stan Rumble.

Stan wept bitter tears for almost an hour, until, quite instantly, loathing took the place of anguish! "You venomous monster! You ogre! You shall never have my body, Lendore, not even if I must kill myself to stop you!" Thought Stan as he let Lendore awaken. "You have no power, Rumble! It is just a matter of time til I break your will and destroy you! I have been a cruel and horrid soul, Stan Rumble, I have done much to men to harm them. We, the five Warlocks of Earth, thought to take Earth as our Kingdom. But it was folly. Four of us have tried to return to the underworld, but Sinestrae shall not go. I do have regret in the way I have dealt with you Stan Rumble. I have brought too much attention to you, I have used satanic powers far in excess of what was expedient, and I have taken you on in mortal combat! These were grave errors, Stan Rumble. I should have possessed you gradually without the pyrotechnics--but our cause seemed too immediate. Your youth gave me vigor I used unwisely."

"But you killed too many, Lendore! Had you not killed in so reckless a manner, I might have even helped you leave Earth to go back to the Dark World. Since I share your mind, I know that a willing host would have been a great asset!" "You are wise Rumble--I do regret what I have done--but, I cannot undo it! I have no power to return life! So it is over"

"It is over when I break you Lendore. You have killed my loved ones and more than 150 humans, just to tame me! You have called upon satanic powers to slay 40 policemen in a ruthless and horrid death. Now I shall punish you!" Lendore laughed a grizzly, ghastly gruesome laugh! "You, punish me!! RUMBLE, YOU ARE A FOOL!!"

"Then laugh now, you brother-son of Satan! CREXEUS NETORBO REX, SINESTRAE OMICOROTON VEX ENDEMO!"

"Rumble! You have summoned Sinestrae's spirit itself!! Are you mad?!" cried Lendore in terror!

"Now, I shall laugh, Lendore, I shall laugh!" to be continued!

GAME 1972CK, Spring 1904

GERMANY HOLDS ON AS SURROUNDING ENEMIES GOOF!

AUSTRIA (Chin): F Eas S Ita F Ion-Aeg,
A Bud-Tri, A Gal-Ukr, A Rum S A Gal-Ukr,
A Ser-Bul

ENGLAND (St. Johns): F Den S F Nor-Swe,
F Nor-Swe, F Nwg-Nor, F StP S F Nwg-Nor,
F Edi-Nth, F Lon-Eng

FRANCE (Gray): F Bel-Hol, A Ruh S Fra F-Bel
(GM--this is the order, and it is not clear enough to succeed in anyway. Sorry)
A Pic-Bel, A Bur S A Ruh, A Gas-Mar, F Mid-Wes

GERMANY (Lindauer): F Hel S A Kie-Hol, A Kie-Hol, A Ber-Kie

ITALY (Gershenson): F Ion-Aeg, F Nap-Ion,
F Eng-Mid, A War S Aus A Gal-Ukr, A Mun-Kie, A Tyr-Mun

RUSSIA (Davis): A Fin-Swe, A Mos-Liv, A Sev-Mos

TURKEY (White): A Alb-Tri, F Gre S A Con-Bul,
A Con-Bul, F Aeg S A Con-Bul, F Smy S F Aeg

FALL 1904 ORDERS due THURSDAY, April 5, 1973 at noon, eastern time.

Press--

Paris, March 1, 1904--Harvey, I do believe that you are getting a little bit paranoid! Reuters News Agency (March 1, 1904)--American newsmen, Edward Farrow-Brow and Walter von Crankase reported to the American press that strange things are beginning to take place on the Mediterranean shores. Why is France making an Eastward move? Could this spell trouble for the forces of King David of Italy?

Wanted--One or more dependable allies to help put down tyranny placed upon the German people by the French, Italians, and probably the English too. Only requirements for the position(s) are one or more armies which will be used against the invaders, and a willingness to fight an uphill battle. Any persons wishing to apply for the position should first contact the German Government, and then go out and have their heads examined! English-French-Italian Alliance--How long

(cont. on next page)

will it last? Huh? I wonder who is going to get caught in the middle when it breaks up? Do you know Michael? (From guess who!)

GAME 1972DD, Autumn & Winter 1903

Fall 1903 Revisited--Two minor errors in last issue. German A Pru was annihilated, thus he gets to build one as replacement. Also, Russian order A Sil-Ber failed.

EUROPE IS PRETTY QUIET THIS WINTER! PEACE?

Autumn 1903--Russia retreats F Nor-Swe

Winter 1903--

AUSTRIA (Leerkamp): SP

ENGLAND (Dick): SP

FRANCE (Fujihara): B A Par

GERMANY (Chin): B A Ber

ITALY (Roll): B F Rom, F Nap

RUSSIA (Nelson): R F Hel

SPRING 1904 ORDERS due THURSDAY, April 5, 1973 at noon, eastern time.

Winter 1903 Positions--

Austria: A Gal, A Boh, A Vie, A Ser, A Bul, F Con, F Aeg (6); England: F Nwg, F Nth, A Edi (3); France: A Par, F Nat, F Eng, A Mun, A Mar, F Mid (6); Germany: A Ber, F Hol, F Nor, A Kie, A Ruh (5); Italy: F Rom, F Nap, A Pie, F Con, F Smy, A Arm (6); Russia: F Swe, A Den, A Sil, A Pru, A War, A Rum, F Bla, A Ank (8)

Press--

Ocean Press--At a secret location in Eastern Europe, three mysterious figures gathered for a conference. These figures could not be readily identified, but one figure was distinguished by his unsteady walk and a trail of vodka bottles, another by his inclination to yodel, the last figure was noted for a large spaghetti stain on his coat. The actual text of what occurred was kept secret. However, it was noted that all did not go well. Loud yelling, screaming, and an assortment of other verbiage marked the conference, and this was only during procedural talks. During the course of the conference, half-naked women was seen fleeing the conference screaming of beasts and animals. The climax to the meeting occurred when a herd of swine rushed the meeting hall, but fled in terror when the three delegates appeared.

Impassable--I see I have misspelled 'occurred.' My apologies for this and other errors.

Ocean Press (#2)--With the end of the

mysterious conference, the search continues for the delegate who did not emerge from the conference center. Of the three who entered, only two emerged at the end of the conference. A room by room search of the 40-room mansion yielded ten tons of garbage, but no delegate. The only sign of the missing delegate was the mountain of vodka bottles mixed with an assortment of women's wear. So the questions remain: What happened to the delegate? Was he done in by foul play? Is he still there, somewhere? The search continues.

