

IMPASSABLE

Special Edition #1

Chapel Hill Publications

April 14, 1972

WELCOME TO IMPASSABLE

This special edition of Impassable is being dedicated to the Orphan Game, better known as Game 1970BJ (or IRU-1970-BJ). In either case, your game has been around longer than I have been in this hobby. Did you think, when your game started, that a new publisher would take over in 1972?

Well, I am hoping that we all will enjoy this game to the hilt, fellas. I want to say a few words concerning this game. First of all, this game represents the first Orphan Game to be undertaken by Chapel Hill Publications, and as such, I will take special care to keep it running smoothly.

Secondly, in order to expedite a smooth transfer of the game to Impassable, I have enclosed a copy of the House Rules for all of the players involved in the game.

Thirdly, I want to make a note about the deadlines. The deadline for Issue #3 of Impassable has already been set for April the 19th. Also, since I am running a tight ship, the next deadline will be three weeks later. Since Rod has set your Spring, 1902 deadline for April 26, 1972, at noon, I will let that stand, however, I will make May 10, 1972, noon, as your deadline for any propaganda which you may desire to write. Continuing, then, May 31, 1972, noon, will be your deadline for your Fall, 1902 moves and propaganda. This way, your game will soon be moving on the same schedule with the other games.

I hope that the above actions by me will encourage all of you to stick with this game, and to stay with Impassable.

Oh, before I forget...the results of your Spring, 1902 orders will be published in another special edition, and republished in Issue #4, May 10, 1972. I will get your results back to you as fast as I can, and hope, that if there are any retreats to be made, that they will be given to me as soon as you get notice of the Spring, 1902 results. So, I will ask of those who have retreats to give me your retreats as soon as possible before the May 10th deadline. There probably won't be too many retreats, but if anyone should miss sending in their

retreats, I will handle them in accordance to my House Rule #24--the automatic annihilation of all retreating units for which retreat orders were not submitted.

Okay, I hope that everything is clear as a bell on the transfer of your game to Impassable. I have a couple of more points to make, fellas. First point is that you may start sending in General Orders as I don't have any on file. Second point is that I like to print propaganda, so please write a few words. Third point is that there are at present no replacement players, but we will get them sooner or later. Until then, you will have to suffer other players missing their moves. The last point is that I am hoping some of you will sign up as replacement players for other games in Impassable (as they start). Thanks for reading this far, and good luck to all of you in Game 1970BJ.

My Phone: (717) 249-1343, after 10:00 a.m. and before 3:00 p.m., I work at night.

RELISTING THE PLAYERS

The following is a list of the players: their addresses, and their countries in Game 1970BJ:

Austria: Ken Counselman, 52 Avalon, Bedford, OH 44146.
England: George Inzer, 204 Barnes Hall, Mt. Pleasant, MI 48858.
France: Larry Fong, 704 Alice St., Oakland, CA 94607.
Germany: James Tretick, 11505 Elken St., Apt. #1, Wheaton, MD 20902.
Italy: Andrew Phillips, 128 Oliver St., Daly City, CA 94014.
Russia: Hal Naus, 1011 Barrett Ave., Chula Vista, CA 92011.
Turkey: Mike Gutierrez, 80-15 41st Ave., Apt. 240, Elmhurst, NY 11373.

The line up for this game looks pretty good, and I am hoping to see a real fine game from you guys. So, start thinking, writing letters, stabbing, making alliances, and everything else that makes the game what it is...hum, would anyone care to

comment on the history of this game? I'll print it for the benefit of the other, newer players.

Now, for the game positions as of the end of 1901:

Austria: A Gre, A Ser, F Ion, A Tri, A Bud; owns Bud, Tri, Vie, Gre, and Ser (5).

England: F Mid, F Nth, A Nwy, F Lvp; owns Edi, Lvp, Lon, Nwy (4).

France: F NAT, A Por, A Bre, F Mar; owns Bre, Mar, Par and Por (4).

Germany: F Hol, A Bel, A Den, A Mun, A Kie, F Ber; owns Ber, Kie, Mun, Bel, Den, and Hol (6).

Italy: F Tun, A Ven, A Rom, F Nap; owns Nap, Rom, Ven, Tun (4).

Russia: A Arm, F Swe, A Ukr, F Rum, F Sev, A StP; owns Mos, StP, Sev, War, Rum, and Swe (6).

Turkey: F Bla, A Bul, A Con, A Ank; owns Ank, Con, Smy, Bul (4).

SOME THANKS

Special thanks goes to Rod Walker for his efforts in obtaining an orphan game for Impassable. I first contacted Rod about orphan games during the month of January. At that time there were several games that could have been transferred, but I was waiting to hear from a gamesmaster about his games before I was going to accept any other games. That alone delayed the eventual acquisition of an orphan game for Impassable. Now that I have an orphan game, it is a possibility that I may ask Rod for another game, but only if we can't fill Impassable with new games.

SOME PLANS FOR IMPASSABLE

Impassable is hoping to have about ten games of which most will be regular games, but a few variants may be attempted. One variant I have on my mind is a variation of Scotice Scripti II now currently running in Diplophobia and gamesmastered by Don Miller. Briefly, its scenario is 11th Century Ireland and England with many independent "countries" located in Ireland. Another variant may be one I am inventing (unless someone else already started one), that is, a regular game with the exception of the players being allowed to determine their starting units. Thus, England could choose to start with three fleets, or Russia could start with four armies, etc.. There may be a problem with a greater imbalance of power. This may have to be limited, although I haven't really played

and tested such a variant. A Winter, 1900 season could serve as a season for the building of all units, or the units could be forced to enter over several years or seasons until caught up with the number of centers. There are a couple of more variants being considered, but regular games will have prime importance for the time being.

As far as articles and propaganda, I am hoping to have good press releases from the players, and to get some original articles from "famous names." Also, I will continue to fill spaces with puzzles, jokes and famous quotes. All in all, I hope that Impassable will be enjoyable to everyone.

DON'T FORGET!!

Spring, 1902 deadline is April 26, at noon.
Summer retreats' deadline is May 10, noon.
Fall, 1902 deadline is May 31, 1972, noon.

The above schedule should keep everyone hopping for awhile until they get used to the pace of a revitalized game. After the Fall moves, deadlines will be every three weeks.

FILLER QUOTES

O war! begot in prode and luxury,
The child of malice and revengeful hate;
Thou impious good, and good impiety!
Thou art the foul refiner of a state,
Unjust scourge of men's iniquity,
Sharp easer of corruptions desperate!
Is there no means but that a sin-sick land
Must be let blood with such a boist'rous hand?

--Daniels

War, my lord,
Is of eternal use to human kind,
For ever and anon when you have pass'd
A few dull years in peace and propagation
The world is overstock'd with fools, and wants
A pestilence at least if not a hero.

--Jeffrey

If Europe should ever be ruined, it will be by its warriors.

---Montesquieu

Go forth, gentlemen, and practice the art of diplomacy. If you fail, you can always try your hand at the art of war. The trouble is that you may suffer a defeat to your hopes and plans. Fight!