

117 Garland Drive  
Carlisle, PA 17013  
April 11, 1972

Dear Members,

The original intention in my campaign was to keep it in a low key. However, several factors have changed my position on campaigning. The most important factor being the lack of time for members to write me for their copy of my work (Impassable) as I have stated in an earlier campaign statement. Thus, I have decided to put out a brief mimeographed letter to all the members regarding my candidacy for Editor. Enclosed will be a copy of my second issue of Impassable for those who have not yet received my zine.

May I begin my campaign by stating that I find it hard to add to the platform proposed by Larry Peery. All I can say is that I have read it very thoroughly, and have come to the conclusion that it is a very good platform. As such, then, I will adopt it as my platform, and will be open to any further ideas from the members. As I have stated before, I have the time to publish the newsletter, and will be able to offer mimeographing as the means of reproducing the newsletter. I own a Gestetner 300 which, as far as I know without being a master mechanic, is in good working condition.

Larry Peery mentioned having a handbook project. I feel that this is one of the most important projects open to the organization. There is a real need for a player's handbook, and as Editor, I would support and work with this project as close as possible.

There is not much more for me to say about my campaign, but I can add that I will be impartial to all while working as close as possible with everyone in the organization. If I am elected, the newsletter will be open to the players for ideas and improvements.

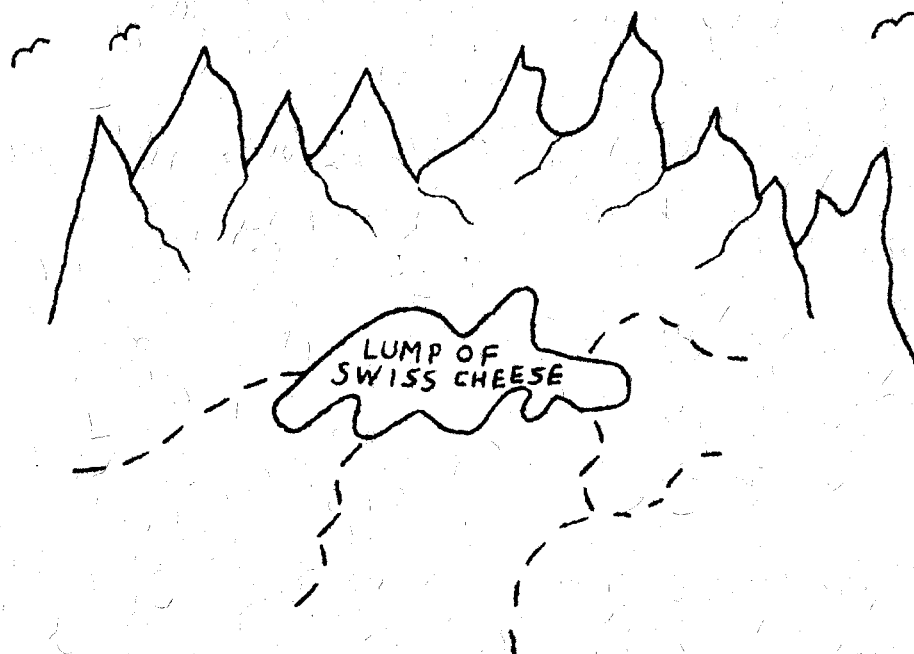
Well, I could make more promises to dazzle the mind, but I will try to do my best, and hope that the members will support me and elect me as their Editor. Thank-you.

Sincerely,

*John Boyer*

John Boyer

# IMPASSABLE



IMPASSABLE, Issue #2, April 1, 1972. Impassable is edited and published by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: 717-249-1343 weeknights after 9:30 p.m. (Carlisle Time). This is a special issue celebrating April Fool's Day.

**INSIDE:** Various articles, some funny, some serious, some etc.

**GAME OPENINGS:** There are still plenty of openings for regular Diplomacy games in Impassable. The only qualification (besides money) is that you are a first class April Fool. Since we are all fooled once in awhile, nobody should fail this requirement, heh, heh. Game fees, by the way, are \$5.00 which must be accompanied by a completed Game Application Form.