Impassable--Was it a cannibal conference?

GAME 1972DF, Spring 1903

Winter 1902 Revisited--I overlooked Germany's build for Army in Munich and he has, therefore, such an army for this Spring. Thanks to Mr. McKeon for trying as a standby. Please note that Mr. McKeon is now first standby for this game.

Note! Mr. Strickland as Italy has missed for the second consecutive time! Thus, he is being replaced by David Fujihara, 1225 Peterson Lane, Honolulu, HI 96817. David is now the player for Italy in this game.

ITALY'S UNDER NEW MANAGEMENT! WILL THIS CHANGE CURRENT ALLIANCE STRUCTURES?

AUSTRIA (Conner): A Vie-Gal, A Tri-Bud
ENGLAND (Lindauer): A StP-Mos, F Lon-Eng,
F Nth S Ger A Ruh-Bel/nso/, F Nor-Nwg,
F Wal S F Lon-Eng

FRANCE (Hilliker): A Mar-Pie, A Pie-Tus/r/,
F Lyo S F Spa (SC)-Wes, F Spa (SC)-Wes,
F Eng H/r/

GERMANY (Schill): A Pru-War, A Sil S A Pru-War, F Den H, F Swe H, A Bel H, A Ruh-Bur, A Mun S A Ruh-Bur

ITALY (Fujihara): F Tyr-Lyo, F Wes S F Tyr-Lyo, A Tus S A Ven-Pie, A Ven-Pie

RUSSIA (Grove): A Ukr S A Gal-War, A Gal-War, A Bud-Rum/a/

TURKEY (Blank): F Smy-Aeg, F Gre-Ion, A Ank-Arm, A Con-Bul, A Ser S Aus A Tri-Bud, A Rum-Gal, F Bla S A Rum/nso/, A Sev S Eng A StP-Mos

SUMMER & FALL 1903 ORDERS due THURSDAY, April 5, 1973 at noon, eastern time.

Press--

Turkish War Office--Upon reading my Russo-Turkish Defence pact, I can say that I did not break any treaties with anyone by my invasion of Russia. One, the treaty was
(cont. on next page)

not in effect until Austria was eliminated. Two, if Russia can break a treaty with Austria by using the excuse that he was aiding her versus Italian Aggression, I can do the same thing and aid Russia against Worldwide aggression by placing Russian lands into safer hands since I am by grace alone in a better position to protect them--maybe in the future someone will be protecting Russian centers other than me. Who knows? Judge me! The Highest Mosque in Constantinople--Sultan Blank has been found guilty of violating the rules of the Islamic faith in his lavish use of alcohol in his parties. The Sultan has been sentenced to be in the forefront of every battle for one year and to refrain from the use of alcohol for the rest of his unnatural life.

The Sultan's Palace--A stunned Sultan Blank today, clanned in ashen cloth, groveled at the feet of Hobbi Nob Job, keeper of the faith in Constantinople, and pledged to give parts of Italy to Allah as the fruits of his year's campaigns. He also pledged to never to touch the evil alcohol again, but limit himself to the all powerful Turkish dope. From Hobbi Nob Job's Mouth--Boozers are losers, but with dope there's hope!

Impassable--My apologies to Germany for not printing his earlier press, but I threw it out before I read your note in the revised orders. I remember what it was, but I don't have the right to print it from memory, especially when it was volatile material.

Sweden--Dear Harvey, I will stay here until you leave the North Sea.

Joe Pro--Anyone want to start a chess game along the same lines as those in the other games? If so, I will put a number in the next issue along with conditional moves. OK? I am just starting, so don't chicken out!

Impassable--By number, he means that if your number from 1 through 10 matches his picked number, that you get white. Otherwise...no, I'm kidding. Really, if your number and his matches either as odd or even numbers, then you're white. If they do not, then he's white. All clear? Good luck with this "beginner."

Me--A word to the wise, stop the Turks before they become too large to handle. Courtesy of your friendly neighborhood Russky.

Impassable here again--I found the press I lost--here it is!

DECLARATION OF WAR

At 6:20 p.m. on March 9, 1903, the German Kaiser declared war on the French Republic. Diplomatic ties had already been severed, and the French Prime Minister was informed of the impending action. Signed, William II, Der Duetches Kaiser

Berlin--Statement from Schloss Hohenzellorn; I regret the action that I deemed necessary to insure the continued survival of the German Empire. All pending diplomatic agreements with the government of France had expired on December 31, 1902 at 11:59 pm. Deutschland uber alles!!!--William II

England--"The French Channel"? Ugh! How vulgar! The English people cannot stand by and listen to this impudent talk any longer. Action must be taken to drive the occupying French Fleet from the ENGLISH Channel. The new English Fleet stationed at London has been put on the alert, and it now awaits the orders to move. The only concern of the English Government at this time is that those drunk French might retreat in the wrong direction and end up off the coast of Ireland. This is not very proabable though, because Brest is where the wine is, and even though the French don't know how to make war, they certainly know how to make wine!

Babelsburg, Germany--Baron Jon Jerkstein in answering recent news reporter questions stated, "Yes, I have a definite plan to return to Vienna in the near future, absolutely for Christmas-----of 1906."

Cairo, Egypt--Abdul Maniac Insane I has applied to be elected as Chairman of the NON-QUINTUPLIE ALLIANCE if it can ever work out a permanent common program.

Nome, Alaska--Famed explorer, Mr. Hill A. Climbo announced that he favored Russia in the current war and explained that they will be even more formidable if they can trade-in all their Russian provinces for the more defensible Austrian areas.

News, continued from page 2

happen to live in Michigan. See Lew Pulsipher or Herb Barents or anyother Michigan publishers for more information. Their group meet often in local state conventions and they are an active group.

There is a flyer enclosed with this issue of Impassable regarding the upcoming DipCon VI Convention in Chicago. This is the biggest event of the year for Diplomacy! I just like to note that it is really called DipCon and not DiploCon--at least that's what I keep reading elsewhere. Anyhow, the convention is going to be better than last year's! I was there last year, and I am going again this year. So, if you want to see face-to-face, the publisher of your games, then you'd better head for Chicago!

