

IMPASSABLE

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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. EDT from Mondays through Fridays. Sub rate to Impassable is 12/\$2. It is 6/\$1 for new bloods. This gamezine is a subsidiary of Chapel Hill Publications founded in March of 1972.

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RECENT TRADES AND OPENINGS

Ethil the Frog. John Piggott, Jesus College, Cambridge, CB5 8BL, U.K.. An excellent game zine from England. Sub rate is 10/70p for overseas (here, that is) or 4/\$1 airmail outside Europe. You figure that in U.S. \$, or you can send him the genuine stuff in English money. This zine has a light humor that is typical of British publishers. Easy going and promptly published, you can't beat Ethil (for short) for pure fun.

Blood and Iron. Lewis E. Pulsipher, 423 N. Main, Bellevue, MI 49021. BI is a forum for discussion of Diplomacy variants, multi-player wargames, and wargaming in general. Subs is 7/\$1, single issue for 2 8¢ stamps. A very informative zine in the area of dippy variants and of wargames. Has become one of the best, if not the best, zine in its category. Recommended.

Arrakis. John Leeder, Box 1606, Huntsville, Ontario, Canada. There is no info on subs, but it may still be 100 pages for \$1.00 in Canadian. Written in modern language and morals, it is different from us stodgy publishers.

Hoosier Archives. Walter Buchanan, R.R.#3, Lebanon, IN 46052. What can one say about the #1 zine? I'm too envious and choked up to add anything but the sub rate: 10/\$2 or 26/\$5 (Ind. residents add 4% sales tax). Back issues are 30¢ apiece. If you're outside of the U.S.A., the rate is 8/\$2.00 or 26/\$6. Might as well mention circulation was 202 paid as mentioned in issue #117. (Walt, just

wait until the DR catches up with you!!) A. Droite A. Gauche (ADAG). Mal Naus, 1011 Barrett Ave., Chula Vista, CA 92011. Subs are \$1.00 for a full year subscription. An old one that's still going on in spite of aging and wobbly legs, etc. If it keeps up, it may be considered a classic—but who wants to read classics?

The Pouch. c/o Nicholas A. Ulanov, 60 East 8th Street, New York, NY 10003. Subs are 10/\$1.80. However, they do have openings galore. A new zine takes a while to fill up, you know. In any case, the low, low price of 0 dollars should grab you—or at least some of you out there. The hitch is that you must keep subbing to the Pouch. They just may run my variant, 1721 II; if they do, they'll have a player!

Xenogogic. Lawrence Peery, Box 8416, San Diego, CA 92102. It is the only zine that is published offset. A masterly sort of magazine that doesn't belong in this hobby, but it's there. Doesn't deal too much with Diplomacy, but then again it has Douglas Beyerlein, Richard Brooks and Gary Ghrke as contributing editors. Also, when the editor praises Impassable as one of his top ten favorites, we couldn't pass up the chance to repay the praise. We only hope that we can someday earn the praise more fully. Subs to Xeno is \$5.00 per year, \$8.00 overseas airmail. Individual copies are \$1.25. Xeno is primarily a magazine on gaming and simulation theory and developments. Different in every way.

Moeshoeshoe. Michel Feron, Grand-Place 7, B-4280 Hannut, Belgium. Sub for U.S.A. players/readers is \$2.25 in our money. Game fee is free for your first game, but I don't know if any openings are left. Better ask the publisher. If you like reading French (with a little help from English translations here and there), then this is for you. However, this is Belgian, not French! But, then, I don't see any difference.

Foreign Office Gazette. Bernie Ackerman, Cheshire Home, 890 Main Rd., Moseley, Natal, Rep. of South Africa. Subs for U.S.A. is 17¢ an issue, or \$1.45 for 10 issues. Has game openings in an international game. There is no gamefee—you just sub. (cont. on next page)

your money to Tom Oleson, 1200 High Ridge Lane, Santa Barbara, CA 93103 who is his USA Agent, also let Bernie know separately about it too. Agents? Gee, I'll have to scramble and get some agents for my overseas expansions. Any volunteers for Madagascar? The Rigot. David Staples, RR 1, Box 120, Fargo, ND 58102. Subs are \$1 for 9 North America Third Class, 8 overseas third class, 7 NA first class, 6 NA airmail, and 5 overseas first class. This one has openings in regular Diplomacy at the sub rate plus \$2 deposit. A few openings in other games such as Origins, Risk, 4000 AD, Nuclear Warfare, etc., but you'd better contact him about it. He thinks he cranking out more junk than anyone else while the rest are recuperating from the orgy at the DipCon. Well, I won't argue with that statement. Circulation is over 70 and is probably going up. Try it, you'll like it. Yggdrasil Chronicle. Paul J. Wood, 24613 Harmon Ct., St. Clair Shores, MI 48080 and John Van De Graaf, 37343 Genbrook, Mt. Clemens, MI 48043. Subs are 14 for \$2.00. This zine is a faithful member of the MOW (Michigan Organized Wargamers) and keeps plugging it. Anyhow, you do stand to read a lot of other good stuff about what's happening in the great state of Michigan (I rate it second to Pennsylvania) plus the rest of the U.S.A. Good little zine. Boast. Herb Barents, 157 State St., Zeeland, MI 49464. This is another MOW affiliated gamezine. This one is to be had for about \$2.25 per year (18 issues). Try it and maybe you'll be had yourself, but I seriously doubt it--Herb has a long, long way before he ever hits the Bottom Of A. Sewage Tank. Diplomacy Review. John Boyer, 117 Garland Dr., Carlisle, PA 17013. This zine is available for \$1.00 membership to the I.D.A. The membership fee was \$2.00, but at the half-year mark, you pay \$1 and get one-half of the DR issues--no back issues. Send your dough to Walt Buchanan (see his address under Hoosier Archives) with your check or money order made out to the; International Diplomacy Association. The IDA offers their first Handbook that covers the better play of Diplomacy and its other aspects with top authors and their top articles. The price for members is \$1.00 for the 50 pgs. booklet, and \$2.00 for non-members. This time, make your check or money order to the I.D.A., but send it to me, John Boyer. Got that straight? We are a little bureaucratic, but that's politics.