**SUBSCRIPTIONS:** Due to the demands of people for a sub rate (and due to deficit spending) Impassable is announcing temporary sub rates that are available in April only: 6 issues for .50 cents (only six issues are allowed). This is a limited-time offer which expires April 30, 1972. After that, the rate will go up, and longer subs will be allowed.

## GAME AFI--Game of Anonymity

There were several inquiries about the identification for this game. Since this is the official start for this game, I will use "AFI" (a contraction for April Fool's Day) as the temporary letter code. Lewis Pulsipher has been asked to give an identification for this game which will replace the "AFI" when I get it from him.

The following is a table of your country preferences. Instead of your names, I have used the name of the country which you have received. The Austrian player lost the flip for England, and the German player lost his flip for Turkey. Both received their third choices. France, Italy and Russia all received their unique first choices.

	1	2	3	4	5	6	7
Austria	E	G	A	T	R	F	I
England	E	G	G	R	I	A	T
France	F	T	R	E	A	I	G
Germany	T	R	G	E	F	I	A
Italy	I	G	A	E	F	R	T
Russia	R	T	F	G	E	I	G
Turkey	T	F	E	R	A	I	G

Now for the propaganda turned in for Winter, 1900. Everyone got their propaganda in on time, and let us hope we can keep this fine record intact with future moves and propaganda. Oh yes, before I forget, although black propaganda is not allowed, this is not to say that anonymous bylines are not allowed. Sorry about the oversight, fellas, go right ahead and use anonymous bylines. However, anonymous bylines must have no hints as to ownership of the propaganda. It is best to use a byline such as NSG, which is for "No Source Given." Now, for the battle of words...

Budapest--We welcome the world to our arms of friendship. We especially welcome Italy to our arms. How about it?

England--Queen Victoria has lost her eye glasses and so she can't see who the enemies are. Will our allies please step forward? The English Chunnel is ours because it has been named after us.

From the desk of Kaiser Wilhem--Must make a note about peace offerings to England, France, Russia and Austria. Who shall we unite with?

Impassable--The above byline has been allowed because it is not confusing as to its ownership.

Rome--There is an old Roman saying, "When in Rome, do as the Romans do." The problem is deciding what we Romans will do.

St. Petersburg--The Czar has classified the following areas as neutral: Galicia and the Black Sea. These areas will remain neutral unless attacked by our enemies.

The Paris Pink Panther--Roses are red, violets are blue and sugar is sweet. So what else is new? The Paris Pink Panther has struck again in the name of peace and French prosperity. France will never turn her cheek to anyone. Beware!

Impassable--Come on now, can't you think of a more original byline than one from the house rules?

Turkey--What are words when actions tell the story? We will wait for the actions.

Impassable--The players are cautious, that much is clear, but soon we shall have some action. The deadline for Spring, 1901, will be April 19, 1972 at noon. Until then, peace be with you all.

## THE DIPORG ELECTION FOR EDITOR

Impassable's editor has joined the race for Editor of the DipOrg. Naturally, it comes to the minds of the readers about what I will do and say about it. Nothing! Well, almost nothing. I will not make any promises other than that I will do my very best. What I will do is to let my work (Impassable) speak for itself and for me in my campaign for Editor. Of course, I will provide myself some plugs in Impassable once in awhile just to remind my readers that I am alive and kicking, heh, heh.

## SO THIS IS APRIL FOOL'S DAY?!

The first day of April is a good excuse for becoming a little silly (see article on building a grand piano) with this gamezine. Normally, I am a Victorian mystery writer, but after a couple of whiffs of fresh Spring air, I have become suitably free of the stifling restraints of formalities.

Okay folks, how come we have an April Fool's Day? Can any of you fools out there tell this fool here where we got this stupid holiday? Let me know and I'll print it for the benefit of the readers (if there are any left after this fiasco).

SOME MORE THANKS.....

At the time of this typing, Impassable has been the recipient of several plugs in other zines of repute. Special thanks go to the Editors/Publishers of Erewhon, Costaguana, Jestrzab, and Xenogogic.