Now, for the home news: Since I was sick, progress on Aquarius, Sunburst and Lost
(cont. on col. 1, page 15)

PREDICTING

THE END

by Howard Mahler

((It is my pleasure to present an entertaining article by one of Impassable's players. I thoroughly enjoyed reading it and I hope the readers will also enjoy it.--Ed.))

I'm sure most of you have wondered at one time or another when a particular game of postal Diplomacy will end. This article will try to give you the means to make an educated guess. Aside from any possible "practical value," I think its fun to make such predictions. For example, as a preview, I predict Game 1972AZ (I'm France) will be over by Winter 1907. If you want to know why, read on and try to bear with a minimum of math.

First for those of you who live in the real world, 6 years in Diplomacy time equals about 1 year real time (using Impassable's deadline system). The basic idea will be to measure the "imbalance of power." We will take the seven numbers which represent how many supply centers each country owns. Then, we'll combine these numbers according to a formula which will be given. We will end up with one number, which hopefully will tell us how far along the game is.

There is a quantity called the standard deviation which measures the "spread" of a set of data points. In our case, one would calculate it as follows:

1. Find the average number of supply centers held by taking the total (usually 34 except near the beginning of the game) and dividing by 7.
2. Get each country's "deviation from the mean" by subtracting the country's number of centers from the average.
3. Square each country's deviation.
4. Add the results of step #3.
5. Divide the result of step #3 by 7.
6. Take the square root of the result of step #5

$$\sqrt{\frac{(\frac{34}{7} - 10)^2 + \text{same}}{7}} = \text{s.d.}$$

7 help! I'm lost!

The result of step #6 is the standard deviation (s.d.).

The s.d. would then in some sense represent the imbalance of the present situation. For example, in Game 1972AZ, Winter '04, s.d. = 3.72 while in CK, Winter '03, s.d. = 1.24. I believe most people would agree the latter is the more balanced game.

For the beginning position, the s.d. = .350. This also happens to be the s.d. of the most balanced position that can occur when all the centers are controlled (one player has 4 and everyone else has 5).

Another quantity of interest is the minimum s.d. that can occur when the game ends. This minimum value will occur when the distribution is 18,3,3,3,3,2,2. Then s.d. = 5.38. On the other hand, the maximum s.d. one can have without the game being over is 17,17,0,0,0,0,0. Then, s.d. = 7.67.

With the results of the last two paragraphs in mind, one could introduce a new parameter* M which would be zero at the start of the game and roughly 100% when it was over. To do this, one defines M to be equal to the s.d. minus .35 (th initial s.d.) all divided by 6.

So, M would represent roughly the percentage of the game that had elapsed. For instance, AZ had M = 56% at the end of 1904 (see accompanying table). Therefore, one might predict that Game 1972AZ will be over at about the end of '07. On the other hand, CK has M = 5% after two years. Therefore, one might predict it would take 40 game years to complete. (Actually, I don't think this is so, but it is a very balanced game at this point.)

I'm aware that other factors besides the number of supply centers enter into how balanced a situation is, i.e., alliance structure, tactical position, skill of the players involved, etc. The M number does not take these factors into account. Also, the M number doesn't march like the Roman Legions, straight to its goal of 100%. It can stand still due to a deadlock, or even decrease when people gang up on the front runner (see BW '02 and '03).

However, one can't escape the fact that for someone to win, M has to be greater than 83% and conversely, M can never be greater than 122% without someone winning.

To quote Mr. Boyer, "Accuracy will be the big problem. Human nature is quite unpredictable. However, it will be hoped that this article will give the means to make an educated guess.

In any case, I hope you'll get a laugh or two out of what the accompanying table has to say about your games.

((What now? Are the players of the games in Impassable going to try to prove Mr. Mahler a false prophet? Only time will tell if Mr. Mahler spoke the truth!--Ed.))

(continued on the next page)

Explanation of the table: Year refers to the Winter of that year. Length is the predicted length of time the game would last from its start on the assumptions that the M number continues going up at its present rate and that the game ends when M = 100%

GAME	YEAR	M (%)	LENGTH
Game 1970BJ:	1901	9%	11 game years
	02	25	8
	03	37	8
	4	48	8
	5	58	9
Game 1972AZ	1901	9%	11 game years
	02	24	8
	03	37	8
	04	56	7
Game 1972BG	1901	2%	50 game years
	02	15	13
	03	15	20
	4	39	10
Game 1972BW	1901	8%	13 game years
	02	36	6
	03	33	9
	04	33	12
Game 1972CD	1901	6%	17 game years
	02	05	40
	03	15	20
Game 1972CJ	1901	6%	16 game years
	02	22	9
	03	40	7
Game 1972CK	1901	2%	40 game years
	02	5	40
	03	15	20
Game 1972DD	1901	12%	8 game years
	02	29	7
	03	33	9
Game 1972DF	1901	14%	7 game years
	02	27	7

Comment: The predicted lengths made at the earlier years, particularly 01, seem to be a little too long. However, the most recent predictions average out to $11\frac{1}{2}$ game years, compared with the accepted value of about 11.

THE END.

A Polish Easter

BY Lenard Lakofka



When I was a little boy, my mother told me about how she spent Easter in the Old Country. I asked her where the 'old country' was--but she locked me in the closet--so I never asked again.

On the night before Easter, my Grandparents would put the kids to bed early and begin to decorate the house. Uncle Charlie and Aunt Sophie were to color the eggs for the hunt the next morning! Uncle Charlie was very fortunate because he had bought a brace of rabbits four weeks ago and they hadn't layed one easter egg yet! He fed them food die and everything--nothing worked. Finally, Aunt Sophie went out and bought four dozen chicken eggs--as she said--"the kids wouldn't know the difference anyway." So, they began to

color! Uncle Charlie held the egg and spun around on the Lazy Susan while Aunt Sophie painted the eggs--and Charlie's back too!

On Easter morning, the kids jumped from their beds to see if the Easter bunny had left them an Easter Shopping Bag! Stanley, my mother's brother, found Grandpa's Vodka and package of contraceptive, but couldn't find the Easter goodies! The next day, he found Grandpa more dead than alive, after Stan blew up his newly found 'balloons' as party decorations (Grandma was a powerful woman!). Little Gloria, my mother's cousin, did find three shopping bags full of goodies. One had her first white bowling blouse in it, with Stan's bar and grill written across the back, and her name below. Now, she could even remember who she was--what a thoughtful gift!