The MOW (not them again!) has a booklet of their own, "Diplomacy Variant Package" for \$1.50 to members of MOW and \$1.75 for non-members. This package has photo offset printing of many different diplomacy variants. I haven't gotten around to buying my copy, but don't let that stop you! If you have the slightest interest in variants, then this is for your grubbing little paws. #end#

STANDBYS, WE NEED YOU!

Game 1972DD: Italy, Schill and Schleinkofer please submit orders.
 Game 1972CJ: Mahler please submit orders for France and Nelson submit orders for him as backup.
 Game 1972BG: Thomas please send orders for France.
 1970BJ: We need orders for England. How about Keller and Schleinkofer sending a set of orders? Thanks! A few lucky standbys have been picking up positions. It is about that time in the games that some countries are having a rough go and their rulers seems to be chickening out.

SORRY ABOUT THE DELAY

A fantastic series of problems have forced things into slowing down behind schedule. You may have noticed that this was being typed with a different typewriter. You're right! Add to that I have been sick with bronchitis and have been on a tight publishing schedule since the DipCon, and you should know I'm trying to catch my breath--both from bronchitis and from being a little behind on things. Oh well, I always take such things with a grain of arsenic.

THEM CHESS GAMES.....

Game #1: Wh-F.Harbor, Bl-Fobby Bisher
 5. Q-Q2 QxQ(ch)*
 6. QNxQ**
 Game #2: Wh-Bisher, Bl-Bpasky
 8. P-K5 Q-K2*
 9. P-Q4** K-K1*** (white's move)
 Game #3: Wh-Blank, Bl-Joe Pro
 4. Q-QB3 P-Q4
 5. ...
 Game #4 on page 11, col. 2....

Section Script III, Summer & Fall 1017

Note: New Player for Munster: Douglas Dick, 9468 Beecher Rd., Flushing, MI 48433

Summer 1017—Scotland R F Chester Bay-Man; Ulster R A Roscommon-Breffny

Fall 1017—

Connacht(Schleinkofer): Army Sligo-Roscommon, A Tuam S A Sligo-Roscommon

England(Swies): A Chester S Scot A Derby-Stratford

Kymru(Reinsel): G.O. A Gloucester-Berkely, A Buelt S A Cardigan-Deheubarth, A Cardigan-Deheubarth, F Cardigan Bay S F Chester Bay-Mona, F Gwynedd-Chester, F Chester Bay-Mona, A Stratford S F Gwynedd-Chester

Leinster(Hilliker): A Roscommon S Munster A Leitrim-Tuan, A Anghall S A Roscommon, F Bristol-Berkely, F Mona Bay-Cardigan Bay, A Deheubarth-Morgan

Munster(Dick): F Tralee-Galway Bay, A Thomond-S A Eitrim, A Cashel S A Leitrim, A Leitrim H, A Limerick H

Orkney(Keller): F West Islay Firth S F Islay Firth/nso/, F Islay Firth-Donegal, F Irish Sea S Scot F Man-Chester Bay, A Sutherland-Caithness

Scotland(Tonnesen): A Derby-Stratford, A Cumberland S English A Chester, F Man-Chester Bay, F Dundrennan to Solway Firth, A Strathnaver-Sutherland, F North Irish Sea-Dalriada, F Lorne(NC)-Kintyre, F Lismore(NC)-Lorne(NC)

Ulster(Nielsen): A Breffny-Sligo, A Erne H, F Down H, F Drogheda Bay H

WINTER 1017 ORDERS DUE Friday, August 17, 1973 at noon, EDT.

Fall 1017 Supply Center Chart

Connacht: Tuam, Sligo (2) SP

England: ~~Derby~~, Chester (1) SP

Kymru: Home, Stadford, Berkely (7) SP

Leinster: Home, Roscommon (6) BL

Munster: Home, Leitrim (5) SP

Orkeey: Hebrides, Skye, Man, Caithness, Donegal (5) BL

Scotland: Home, Kintyre, Durness, ~~Caithness~~, Derby, ~~Chester~~ (7) RL

Ulster: Omagh, Armagh, Down, Roscommon (3) RL

Press

Connacht: In one last effort the once mighty armies of King Teige are launching an offensive against the barbarian invaders. If successful this offensive will liberate the capital. If the attack fails the people

of Connacht will begin a guerrilla war against the invaders.

It has been reported that the King will lead the attack and push until victory or death.

The Grand Duchy of Chester to Kymru: Pray tell, sire, what do you mean "protectorate"? I may be small but my mind is my own. I will continue to act in an independent manner. The King of Scotland may deem it necessary to annex my lands (the slob). Even in this event I will fight to the end. This Gotterdammerung of my empire will not find us on friendly terms, my fellow monarch and brother. If I am stabbed in the back I will not know what has hit me. I will continue to fight you because I still think you smell like garlic!