## BUILDING A GRAND PIANO WITH 2 MILLION TOOTHPICKS --by the National Toothpickers' Association.

All of us know how inflation has been constantly raising the costs of living. For those who have enjoyed music by playing the piano, the cost of getting a quality grand piano have become prohibitive. Now, a new breakthrough in cost reduction has been made in a kit by Waldbin, an international toothpick firm. According to the brochures being distributed by the company, one can now build his own grand piano using 2 million toothpicks. The kit, however, does not include the strings or glue for the piano which must be bought elsewhere. The recommended glue is that newest of glue spectaculars called, "Super Stick." It is guaranteed to withstand the force of the tension from piano strings--some twenty tons.

Although this article is dealing with the Grand Piano Kit, there are also kits available for the Baby Grand, Uprights, and for a Player Piano. The Player Piano Kit comes with a blow-up Piano Player which can be attached to the keys. Very realistic, but one must be careful not to puncture it or expose it to fire as it is very flammable. It is not recommended. In all of these kits, you must supply the glue and strings, and, of course, the time involved in gluing the toothpicks together.

The Grand Piano Kit is the biggest and most expensive of them all. The complete kit for a Waldbin Mahogany Toothpick Grand Piano costs all of \$500 dollars. However, with the costs of glue and strings added, the total is higher yet, but it is still a bargain.

On the average, it takes a skilled toothpick hobbyist about 2,000 hours to build the piano. With a team of workers, that time could be cut down to about 500 hours. The plans, reproduced on large blueprints scaled to about one half actual size, are clear, concise and fully detailed. All toothpicks are clearly numbered and most are pre-cut to fit perfectly. There is no need for any tools, as they come with the kit. Such tools as a toothpick carver, toothpick sander, toothpick saw, etc. are all provided with the kit.

How is the final piano product as a musical instrument? The sound is marvelous except for a tinge of an oriental ping, which the manufacturers say is the result of the cheaper wood used in the toothpicks. Indeed, upon inspection it was found that their mahogany toothpicks were mostly of Philippine mahogany with only a veneer of

real quality mahogany. Thus, the oriental ping. Only one problem arose with the piano which we built, and that was when we had the piano placed close to a heater vent. The glue dried out to a brittle quality and the piano collapsed from the tension of the strings. We are now working on the Player Piano Kit and we hope to be more successful on our second attempt.

The company, we have heard, has promised to introduce kits with true, solid mahogany toothpicks, and to develop a glue which will not dry out. If these improvements work out, the firm will then have a good chance to capture a major share of the toothpick hobby industry with their new products. Watch for more news on this and other developments on the toothpick hobby.

## WHAT THIS COUNTRY NEEDS IS A...

Deluxe Monopoly set with ruby hotels, emerald houses, silver and gold playing pieces and a mink-lined compartment box. Of course, play money will not be included as it will be assumed that those who could afford this kind of a set would provide real money.

## J. B. PREDICTS.....

For those who are interested in wild predictions (and for me to fill this page), the psychic editor of *Impassable* has come up with some astounding predictions for 1972:

1. Baseball--After defeating the Orioles in the playoffs, the Athletics wins in six games over the Redlegs in the World Series. Vida Blue pitches the first and fourth games for crucial wins to top his 20-0 season (Vida starts in mid-May after losing his executive job)

2. Politics--The Democrats nominates Hubert Humphrey and Muskie as their ticket to go against Nixon and Kissinger (Agnew suffers a disabling injury while golfing). A third party candidate, George Wallace, wins the election.

3. Other--The State of California has its biggest earthquake in history. Billions in damage. Nixon declares California a national disaster area.

Chairman Mao makes a State Visit to Washington to watch the China Ping Pong team defeat the All-American team.

Hughes, the billionaire, comes out of hiding to write his autobiography and to make a movie on his life. Both are big hits.

The following article is a reprint from the Hoosier Archives, March 11, 1972. The article was written by Douglas Beyerlein, and thanks are extended to both Mr. Beyerlein and to the publisher of H.A., Mr. Walter Buchanan. This article is being reprinted for the benefit of the players in AFI, and for discussion of Doug's last tactic which I think is worth noting.