Cousin Herbie found a huge Easter Egg--it was actually Grandpa's bowling ball which
(continued on next page!)

Charlie and Sophie had painted the night before.

Then it was time for the Easter egg hunt! After about an hour, Grandma was really upset. Sophie liked a '2-minute egg' and thus, whenever an easter egg was dropped, yoke and gook got all over the place! "Sophie, I told you to hard boil the eggs," Grandma screamed as she chased Sophie down the street with a meat cleaver in her hand. "That's the last we saw of Sophie," mother explained, "they ran into downtown Warsaw by mistake--right into the Olympic tryouts. Sophie was so fast she represented Poland in the Men's and Women's cross-country run!"

After the hunt, all the good Catholics went to Mass, the bad ones stayed home and stuffed kilbasa (this explains why the Church is almost bankrupt in Poland). For Easter dinner, they ate the brace of eggless rabbits--if only they had taken the fur off....

News, continued from page 12

Horizons. In Aquarius, the problem has been compounded by a lack of needed subbers for play in the Council of Nations and Bourse games. We are now asking for subbers for this gamezine. You can send for free copy of all the rules. The sub rate for Aquarius is \$2 for 12 issues. You get to write press and participate in the C. of N. and Bourse games (either or both). Hurry!

Lost Horizons will be starting with an orphan game from Rod Walker's publishing empire, the Utopia variant (a 10-man game). After that gets going, we'll think about how many more games we'll run--all variants of our choosing. Being looked upon with great favor by this publisher are: Scotice Scripti III, Europe 1721, A Diplomacy Anonymity game, some 3-Ring Game variation (we have yet to see any in circulation), a space variant, and a few closely related variants to the standard Diplomacy board plus anymore we should produce on our own.

Sunburst is waiting for enough people to start a game. We have three and need four more. Subscription rate is not yet set, but the gamefee will be \$2 (which may include more than one game if the first goes fast). Regular rules have been published and these will be used pending further revisions and more variants of the basic Clue game. In the works is a Murder variant in which one of the player is the murderer and has different win goals! Ugh!

Well, that takes care of the news this time around because I am running out of time!

IMPASSABLE PUZZLES

Puzzle #16--Put a dollar bill into a bottle, tightly cork the bottle, and remove the dollar bill without pulling out the cork or breaking the bottle!

Puzzle #17--Three missionaries and three cannibals have to cross a river. They can't swim, but have a small boat with an outboard motor which will carry only two persons. Each of the missionaries can operate the outboard motor, but only one of the cannibals can do so. A missionary can be left alone with a cannibal, but if one missionary is left with two cannibals, the missionary will be immediately killed and eaten by the cannibals. How can they cross the river so that all six are safely delivered on the other side of the river?

Puzzle #18--Eight men went to a hotel and asked for separate rooms. The manager told them that only seven rooms were available, but that he would give each of them a separate room anyway. He put two men into the first room, the third man into the second room, the fourth man into the third room, the fifth man into the fourth room, the sixth man into the fifth room, and the seventh man into the sixth room. He then went back to the first room and put one of the two men there into room number seven. Thus, he put eight men into seven rooms, giving each one of them a separate room. What's wrong with this story?

This one's easy!

Special puzzle--What's the solution to the chess problem on the flyer? It isn't hard. The answer is to be found elsewhere--look. The puzzle I'm putting forth with this chess problem is: If Black went first, what would be his best plan for a win? Try that one!

HOW ABOUT SOME QUOTES?

Today's enlightenment regards the subject of fools:

For every inch that is not fool is rogue.

--Dryden.

This fellow is wise enough to play the fool; And, to do that well, craves a kind of wit.

--Shakespeare.

The greatest of fools is he who imposes on himself, and in his greatest concern thinks certainly he knows that which he has least studied, and of which he is most profoundly ignorant.

--Shaftesbury.

DESIGNER'S NOTES ON 1721

The first thing I want to note is an omission in the rules regarding the placement of English units. Please note that Fleets Yorkshire and Scotland both start on the EAST COASTS of their respective provinces.

The game itself was formed in my mind when I wanted to "improve" the standard Diplomacy game. I found that I could not do so without drastically changing the map or starting unit locations. Thus, I looked for another interesting time period and found it in 1721.

I have tried to apply game science to help eliminate common complaints of other variants as well as the standard game--those of imbalance and unreality. With 1721, I think that I have achieved both a realistic game and a balanced game. My many letters with Charles Reinsel convinced me of some points to be observed in map design: 1) That the supply centers should be in the middle helping to avoid one country having to go through another to reach the neutral supply centers. 2) Make it easier for the "interior" countries to maintain their position versus the "exterior" countries. 3) To provide many alternative "theaters of war" and give each country several possible opening moves and strategies.

In achieving a balance of power, I had to shift the supply centers around until it was more than likely that the inner countries would get one more center in the first year. This necessitated the peculiar English start with a weak fleet in Scotland.

Geographically, I was able to keep each country somewhat impregnable and vulnerable in different areas. Again, I tried to favor the interior countries. An example is Spain versus France. You will notice that there is a "ring" of spaces that can easily provide breathing room between them and thus help with an alliance. Still, it is possible for them to war. Although England looks slow to start, France and Spain are incapable of really attacking England right away. It is more probable that France would war England on land.

The apparent quick strength potential of Austria is tempered by her central location and the availability of 3, 4 or even 5 enemies on her borders. Both Poland and the Ottoman Empire are well situated versus Austria, and only Russia keeps things in balance. Russia may look weak, but she has surprising points of strengths in defense as well as attack.

In looking at the situation, we can see that each country has plenty of alternatives which would only help to increase the use of

diplomacy--the name of the game.

England has the alternative of going north or landing on the continent--or even going south against France with an alliance with Spain!

France can attack Austria and expand both into Italy and Germany, and the choice is the exact division of power in those two areas. Also, France could wage a war with Spain.

Spain has the possibilities of hitting England, France or of moving very strongly into the Mediterranean.

Austria can go almost anywhere!

Poland can go into Scandinavia with strength, or into Germany. Also, she can wage war with Russia or Austria with help from one or the other or even from the Turks!

Russia can go north against England by building a fleet in Archangel, or he can hit the Ottoman Empire with surprise.

The Ottoman Empire can hit Russia, Austria or into the Mediterranean area. The Black Sea is an interesting area, too, as a power struggle could occur between Russia and the Ottoman Empire!