Dublin: King Charlie O'Shea today announced plans for a massive feast celebrating his second year in office. This feast will take place at some time soon, although the date is still unknown. The feast will be held in the following cities: Mona, Powys, Buelt, Berkely, Shropshire, and Cardigan. The following countries are invited to send representatives: Munster, Ulster, Orkney, Scotland, and England. It is hoped that the countries will be able to bury any hatchets they hold on each other for the feast. When one court follower asked where these countries would be able to bury their hatchets, Charlie O'Shea replied, "Next question stupid."

Soone: "The King returns, the King returns," yelled the happy towns folk. King Malcome II strode down the narrow path leading to the gates of the city. Stopping at Speaker's Rock the King Spoke, "I have returned from a long journey." ~~###Cheers###~~ "I have talked King of Man into taking over more of the fighting." ~~###Cheers###~~ "He will start by controlling our northern borders and helping our southern fleets. It seems that last year the King of Man broke his hand in stopping a Vike raid, but he has recovered and is ready to pick up his share of the fighting." ~~###Cheers###~~ "I have also talked to the King of England, Richard. We are pledged to help him drive Kymru from his land." ~~###Cheers###~~ "I also have a treaty with the Irish that count, till Kymru is gone." ~~###Cheers###~~ "And the most important announcement, Scotland declares WAR on Kymru till the death of one of our forces." ~~###Cheers for hours with singing and dancing###~~

Stonehenge: A terrible blackness descends upon the Islands. Will the gods have mercy?

Game 1970BJ, Summer & Fall 1908

Note: New Player for Germany: Howard Mahler, 7-16 Legget Place, Whitestone, NY 11357

Summer 1908: Germany: R F Hol-Hel; Austria: R A Mos-Ukr

Fall 1908:

Austria(Beyerlein): A Ukr-Sev, A Rum S A Ukr-Sev, A War H, A Sil S A War, A Vie H, A Gal S A Vie, A Ber S Ger A Kie-Mun/nso/, A Bulgaria S A Con, A Con S F Aeg-Smy, F Aeg-Smy

England(Thomas): NMR F Edi H, F Nth H

Germany(Mahler): A Ruh S F Hel-Hol, F Hel-Hol, A Kie S F Hel-Hol, F Bal-Den

Italy(Phillips): F Smy S Aus A Ank-Con/r/, F Ion-Aeg, F Mid-Nat, F Nat-Lvp, A Bur-Par, A Mun S Ger A Kie-Ber/nso/, F Eng S A Bel, A Bel S F Hol, F Hol H/a/, A Tri-Vie, A Tyo S A Tri-Vie, A Ven-Pie

Russia(Richter): A Ank S Aus A Con-Smy/nso/, A Sev-Arm, F Bla-Sev, A Mos S F Bla-Sev, A Liv S A Mos, F Swe-Den

AUTUMN & WINTER ORDERS DUE Friday, August 17, 1973 at noon, EDT.

Fall 1908 Supply Center Chart--

Austria: Vie, Bud, Ser, Gre, Bul, Rum, Ber, War, Con, Mos, Smy (10) SP

England: Lon, Lvp, Edi (2) SP

Germany: Kie, Par, Hol, Den (3) R1

Italy: Home, Tun, Mar, Spa, Por, Bre, Mun, Bel, Tri, Par, Lvp (13) B2, lost 1

Russia: Mos, StP, Sev, Swe, Nor, Ank, Edi (6) SP

Press--

Vienna: The Austrian Government congratulates the Italians for their upcoming victory in this game. Our own trickery combined with the complete stupidity of the Russian who calls himself a Diplomacy player led to Austria's downfall. The way things are going, Andy, you are going to catch me yet in terms of number of wins.

Impassable: Yes, Andy, it is O.K. with me.

Moscow: I would like to ask the GM to hold a vote on a draw, as soon as possible. It is the only possible way to stop all this killing (of Eng, Rus, Ger, and Aus-Hun).

The New Kraut: I propose a five-way draw: King Andrew is the only one with a chance for a win. Let's agree that unless Italy votes for a draw, we unite against him!

Impassable: O.K. Send your votes for a draw or no draw.

Game 1972AZ, Summer & Fall 1907

Summer 1907--Aus R A Mos-Sev; Fra R F Smy-Eas
Fall 1907--

Austria(Osmanson): F Ion-Tun/r/, A Tyr S

A Tri, A Boh S A Tyr, F Aeg S A Smy,

A Liv-Mos, A War S A Liv-Mos, A Arm-Ank,

A Rum-Gal, A Smy S A Arm-Ank, A Tri S

A Tyr, A Sev S A Liv-Mos

England(Wiskow): ((Please note new address below)) A Mos-Liv, F Bot S A Mos-Liv, F

Bal S A Mos-Liv, A StP-Mos, A Ber-Pru,

A Kie-Ber, A Lon-Den, F Nth C A Lon-

Den, A Mun S Fra A Pie-Tyr, A Ruh S A

Mun

France(Mahler): A Bur S Eng A Mun H, A Pie-

Tyr, A Ven-Tri, A Rom S A Apu-Ven, A Apu-

Ven, F Eas S Tur A Ank-Smy, F Nap S F

Tyr-Ion, F Lyo-Tyr, F Wes-Tun

Italy(Hollingsworth): F Con S Aus A Arm-Ank

Turkey(Thomas): NMR. A Ank H/a/

AUTUMN & WINTER 1907 ORDERS DUE Friday, August 17, 1973 at noon, EDT.

New Address: Douglas Wiskow, 839 Arbol Verde St. Carpinteria, CA 93013

Press--

Switzerland: A wise man, either Confucius or Burl Ives, once said, "A careful man never trusts an Italian Turk!"