#### TACTICS: DIPLOMACY'S FORGOTTEN CHILD

The game of Diplomacy may be divided into three levels of play. Traditionally, these are: diplomacy, strategy, and tactics. Ever since players began voicing their ideas on what are the best methods of play to win, they have concentrated solely on the diplomacy and strategy levels of the game. In fact, at one time the idea of tactics playing an important part in determining the outcome of a game was considered counter to the spirit of Diplomacy. This sentiment is changing, but no one (outside of the Rulebook) to my knowledge has yet set down in print some of the tactical advantages a player may use. Hopefully, this article will be a small beginning in this direction.

Tactics play a very important part in Diplomacy and must be as well understood as the diplomacy and strategy which define the scope of the tactics to be used. As tactics must by definition change according to each individual situation, it is difficult to generalize. However, there are some standard uses which arise frequently and which I will comment on. The self stand-off involves two or more units attacking the same unoccupied province, none with support. This will prevent an opposing non-supported unit from gaining the province and yet allow for each unit to remain in its original province, e.g., France: A Bur-Mar, A Spa-Mar; Italy: A Pie-Mar or hold. France will keep Marseilles open for a build, assuming it is a fall turn, whether or not the Italian A Piedmont attacks Marseilles.

Supported attack against a unit of the same country is used when a unit must attack to cut support and yet may be attacked by an opposing supported attack. This will result in a stand-off between the two opposing supported attacks with the lone unit in the middle unaffected and able to cut the support of an adjacent attack, e.g., Germany: A Mun-Sil, A Ruh-Mun, A Bur & A Kie (S) A Ruh-Mun; Austria: A Sil (S) A Gal-War, A Tyr-Mun, A Boh (S) A Tyr-Mun. The German A Munich will cut Austrian A Sillesia's support and Germany will keep

Munich even if Austria attacks Munich with A Sillesia supported by A Bohemia and A Tyrolia.

Offensive units are units which are adjacent to more than one opposing unit and which will probably be attacked. Most likely, any support given will be cut and therefore defensive units should attack enemy positions supported by defensive units.

Defensive units are usually adjacent to only one opposing unit and therefore their support cannot be cut. An example of offensive and defensive units: Germany: A Bur-Bel, A Ruh & A Hol (S) A Bur-Bel; France: F Bel (H), A Mar-Bur, A Par (S) A Mar-Bur. Germany's A Burgundy is an offensive unit while the others are defensive units. The use of the concept of offensive and defensive units is most important on a fall turn when the gain of a supply center and a build is more important many times than a good position in a non-supply center province, like Burgundy in the above example.

The above four tactics are rather common knowledge among good players. However, the following tactic is so subtle that I am not sure if any other player knows of it. It is conditional moves based on no moves received from an opposing player by the gamesmaster. And it works as follows: an opposing country, A, has a retreat or build which must be made before the next Spring or Fall season. The gamesmaster, to keep the game moving on schedule, asks that the other players send in conditional orders based on where Player A makes his retreat or build and makes the retreat or build and the following Spring or Fall season's orders due on the same deadline date. Conditional orders may be based on no retreat (thus annihilation of the retreating unit) or no build. Probably over 90% of these no retreat/build cases result from Player A missing the deadline and not only not sending in any retreat or build, but also obviously not sending in any orders for the following season of movement. Therefore, Player B, if fighting Player A, when faced with this situation, sends in to the gamesmaster one of more sets of orders based on the actual retreat or build options and a special set of orders for no retreat or no build. The special set of orders is all offensive oriented to capitalize on Player A's units standing in civil disorder. If even just used once in a game, it has the potential to destroy the opposition's position. This tactic sent me on to win 1968AN when George Grayson's Turkey missed

a retreat and the following Fall 1908 moves as my England grabbed both Warsaw and Sevastopol from Turkey based on my special set of orders. Perhaps the great success of this tactic is due to its subtlety and the fact that it is only used when an opposing player misses the critical retreat/build and following moves. Even then, a player may not know why his ill-timed absence.