Last, you will notice that the supply centers up for grab are located in a long semi-circular band from the Scandinavian countries through Germany and Italy, and finally to the islands of Sardinia, Sicily, and Crete along with Tunis.

In all, I think it should be a good game with everyone having a good chance to win, fast starts (2 builds apiece on average), and good survival chances with so many centers around. The only drawback is that the game could last longer, requiring 26 centers to win, but it is worth while the good balance that is available in this variant--plus having a romantic age of conquest for press releases!

Well, in closing, I hope that all the copies going out will help start some in-person games as I would like to hear how the games work out. Let me know! Are there any suggestions for another time period in European history? Again, let me know!

JOIN THE

I.D.A.

Send \$2.00 to Walter Buchanan, R.R.#3, Lebanon, IN 46052. Make it out to: International Diplomacy Association. You'll get all issues of Diplomacy Review for 1973! And! You'll be a part of the future! Hurry!

EUROPE 1721

This is my second variation, and I am taking the liberty to mass reproduce it for everyone's benefit (are you kidding me?). In anycase, before I present the rules, I wish to note some errors in printing the 4-page map. There are no big errors, and they are merely the lack of lines rather than wrong lines or names. Corrections can be easily made by using a fine point felt pen that is not using permanent ink--they seep into the paper too much. Drawing in the lines with a black felt pen will neatly finish the map. First of all, all lines from the four pages can be drawn to connect with each other as they should. Additional lines are to added as follows: 1) A national borderline (thick line) is needed around the minor country of Prussia to separate it from Poland, 2) The Irish Sea is missing. Draw a short line between northern Ireland and the protruding tip of western Scotland. The enclosed sea space will then be labeled as Irish Sea, 3) The Polish national borderline of its province, Posen, extends all the way to the Baltic Sea, separating Posen from Brandenburg, 4) The national borderline between Austria and Turkey has to be extended around the province of Serbia to the Adriatic Sea.* Croatia is thus to be separated from Serbia. The line as it is, falls a little short of the Adriatic Sea. These were the only errors I could find. *North Adriatic Sea

Now, for the rules to this variation:

- 1) All rules are the same as in Diplomacy, except as changed for this variant. Basic rules are taken from Rules for Diplomacy, 1971 Edition, and published by Games Research, Inc.
- 2) There are 50 supply centers, and a regular victory requires a majority of 50 centers--or control of 26 supply centers. However, optional rules can be made to shorten the game.

Optional Rules: A) First player to control 20 supply centers wins the game. B) The player who controls the most supply centers at end of the 10th year of play, wins the game. In this game, 1721 is the first year and 1730 would be the last year.

- 3) Each country has at least four home supply centers. The Ottoman Empire starts with 5, and Austria starts with 6, although it starts with only four units within its central homeland in eastern Europe.

- 4) Starting units for each country in 1721:

Austria: Armies in Tyrol, Bohemia, Hungary and Austria

England: Fleets in Ireland, Scotland, Yorkshire, and an Army in London

France: Armies in Versailles and Auvergne, and Fleets in Brittany and Toulon

Poland: Armies in Posen, Krakow, Warsaw, and a Fleet in Lithuania

Russia: Armies in Kieve, Moscow, and Archangel, and a Fleet in St. Petersburg

Spain: Fleets in Asturias, Granada, and Armies in Seville and Madrid

Ottoman Empire: Armies in Caucasus, Constantinople and Bulgaria, and Fleets in Smyrna and Syria.

If Austria still owns either or both Netherlands and Kingdom of Naples at the end of the first year, the player may build in those provinces. Anytime Austria loses those external supply centers, but recaptures them, they are again considered as home supply centers, if they are vacant, units can be built there.

- 5) There are several "island supply centers." These are: Ireland, Sardinia, Sicily and Crete. Fleets may be built in Ireland if owned by England, but no armies can be built in Ireland. On other islands, armies can be convoyed onto and off the islands on separate turns. Remember, however, that if an army located on an island is dislodged, it has nowhere to retreat and must be annihilated.

- 6) Switzerland is a passable province. As an optional rule, Switzerland can be impassable.

Optional Rule C: Switzerland is impassable

- 7) The Caspian Sea is impassable. Denmark and Constantinople can both be traversed by armies and fleets. Armies can move from Goteburg to Denmark and on to Pomerania, and armies can move from Sinope to Constantinople to Rumania. Several provinces have split coastlines: Navarre, Aragon, Bordeaux, and Papal States have northern and southern coasts. Yorkshire, Scotland, and Pomerania have eastern and western coasts. Movements of fleets from one coast to the other of these provinces are prohibited, i.e., they must move first through other provinces.

- 8) If Russia owns the Ottoman home supply center of Caucasus, it may build there as if it was a Russian home supply center. This gives Russia its "southern window to the sea."

(more rules & history on other side)

Rules & Map was designed by John Boyer, March 1973.

9) To clarify national territories, the following list is given of home provinces for each of the seven major powers in this variant. Home Supply centers are underlined.

Austria: Bohemia, Silesia, Moravia, Galicia, Transylvania, Wallachia, Hungary, Austria, Croatia, Tyrol, Kingdom of Naples, and Netherlands

England: Ireland, Wales, London, Yorkshire, Scotland, and Clyde

France: Toulon, Bordeaux, Auvergne, Versailles, Brittany, Normandy, and Rheims

Russia: Astrakhan, Kiev, Moscow, Estonia, St. Petersburg, Archangel

Spain: Seville, Granada, Navarre, Aragon, Castile, Asturias, Madrid

Ottoman Empire: Persia, Azerbaijan, Caucasus, Sinope, Smyrna, Constantinople, Greece, Albania, Serbia, Bulgaria, Rumania, Bessarabia, Kuban, and Syria