Radio Free Clyde(Mos-Liv): Is Osmo the Austro back in Livonia, again!! Doesn't he understand his passport expired a year ago and he has long since worn out his welcome? Dear Osmo, the Livonian people have asked us to express their final good byes for them....Syonara!

Eastern Mediterranean: 20. RxKP. The long-range significance of Italy's dastardly betrayal is that rather than them both having a chance for survival, Turkey will be eliminated before Italy. Make no mistake, Italy will be eliminated. Unless Austria does it first, the full might of the French Republic will be directed towards that goal. D.H. you are morally repugnant.

Oops...the 1907 Fall Supply Center Chart!

Austria: Hom, Ser, Gre, Rum, Bul, War, Mos, Sev, Ank, Smy (11) SP

England: Hom, Nor, Den, Kie, StP, Hol, Ber, Bel, Swe, Mos, Mun (13) B2

France: Hom, Spa, Por, Tun, Rom, Nap, Ven, StP (9) R1

Italy: Con (1) SP

Turkey: Ank (0) SP, out, lost 1 unit

Game 1972BG, Spring 1907

BOA: Joe Hrbek: Lt(jg) J. W. Hrbek, USS HITCHITI (ATF-103), FPO San Francisco, CA 96601. Joe is going on a six-months cruise.

Austria(Pyle): A Mun S Ita A Mar-Bur, A Tyr S A Mun, A Boh-Sil, A Vie-Boh, A Bud-Vie, A War S A Boh-Sil, A Ukr S A War, A Rum H, A Bul S F Con, F Con S Ita F Aeg-Smy

England(Keller): F Lvp-NAT, F Eng-Iri, F Nth-Eng, A Wal-Lon, A Kie H/r/, F Swe H, A Bur-Gas, A Bre S A Bur-Gas, A Pic-Bur, F Bel-Nth

France(Murray): HMR, A Par H

Italy(Hrbek): A Mar-Bur, A Gas S A Mar-Bur /r/, F Spa(SC)-Mid, F Por S F Spa(SC)-Mid, F Aeg-Smy, F Nap-Tyr, A Naf H

Russia(Fish): A Ber S F Bal-Kie, F Bal-Kie, A Liv-StP, A Ank-Arm, A Sil-Pru

Turkey(Tovson): F Smy S Rus A Ank-Con

SUMMER & FALL ORDERS 1907 due Friday, August 17, 1973, at noon, EDT.

Press--

London(JBJP): Today the Government has resurfaced today after taking refuge from the recent tidal wave which hit this city. Most other organizations based in London were lost in the ensuing fizz. Said one official, "Press just ain't no fun without the Germans."

Somewhere in the Tyrolian Alps, Feb. 1907:

The State/Courtship visit of King Ginzo to Austria has now extended far beyond the longest expectations of his advisors. Even the Austrian government seems to be wondering if the illustrious il Ginzo will ever see fit to make known his intentions, particularly as they relate to the fair Princess Catherine. Both the King and the Princess have been staying at a small Tyrolian hide-away for the past several months. When asked by the press as to whether she thought her behavior might not be frowned upon by her parents in light of her seclusion with the lecherous King, Princess Catherine was heard to say, "Of course not. Ernie is a perfect gentleman. Besides, he has guaranteed my chastity by giving me a virtue check every single day and sometimes twice a day."

St. Helena, May 1, 1907: Which of the big 3 powers will fall next? We little powers are dying to find out which powers we should side with.

Game 1972BW, AUTUMN & WINTER 1906

Fall 1906 Supply Center Chart Revisited:

England: Lon, Edi, Lvp (2) R1

France: Hom, Bel, Spa, Por, Hol, Lvp (8) B2

Germany: ~~Wp1~~, Kie, Den (2) SP, lost 1

Italy: Hom, Tun, Ser, Tri, Vie, Bud, Mun, Ber (10) B1, lost 1

Russia: Hom, Nor, Swe, Rum (7) SP

Turkey: Hom, Gre, Bul (5) SP

Autumn 1906--Ger R A Mun-Kie; Rus R A Gal-War

Winter 1906--

England: R F Eng (Nielsen)

France: B F Bre, F Mar (DePrisco)

Germany: SP (Davies)

Italy: B F Nap (Lindauer)

Russia: SP (Kaudser)

Turkey: SP (Abbott)

SPRING 1907 ORDERS DUE Friday, August 17, 1973 at noon, EDT.

Winter 1906 Positions--

England: F Nth, F Lon (2); France: A Lwp, F Wal, A Bur, A Hol, A Bel, A Ruh, F Bre, F Mar (8); Germany: A Kie, F Ska (2); Italy: A Alb, A Mun, A Boh, A Bud, A Ser, A Tyr, F Apu, F Tun, A Gal, F Nap (10); Russia: F Nor, F Swe, A StP, A Rum, A Ukr, A War, A Sil (7); Turkey: F Ion, A Gre, F Aeg, F Ion, A Bul (5)

Press--

Zurich, Switzerland: Can I predict, or can I predict? My supply center predictions were so good last season that the great JB of PA didn't feel it necessary to print the actual supply center chart. Now, that's predicting! On to the news... In most corners of Europe it appears that the die is cast. The Turks and the Russians have teamed up and have launched a massive attack against the Italians. The Italian defense seems to be staggering, but so far it has held intact. How long can it stay that way? Further west, France has finally broken out of its shell. An overpowering push into Germany combined with an apparent sneak attack on the English homeland has given France its first two builds since 1901! Meanwhile both England and Germany are crumbling fast. Can anything save them? Also, now that the deadlock in the West has been broken, what will Russia do with his two northern fleets? No sir, (cont. next page)

this game certainly isn't over yet.
Stop, look, and listen: YAWWWNNN, ANRRGGHH!
France is waking up, Europe!