Although I have enjoyed great success with this tactic, I think that it is unfair and too great an advantage for its user. Gamesmasters should eliminate its practice and can easily do so by allowing a completely separate deadline for Fall builds (Winter), Spring (Summer) and Fall (Autumn) retreats to physically separate them from the Spring and Fall moves. This would eliminate conditional orders and any possible use of this tactic.

In summary, I have only taken a brief look at tactics and their possible uses. Hopefully, in the future tactics will command great respect even if the name of the game is Diplomacy.

Impassable--My feeling is that the last tactic is not unfair and serves as another deterrent to players who are apt to miss moves. The alternative would be to not allow conditional orders based on no builds or no retreats. However, this would be limiting the choices for the player defending against the opposition with the options of building, etc. It would be too much of a disadvantage defending against the player with the build/retreat options. However, the last tactic can be foiled by a player deliberately choosing not to retreat a unit (and have it annihilated) or build. Sometimes these options are valid for a player.

Whether seasons should be kept apart to prevent the use of the last tactic, so well explained by Doug in his article, is a question to be weighed against the punishing value of missing orders.

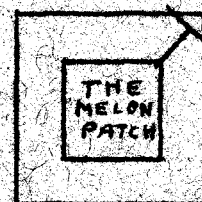
### THE FORUM

The question for our readers to answer in Impassable is the following:

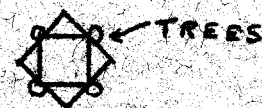
Should or should not gamesmasters keep the seasons apart in order to prevent the use of conditional orders based on no retreats or builds? Take into account the consideration whether it is fair or not fair to use that tactic as described in Doug's article. Replies to the forum question will be published on a first come, first served basis. We hope, however, that we will be able to print all replies.

### SOLUTIONS AND ANOTHER PUZZLE

It seemed that the two puzzles in the last issue did not pose any problems to the readers of Impassable. Well, below are the solutions to puzzles 1 and 2. Below, further yet, is puzzle #3 which I guarantee is a lot tougher. Have fun! Puzzle One--



Puzzle Two--



Puzzle #3--

Four sailors were shipwrecked on a stupid island. In order to make sure that they would have enough to eat, they spent the day gathering rotten bananas. They put the rotten bananas into one large pile, which they decided to divide equally among themselves the next day. As it happened, each of the greedy sailors mistrusted the others; so, after they had all gone to a fitful sleep, the first sailor woke up and divided the pile of bananas into four equal parts, but he found that he had one banana left over, which he gave to a nearby snooping monkey. He then hid his share and went back to sleep. Then the second sailor woke up and divided the remaining pile into four equal parts. He also had one rotten banana left over, which he gave to the enterprising monkey. Then he hid his share and went back to sleep. Similarly, the third and fourth sailors, in turn, repeated this process; in each case, there is a rotten banana left over, which was given to the burping monkey. The next morning, when the sailors got up, the pile was without doubt smaller, but, since they all felt guilty, none of them said anything and they agreed to divide the remaining pile into four equal parts. Again, there was a banana left over, which they gave to a fat monkey. What was the number of bananas in the original pile? The answer will appear in the next issue of Impassable.

Brahms was a coarse, German farmer. Chopin was ten times better. To CYM.

## THE TRIALS AND ORDEALS OF A BEGINNER

It has been a year since I made my first contact in postal Diplomacy through Don Miller. Since then, I have entered a couple of games, all within a short span of time. By the end of May I was waiting for the results of the first moves in those games. In my case, I entered postal Diplomacy for lack of opponents in my hometown area. To my early dismay, the games were slower than I expected. In fact, two games lagged beyond any semblance of rational games-mastering. Now, I don't know what has happened to them or really care as I am now involved in the area of gamesmastering and publishing my own gamezine.

Having two disappointing games could make any newcomer angry enough to quit the hobby altogether. I suppose that the one good game with Don Miller saved my interest in those "early months" of my new hobby. From almost the beginning, I was subjected to articles which spoke of a feud in the hobby. Letters to many people have also pointed out this rift in the hobby. One wouldn't know whom to believe until much later.