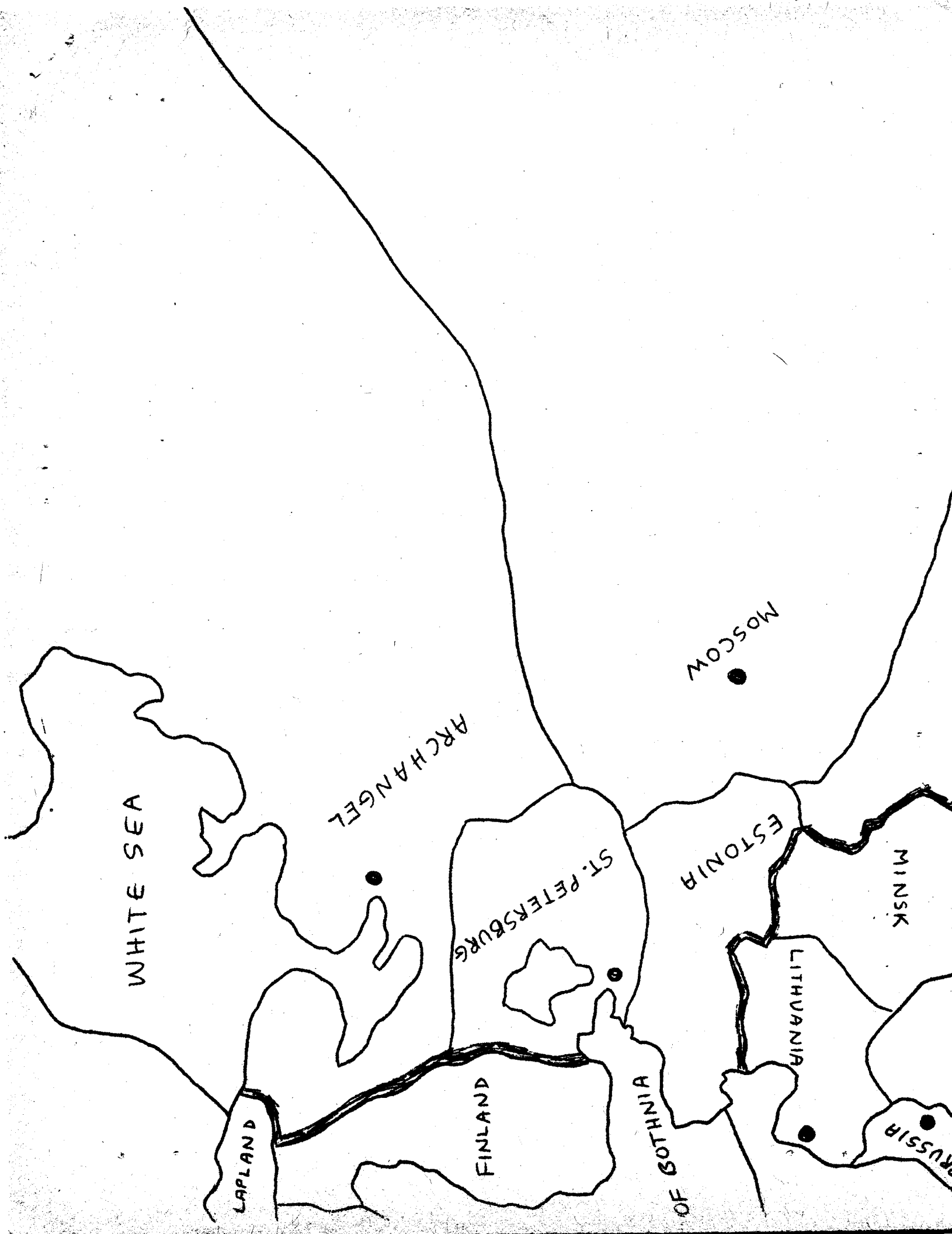
Poland: Moldavia, Minsk, Lithuania, Warsaw, Krakow, Posen

Brief History

1721 was the beginning of a period of European history that was somewhat docile compared to what happened before and afterwards. It wasn't until 1756 that we see another war in Europe--the famous 7 year's war. 1721 was the year that saw the end of the Great Northern War that pitted Sweden (Charles XII, a teen-age military genius) against Russia and its allies. Before it ended, (it started in 1700), Sweden had conquered vast areas of Poland, Russia and German states before being overwhelmed when the English and Danes joined the allies. Charles XII was an accomplished military general at the young age of 18. Anyhow, Peter I of Russia got his wish to see the end of Swedish power (in this case, for good) and captured enough territory to have his window to the sea.

1721 was a period of time in which the balance of power was pretty well distributed among the many countries of Europe. The foremost naval power was England, but Holland, France and Spain weren't far behind. France had the strongest army while Austria held vast territories through pertinent marriages and earlier military successes against the Spanish in the Netherlands and in Italy. Also, the ruler of Austria and Hungary was the same guy and he was also the ruler of the Holy Roman Empire that on paper had influence in the many German states at that time. The strongest German states were Prussia, Brandenburg, Saxony and Hanover. The ruler of the Hapsburgs controlled Austria, Hungary and some German states such as Bohemia. In 1721, this guy was Charles VI (VI as Holy Roman Empire's Emperor, and III of Hungary) who ruled from 1711-1740. At this time, France and Austria were pretty much enemies because of the War of Spanish Succession 1702-1713 in which they were on opposite sides that saw Louis XIV fail to dominate Europe and France's ambitions on Spain halted. By 1721, it was Louis XV (1715-74) who ruled France with an absolute iron hand from Versailles. This guy was to find himself fighting the English in many colonial wars--only to lose in them all. In England, they had good ole George I (1714-27) and he didn't do much after 1721 because of his poor health. Spain was weakening by 1721 because of internal political strife. To boot, Spain didn't have any dynamic ruler, and Philip V (1700-46) wasn't any exception. So, Spain sat on its gold and watched the rest of Europe pass it by. Meanwhile, Philip V had a good time trying to keep afloat their old warships from the Spanish Armada days. They just couldn't learn new tactics of war and fell far behind even though they didn't have to. Over in the Ottoman Empire, the Turks still held vast European territories, but they were making themselves pretty unpopular with locals and they also squabbled among themselves which didn't help them stay in power. So, they gradually lost their Balkan territories and Russian territories piece by piece. Ahmed III (1703-1730) didn't help matters when he didn't do anything. A dynamic ruler versed with western war developments could have made a big difference in 1721.

Last, but not least, we have Poland in 1721. Poland was an unusual country, to say the least, and where everyone else developed authoritarian centralized governments, Poland went the other way. It started out as a joint Lithuanian-Polish Empire circa 1300-1400's, but they somehow lost their desire to fight and after conquering huge areas of Russia, were in 1721 ready to be chopped up by her neighbors (Russia, Austria and Prussia). A typical example of Polish weakness at this time was their "elective" system for choosing their rulers. Some times, they were decided by outsiders. A case in example was that Augustus II was ruler from 1697-1704, but was replaced by Charles XII, that young Swede, with Stanislaus Leszczynski who ruled from 1704-1709 only to have Augustus II regain the rule from 1709-1733 at which Stanislaus again took the rule for a year upon Augustus II's death. However, his son, Augustus III, managed to oust the old man, Stanislaus Leszczynski. However, even though he lived to 1736 and the old ripe age of 89, he never did get a third chance. Poor Stan! By 1772, Poland was partitioned, and that was the end of Polish Power.