Game 1972CD, SUMMER & FALL 1906

Summer 1906---Fra R F Tyr-Tus

Fall 1906---

England(Schleinkofer): A Den S F Swe,
F Kie-Bal, F Nwg-Nor, F Nth S F Nwg-Nor,
F Swe S F Nwg-Nor

France(McKeon): A Mun-Tyr, A Mar-Pie,
A Bur-Mun, A Bel H, A Ber H, F Tun S
F Lyo-Tyr, F Tus S F Lyo-Tyr, F Lyo-Tyr,
F Wes S F Tun

Germany(Ray): F Bal S Rus F Nor-Swe

Italy(Morris): A Vie-Tyr, A Bud-Ser, A Rum-
Bul, A Alb S F Ion-Gre, F Ion-Gre,
F Tyr-Tun/r/, F Rom H, F Syr-Smy, F Eas-
Aeg

Russia(Brennan): F Nor-Swe/r/, A Fin S F
Nor-Swe, A Ukr-Mos, A Sev H, A Arm S
Ita F Syr-Smy

Turkey(Nelson): A Con-Ank, A Smy H/r/,
F Aeg S A Smy, F Gre H/r/, A Bul S F Gre

AUTUMN & WINTER 1906 ORDERS due Friday,
August 17, 1973 at noon, EDST.

Fall 1906 Supply Center Chart---

England: Hom, Den, Kie, Swe, Nor (7) B2
France: Hom, Por, Spa, Bel, Ber, Mun, Hol,
Tun (10) B1

Germany: Swe (0) R1 is out

Italy: Hom, Tyr, Vie, Tri, Bud, Ser, Rum,
Smy (9) SP

Russia: Home (4) R1

Turkey: Ank, Con, Smy, Gre, Bul (3) R1,
lost 1

Press---

Camelot: King Arthur has recalled his
ambassadors from Rome because Italy is still
making every attempt to push England and
France into war. "We have only one enemy,"
King Arthur said, "And it is obvious to all
who the enemy is. On to Petrograd!"

Rome, Sept. 20, 1906: Will Europe be saved
from the barbaric hordes of frogs and Turks?
will Admiral Corleone ever get the opportuni-
ty to give his enemies an unrefusable offer?
And will the Italian military get to visit
Greece and Smyrna (other than by American
Express) this Fall? And, most important of
all, will there ever be an end to this end-
less multitude of inquisitive questions?

Anonymous (yawn): As far as I can tell,

this game has outlived any interest in it...
would anyone be interested in calling it
a draw? Mr. Boyer, could we have a vote
next season on the future of this game?
Impassable to Anonymous: Sure, I will now
request for votes on having a draw or not.
Seems to me that we are having a rash of
requests for draws in Impassable. What's
the matter? Am I boring you guys?

GAME 1972CJ, Spring 1906---THE CALHAMER
AWARD WINNING PRESS SERIES, THE DREAM MAKER,
IS IN THIS GAME! DON'T MISS IT!

Austria(Verheiden): A Tyr-Pie, F Ven-Adr,
A Tri-Ven, F Ion-Apu, F Aeg C A Con-Gre,
A Hol S A Bel, A Bel S A Hol, A Con-Gre,
A Ank H, A Rum-Gal, A Vie-Gal, A Bud-Ser

England(Schill): NMR. F Iri H, F Lon H

France(Cooper): NMR. F Wal H

Italy(Lakofka) G.O. A Pie-Ven, A Mar-Pie,
F Apu-Nap, F Nap-Tyr, F Tun-Ion, F Mid-
Wes, A Mar-Bur, F Eng-Bel, A Pic S F
Eng-Bel. G.O. are expired and must be
renewed.

Russia(Rumble): F Sev H, A War H, A Den-
Edi via Nth, F Nth C A Den-Edi, A Ber-
Mun, A Mun-Ruh, A Pru-Ber, F StP(NC)-
Nor, A Mos-StP, F Kie-Hel

FALL 1906 ORDERS DUE Friday, August 17,
1973 at noon, EDST.

Game Literature (featuring the famous series
by Lakofka, The Dream Maker):

The Dream Maker:

Stan Rumble awoke on a beach of hot
powdery sand. The sun was high above him
and he was drenched in sweat, a parched
taste was in his mouth. How had he gotten
to this God forsaken spot? The recollection
of the fire ball and the narrow escape from
the 747 returned to him. "Lendore, where
are we?"

"I would say Wake Island, Rumble. It is
the only island in the area of the attack."

"Then we are not on a deserted island."

"No, in fact we will be sought very soon.
The parachute, which I had you open at the
last second, must have been visible from a
large part of the island."

"Why would Sinestrae strike near an
island. Why not over the ocean?"

"Likely because Sinestrae is not capable
of such a feat. He must have been on this
island himself."

"Someone is coming."

(cont. next page)

At the edge of the beach, 2 figures appeared, both were in uniform and carried weapons. Stan rose to his feet. "Stop where you are. This is government property and you are trespassing."

"What do we do Lendore?"

"Simple. Help me in a short chant."

Rumble said a few words in the language of demons and trons. The men halted for a moment, then fell to their knees in pain.

"Don't be squeamish Rumble. I could have killed them. It will only last a few minutes, let's go!" Rumble ran into the underbrush and sped into the light jungle beyond. After only a few hundred yards, the foliage thinned and the jungle open upon an airfield.