From the very beginning I had trouble in deciding how to play the units for the various countries I had, and how to write letters to the other players. I also felt a need for information about all the other phases of the hobby: the who, what and where of dippydom. The major problem facing the newcomer is finding what he wants to know. There are many experts in dippydom, but the newcomer doesn't always have the money, time nor the knowledge of where to find what he wants to know.

There were other problems facing the newcomers who came into the hobby when I did. Besides finding out what you wanted to know, you also found that there were major clashes over the rules. Each gamesmaster seemed to rule differently. Now, the new Rulebook has been out awhile, but there are still arguments.

Knowing what I now know, it seems to me that I entered the hobby at a time when the hobby itself was going through vast changes and coming under pressures usually encountered in growth and expansion of a small group of people to a larger group of people. In short, the hobby was suffering from growing pains.

Problems were facing the hobby on practically all fronts: feuds, rules debates, newcomers increasing the work load of organizations, and even folding zines

with their abandoned games. Now, a new battle has focused since I entered a year ago. The new battle is for a national dippy organization to handle all the problems facing the hobby. Now, a third organization is in the process of being established.

All this is what a newcomer hears about when he writes for information or subscribe to various zines. It would discourage many people who joined the hobby for fun by making the hobbyists look like fools, and by exposing human frailties in the players themselves and in anything they try to do as a group.

As a student of government and psychology, I have found it easier to accept these problems in the hobby. I have only the desire to help the hobby and to help the beginners through their own trials and ordeals. But, I often wonder how many people we are losing through our problems. We must begin to try harder in solving our problems and to nurturing these newcomers to the hobby. Only by learning how to help them can we ever hope to learn how to help ourselves. I think, though, that the tide has turned against these problems, and that we can look forward to better times. Let us take a lesson from Easter and practice peace and support the efforts of others to solve the problems. I, furthermore, think that the DipOrg may be the final answer to all of our problems. I should hope so, it is about time we work together. --Impassable

## A QUOTE TO REMEMBER

"It is better to decide between our enemies than our friends; for one of our friends will most likely become our enemy; but on the other hand, one of your enemies will probably become your friend." --Bias

## JOKES

A skillful politician is one who can stand up and rock the boat, and then make you believe he is the one who can save you in a storm.

Some politicians may claim to be men of few words, but they sure keep them mighty busy!

## DON'T FORGET!

The deadline for AFL's Spring, 1901 moves and propaganda is April 19, 1972, noon.

## FROM THE BACKWOODS--Carlisle, Pa.

I had a startling revelation about my home town area--I live in the boondocks of Diplomacy with yours truly the lonely pioneer in the entire dense forest between the metropolitan areas of Philadelphia and Pittsburgh.

Proof: The past week I checked in the store where I bought my first set of Diplomacy, and found out that not only do they sell extremely poorly (so bad that they kept the game in the stockroom), but that I was perhaps the only one to have bought it since they brought them out of the stockroom at Christmas season. Upon opening my new set (I wore out the first), I found that the games were the old version. The old, 1961 Rulebook was inside, and the 1970 list of names to write to were also included. I immediately took notice that at least one address was wrong--Rod Walker has since moved to Felton Street.

Is it to be my fate to be in a barren area for budding diplomats? Even the Avalon Hill Games don't sell well--this in the biggest and newest shopping center in Harrisburg, the capital of Pennsylvania!

Does anyone have any names of people who live in the Greater Harrisburg area? Boy, am I isolated from the mainstream of life!

Hey Rod, are you still getting requests from beginners, or do they stuff the games with a newer sheet with your new address?

## A PLEA TO GAMESMASTERS!!

If you are getting letters from beginners, and you don't have openings for them, will you please refer them to me? Impassable has plenty of openings for beginners. We hope to have 3 or 4 games for beginners with the balance in Impassable made up of games for experienced players (or any who consider themselves experienced). If anyone wants flyers for beginners' game openings in Impassable, you can get them free from me by simply asking me. If not, please note that I am requiring beginners to get the house rules before entering Impassable games. So, tell them to write for information rather than sending the game fee right off. Thanks--Impassable.