WHITE SEA

LAPLAND

ARCHANGEL

ST. PETERSBURG

FINLAND

GULF OF BOTHNIA

ESTONIA

LITHUANIA

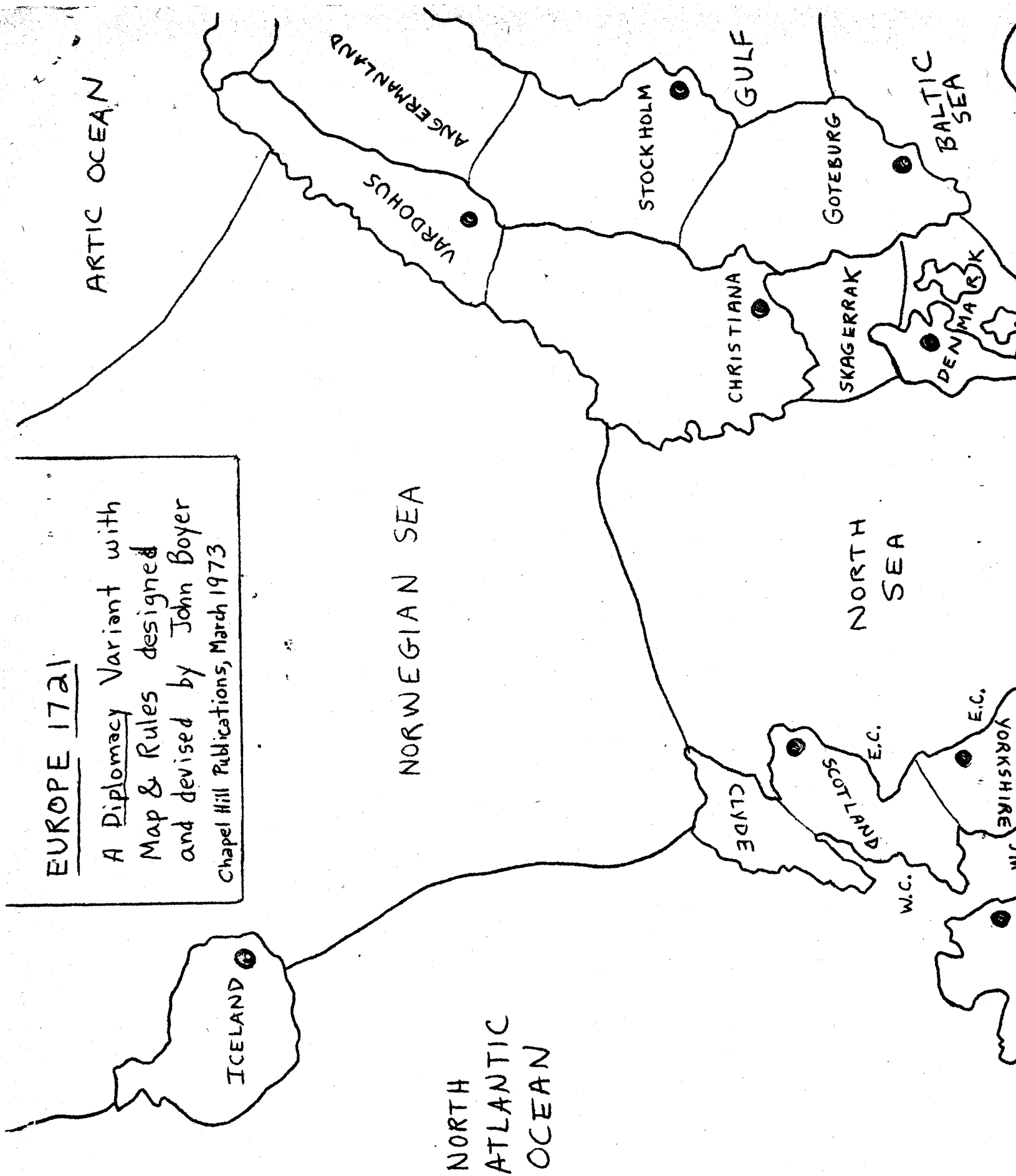
MINSK

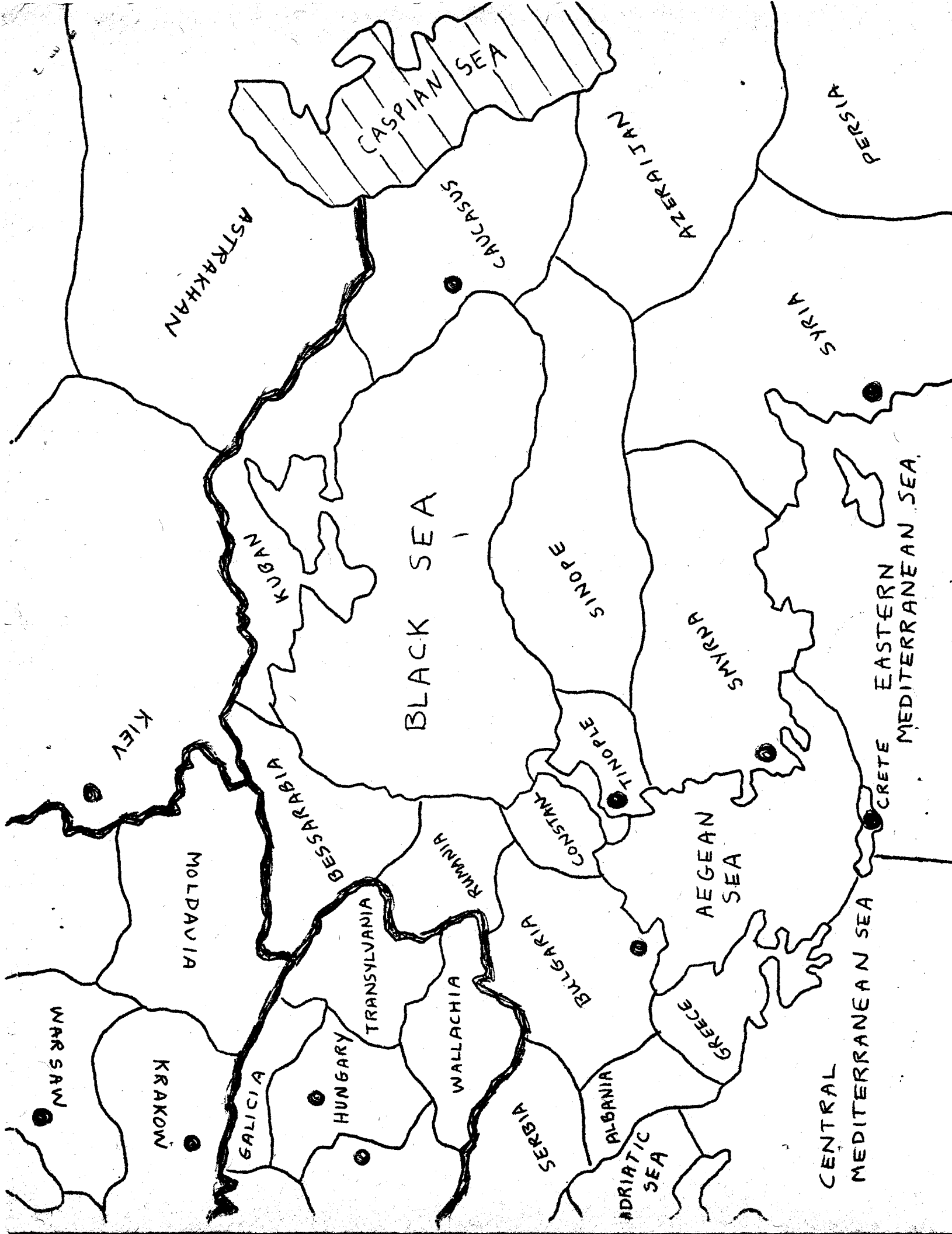
RUSSIA

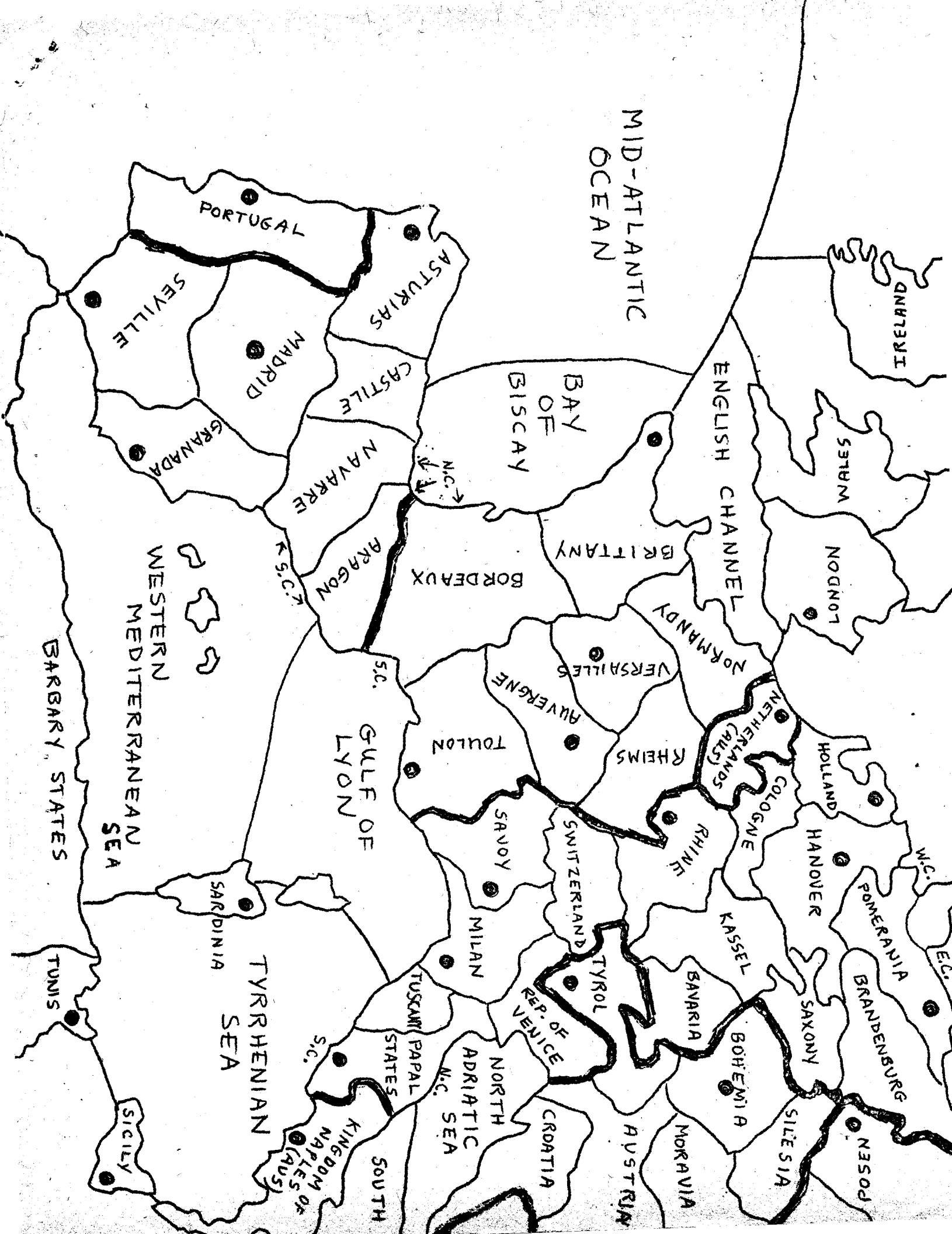
MOSCOW

EUROPE 1721

A Diplomacy Variant with
Map & Rules designed
and devised by John Boyer
Chapel Hill Publications, March 1973







The International Game Show

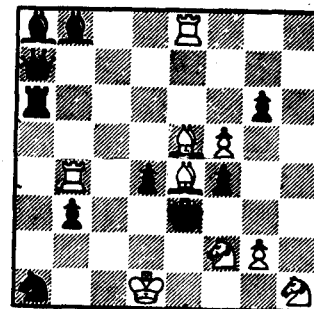


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