"How do we get out of here?"

"By killing you Rumble." Stan could not believe what he had heard, but it didn't matter, he moved out onto the runway and collapsed.

To be continued!

Game 1972CK, Spring 1906

Austria(Chin): F Ion C Tur A Bul-Nap, A Vie S A Bud-Gal, A Tri-Ven, A Bud-Gal, A Rum-Ukr, A Sev S A Rum-Ukr, A Mos S A Rum-Ukr

England(St. Johns): F Bar S A StP, A StP H, F Nwg-Nth, F Bot-Bal, F Nth C A Edi-Den, F Eng C A Lon-Pic, F Por-Mid/nsu/, A Hol H, A Lon-Pic, A Edi-Den, F Mid H/u/

France(Nelson): A Gas-Spa, F Bre-Mid

Germany(Lindauer): A Ber-Mun, A Kie-Hol, A Mun-Tyr

Italy(Gershenson): A Bur-Par, A Ven-Apu, F Nap S A Ven-Apu, F Tyr S F Nap, A Pie S Ger A Mun-Tyr, F Tun-Lon

Russia(Davis): A Ukr-War

Turkey(White): A Apu S A Bul-Nap, F Eas S Aus F Ion, F Gre S Aus F Ion, A Bul-Nap
Convoyed via F Aeg and Aus F Ion, F Aeg C A Bul-Nap

FALL 1906 ORDERS DUE Friday, August 17, 1973 at noon, EDT.

Press---

Berlin, May 6: Rear Admiral L. White, formerly of the Royal Navy thanked his liberators at a banquet in his honor today. He promised great victories under his new banner and warned of a plot by the Leechian Socialist Party to rescue their infamous leader, Dr. Thaddeus Leech from the Tower and restore the reckless Dictator to power.

Game 1972DD, Autumn & Winter 1905

Autumn 1905--Fra R F Wes-Spa(SC)

Vote: Yes--2, No--4. Draw is defeated. England and France voted yes.

Winter 1905--

Austria(Leerkamp): B A Vie

England(Dick): SP

France(Fujihara): B A Par

Germany(Chin): SP

Italy(Roll): NMR, will be 1 short 1906

Russia(Nelson): R A War, F Bla

SPRING 1906 ORDERS DUE Friday, August 17, 1973 at noon, EDT.

Winter 1905 Positions--

Austria: A Vie, A Tyr, A Boh, A Gal, A Mos, A Rum, A Bul, F Wes (8); England: F Nwg, F Lon, F Bar, A StP (4); France: A Ber, A Par, A Bel, A Mar, F Spa(SC), F Mid, F Lyo (7); Germany: F Nth, F Eng, A War, A Liv, A Mun, A Ruh, A Nor; Italy: F NAF, A Pie, F Con, F Smy, A Sev, F Tyr, A Sev (7) one short; Russia: A Ank (1)

Press---

London, Dec. 1, 1905: A special action service was formed today by decree of Parliament. The action service has been formed to search out and capture Commander L. White who made his daring escape just moments before the axe would have fallen.

Agents of a certain foreign power across the Channel are thought to have been responsible for the escape. The search for the elusive Commander by action service will be conducted first in this certain country.

Game 1972DF, Spring 1905

Winter 1904 Revisited: Overlooked the printing of French removal: R F Spa(NC). Additionally, I neglected to print another unit for Turkey: F Naples. This adds to 9.

Austria(Conner): A Bud-Tri, A Vienna S Tur A Gal H, A Tyr-Pie, A Ven S A Tyr-Pie

England(Lindauer): A Mos S A StP-Liv, A StP-Liv, F Bre-Mid, F Nwg S F Lon-Nth, F Lon-Nth, F Mid-Spa(SC), F Wes S F Mid-Spa(SC)

France(Hilliker): F Por-Mid, A Mar H, F Lyo S A Mar

Germany(Schill): A War H, A Mun H, A Sil S A War H, A Kie-Ber, A Par-Bur, A Gas S A Par-Bur, A Bur-Ruh, F Hol-Ankimp/ (cont. next page)

F Den-Smy/imp/
 Italy(Fujihara): F Adr-Tri, A Pie-Tyr/r/
 Turkey(Blank): A Gal H, A Rum-Ukr, A Sev S
 A Rum-Ukr, A Ser-Rum, A Apu-Rom, F
 Con-Aeg, F Aeg-Ion, F Ion-Tun, F Nap-Tyr

SUMMER & FALL 1905 ORDERS DUE Friday, August
 17, 1973 at noon, EDST.

Press--

Anonymous: Beware and don't rock the boat!
England: Upon rushing from one secret
 conference to another, the Prime Minister
 was detained today by a group of news
 reporters and by 50,000 loyal British sub-
 jects. He was asked to make a statement to
 the public concerning several important
 matters in the world, such as: What happen-
 ed to Henry Kissinger? What is going to be
 done concerning the various Austrian actions
 taken against the English?; How does England
 stand in regard to the other nations, par-
 ticularly Germany and Turkey?; and How goes
 the war with France? The Prime Minister
 agreed to make a statement and he began
 with, "Let me make one thing perfectly
 clear!"---he didn't!

LETTERS TO THE EDITOR

Note: This letter/article was written by
 Len Lakofka in response to Eric Verheiden's
 article, Diplomacy Notation, of last issue.

My first observation, which is offered
 with no recriminations whatsoever, is that
 Eric is not, and to my best information
 never has been, a Gamesmaster. Therefore,
 his 'ideal' system has not been put to the
 test of workability in a number of games.
 Gming one or two games is not a very good
 test of how error prone a system of notation
 might be.