## ANOTHER JOKE

Choosing a candidate is a lot like finding a babysitter. If you can't get the one you want, you've got to take what you can get.

## ABOUT THE DIPORG

Impassable urges all to join this latest and best effort to establish a truly great organization of dippy players. Many of the better known people are supporting this new organization with their own time and money. It is Impassable's considered opinion that everyone should get in on the ground floor and help to make it a big success. The first issue of the DipOrg newsletter can be obtained from Walter Buchanan, R.R. #3, Lebanon, Indiana, 46052 by sending him a stamped, self-addressed envelope.

Membership fee is only a dollar. A membership application form is available from Larry Peery, 816 24th St., San Diego, CA 92102 (or use the one included with the first issue from Walt), and which you return, with the dollar, to Larry.

This new organization can't fail, and nobody should fail to join up. It is an organization for the players, and therefore, will work only if you, the players, join and help make it work. Join if you haven't, and if you have joined, spread the word to those who haven't. This can't fail.

## CHAIN LETTERS

The following is a reprint stolen from Erchwon #66 to be used as a service to Impassable's readers.

"CHAIN LETTERS are starting to pop up in postal Diplomacy. Everyone should understand this fact: chain letters are illegal under federal and state law. Brenton Ver Ploeg, in PLATYPUS PIE #4, has a long article on this question in which he notes the mathematical improbability that the thing will pay off, and recounts the fines and years in jail you can draw upon conviction under various state and federal regulations. This is a case where you can get something for nothing: a fine and jail sentence. Don't play with this fire. CHAIN LETTERS ARE ILLEGAL!"

Don't be a fool and go along with this illegal shingdig. I haven't seen any of this, but it is a sad fool who is fooled by one of these gimmicks. --Impassable



## PROGRESS REPORT ON GAMES

A beginner's game is filling up and should be ready to start by late April. Some interest has been shown in other games now available for non-beginners, but the word hasn't yet spread around much.

Needless to say, there are approximately 56 openings still open at five bucks each. Hurry, hurry before these are all filled folks (and get me going at the same time), first come first served, you know.

## THE ORPHAN GAME

Apparently, a game has been moved to Impassable, but we don't rightly know... that is, the word hasn't come at the time of this printing. More news in the next issue. All of those players connected with the game (as far as I know) will receive a copy of this trash can liner.

## COMING UP IN IMPASSABLE

Issue three will mark a return to normalcy and, hopefully, the start of guest articles from the "famous names" of dippydom. Coming in the future is an article from Conrad Von Metzke. Also, another article is expected from Doug Beyerlein. Both should be interesting to read.

Perhaps there may be a reprint--most likely on Calhamer's letter to Rod Walker. Also, it is a possibility that "The Initials" may begin its series. Well, that should be plenty enough to entice the minds of our readers. (Huh? Who are you kidding? Well....)

## IMPASSABLE

117 Garland Drive  
Carlisle, PA 17013

## THE CRITICS' REVIEWS OF IMPASSABLE

Impassable has gotten off to a flying start, and with several plugs from various zines of repute, Impassable is sure to succeed. Don't wait too much longer, or all the games will fill up, folks. Like I said before, it is the early bird that gets the early worm...chirp! (did he say that?)

What are the critics saying about this new instant trash can liner? Such fabulous statements as those below:

"New Good-Looking magazine - Impassable... This is a very promising effort."

--Costaguana

"Opening issue received here recently was readable and neatly done...Will probably turn out to be an orderly place to fight your wars. Recommended."

--Jastrzab

"Off to a very impressive start."

--Xenogogic

"John is an ambitious newcomer to the publishing field, and what I have seen of his work looks good."

--Erehwon

It is obvious that somebody must use trash can liners, but Impassable is better than that now--indeed, Impassable can now be used to cover paperback books. Later, who knows what higher plateaus we will reach? Until then, Impassable will try to continue operating in an irrational debt for the rational good of our readers.

TO: Mr. Richard Hedder  
11940 Adorno Place  
San Diego, CA 92128



FIRST CLASS MAIL

FIRST CLASS MAIL