It is my contention, and I appear to
 be one of the few champions of, that doing
 away with underlining altogether is the
 best possible step in a new notation system.

I agree that cross hatching various
 orders/locations adds to readability and I
 agree that supply charts, and retreat
 notations and dislodgements should be in the
 text of the individual's country's moves.
 My notation system---does all of that:

Revised Rohan:

France(Verheiden); A Mar(S) a tyo-PIED,
 F NAP (\$) f Tyrr-ION, F ADR (\$) F ALB-tri,
 a ven/D.../(\$ A TRI-tyo, F WES (C) a naf-

SPA, f aeg/D.../(\$ A GRE-smy, a ~~tyk~~(nsu)-
 syr, A MUN-~~lon~~ (imp)

Verheiden Notation:

A Mar (S) A Tyo-Pie, A Tyo-Pie, F Nap
 (S) F Tyr-Ion, F tyr-Lon, F Adr (S) F Alb-
 Tri, F Alb-Tri, A Ven (S) A Tri-Tyo/dislod-
 ged/, A Tri-Tyo, F WES (C) A Naf-Spa, A
 Naf-Spa, F Aeg (C) A Gre-Smy/dislodged/,
 A GreeSmy, a ~~tyk~~-Syr, A Mun-Lon(imp)

I believe Revised Rohan is much clearer
 than the Verheiden method which is highly
 redundant and in which underlining can
 easily be forgotten or misplaced by the
 typist. Now I'm not saying that Rohan
 does not produce possible typos--any system
 does. I leave it up to the readers to
 decide.

Impassable: We have always felt that a
 simple system is a must on making the chores
 of adjudicating and typing easier for the
 GM/Publisher. In that sense, we have stuck
 to our system (most prevalent used in the
 hobby) since it permits direct typing from
 the readers orders. We don't have time to
 translate from English to another language.
 Underlining is a drawback, I'll admit, but
 that be what it may because it is easily
 noticed by the players--as long as the
 orders themselves are correct. Also, the
 underlining could be reduced to one single
 underlined space or under space of location
 of the unit which failed to move: Thus,
 A Pie-Mar, and A Mar S A Gas-Bur.

A HISTORY OF POSTAL DIPLOMACY IN BRITAIN by John Piggott

(Note: John Piggott is the publisher/GM
 of Ethil the Frog and he resides in England)

You ought to be scared witless, but
 you're not. Snuggled down in your collec-
 tion of zines, you think you're safe from
 baleful influences.

Think again, little brothers. Britain
 is going to take you over...

And yet, the rise and rise of Diplomacy
 in Britain has taken some time. It's been
 gaining momentum for nine years.

Britain's first contact with postal
 Diplomacy occurred in 1964, when someone
 circulated a fanzine called Brobringnag
 through OMPA, an amateur press association
 in science-fiction fandom. The editor
 obviously thought the press war would
 entertain and confuse the readers. Confuse
 it certainly did! And so, having aroused

(cont. next page)

little enthusiasm, postal Diplomacy left as suddenly as it had come. Those copies of Brobdingnag now lie mouldering in old OMPA mailings throughout the country. They contain one of the most famous postal games of all time, 1964C--the 'Eric Blake' hoax game. Sad.

At the same time, a science-fiction television programme for children, Doctor Who, was in the first flush of success. The two events were not entirely separate, as we shall see.

Time passed, and in Manchester in 1969 there lived a mathematics teacher named Don Turnbull. He'd bought a set of Diplomacy and had concluded that, while it was the hottest thing to hit the human race since the flush toilet was invented (and that four hundred years before), there were certain difficulties involved in face-to-face play. He agreed with some of his henchmen, 'all wargame fanatics, that postal play was a definite possibility...and so Albion was born. This time Diplomacy was here to stay; a second game was soon organised, and this game 1969CF, is still in progress: as I write this, the game has reached Winter 1923.

Albion quickly made its mark on both sides of the Atlantic. It was not, of course, the intention at that time that we would make a take-over bid for American Diplomacy...yet the seeds were being sowed. A year after publication had started, Albion shed the Diplomacy games into a sub-zine, Courier, and the emphasis in Albion now shifted further towards board wargaming and away from Diplomacy, which nevertheless still received treatment in the mag.

Britain's second Diplomacy zine was launched over Easter in 1970, at a science-fiction convention. Like Don Turnbull and his friends, a group of science-fiction fans decided a postal Diplomacy game might be a good idea, and after some discussion, a magazine, War Bulletin, was issued in July 1970. This second group had no contact with Albion for some time; when the two groups finally met, War Bulletin's editor, Dave Berg, fell into an argument with Don Turnbull over the use (or non-use) of profanities in Diplomacy magazines. But soon, all were friends again. British fandom was no yet large enough to sustain a feud.

As 1971 dawned, so did a postal strike of two months' duration. Following this, Albion resumed publication as usual after a short pause to collect the players back again, but the hiatus had almost killed

War Bulletin; two issues came out in April, but Dave Berg then announced he was packing the whole thing in, and disappeared. The zine was taken over by Hartley Patterson, one of the players in the first game thereof who had been eliminated. At this stage, though, the zine was hardly in a healthy state. All three games had half the units on the board in anarchy, in one game one player was playing two countries at once...with the gamesmaster's knowledge...and so on. All three were brought to a halt fairly soon (and were declared irregular for the purposes of ratings by Rod Walker) and a fresh start made with 1971BU. The standard of play and reporting had improved a great deal, thanks to contact with Don Turnbull and American zines, but for several months the zine ran only one game. In November 1971, a second game was added, and a third a month later. War Bulletin's continued publication was now assured.

This was just the start of a meteoric rise for postal Diplomacy in Britain. About this time John Piggott, a student at Jesus College, in Cambridge, was formulating plans for a third British publication, together with Will Haven. John eventually elected to publish on his own; the first issue of Ethil the Frog appeared in 1972, to be followed shortly afterwards by Will's own zine, Bellicus, specialising in the postal play of Strategy I, the monster S&T game. At the same time, XL, edited by Colin Hemming of Manchester, made its appearance with a game of Diplomyopia, Colin's own hidden-movement variant. Colin had some interesting opinions about Diplomacy fandom...he disliked trades, archives, rating lists...it was said that he even refused to allow Conrad von Metzke to subscribe to the zine since he objected to Conrad's zine Everything...XL is no longer with us, alas; it is still the only British Diplomacy zine to cease publication, but its spirit lives on in the Monochrome Supplement, which appears with War Bulletin and is edited by Colin's friend Jeff Oliver.

Later in 1972 several more publications appeared; most of these arose in the usual way, and were edited by players in other zines. One of two deserve special mention: Mick Bullock's 1901 and all that started out as the newsletter of the Mensa Diplomacy club, and had no contact with the rest of fandom for some time. I first learned of it through Graustark, of all places! Richard Walkerdine's Mad Policy (the name is an

(cont. next page)

anagram of 'Diplomacy'--the editor is a crossword fanatic) arose from a group of players working in the same office. By the second issue, contact had been made with the rest of the zines in this case, however.

And then there was the British Diplomacy Club. This organisation was the brainchild of one Graeme Levin, who edited the professional magazine Games & Puzzles; and it was sprung on the existing fandom with little warning. The reaction to the BDC was, in general, one of mild hostility, and the situation was not made easier by the fact that for some time the BDC's official organ made no mention of the existing fandom. Several people argued about the BDC in their publications, and for a time it looked as though a feud would develop; but the matter fizzled out. In 1973 the BDC changed its name to the National Games Club, and with this came a more open policy towards the established zines. Relations between the BDC and the other zines are now cordial, I am happy to say.

Yet the encounter in the dawn had left its mark. It became clear, early on in this affair, that the BDC just might run the other zines out of business, and for many this reinforced the distrust of organisations. At the moment this is reflected in the discussions going on in Ethil the Frog and elsewhere pro and con the IDA; but we have not yet descended into a feud.

As the number of zines increased, so too did the amount and quantity of the press releases. Prominent among the 'characters' in the press was Dr. Who, the hero of the TV series mentioned earlier. The Doctor owns a Tardis (Time And Relative Dimensions In Space), which enables him to travel from one time and place to another...or between Diplomacy games. With him travels the Carthaginian general Hannibal, with Hasdrubal and Moeshoesheus (the faithful Celtic slave) winning wars in several different zines at once. Now, the Doctor has almost disappeared from the zines, but it might be said that he formed a common bond with several zines when it was needed most.

At the beginning of 1972, then, there had been two zines. At the close of the year, there were 11. We'd grown...

And what does 1973 hold in store? As I write this, we have 225 players in close to 100 games. Jesus College is the centre of the universe, with Andy Davidson, the leading player, and John Piggott, a publisher. Just down the road is Don Turnbull, now moved

to civilisation from the wilds of the north. As established zines fill up, new ones start...and though there are differences of opinion, there are as yet no feuds. British diplomacy is as one body.

Look out, America.

---John Piggott

July 10, 1973

((That was an excellent article and I believe that it will help to dispell any illusions that we are isolated, here in North America. There are also other zines in other parts of the world in countries such as Belgium, France, Italy, South Africa, Australia, to name a few. There is also a boom in Canada. We may find ourselves in the United States, a minority group one of these days. And may I add, don't worry! We're all a bunch of dippynuts!))

DEFENSIVE DIPLOMACY

by Eric Verheiden

((Impassable is happy to present another original by Eric. Keep them coming!))

For each player in a game, there comes a point in time--a turning point--at which it becomes apparent that a player is likely to be on the offensive from then on and finish strongly or on the defensive and finish weakly, if at all.

In the former case, the player can most likely breathe a sigh of relief and continue on to his desired objective. In the latter however, some soul-searching may be in order. In particular, giving up all thought of a win, what is the most over-riding consideration; do you want: (1) revenge, (2) out, (3) to force a draw including you or (4) to finish as strongly as possible (in terms of s.c.'s)?

Revenge is a perfectly legitimate objective, although more experienced players tend to resort to it less than others. The first thing to consider is whether revenge is practicable; if not, one of the other alternatives may be in order. If it is, then in many cases it may correspond to (3) or (4) and you can go on from there. In certain other cases, an extreme form of (1) may be used, the so-called "Prosnitz" maneuver in which the attacked power throws all his forces against one enemy, leaving all his s.c.'s open to one or more of his other presumably less treacherous, enemies. It might be noted here that in the instance

(cont. on next page)

which gave this maneuver its name (Eugene Prosnitz's capitulation to Edi Birsan in the Hoosier Arhives "Grudge Game" (1971BC) it turned out that the capitulation was to the wrong enemy.

As to resignation, if there are no other motives other than a desire to leave the game as soon as possible, the proper way to accomplish this is to send in a final set of orders along with your resignation and, even better, a brief letter outlining the situation to your replacement. The improper way is to simply start missing moves until you are dropped, thereby ruining your position for a replacement and unnaturally influencing the game and other players in it who may have been sympathetic to or uninvolved in the plight you found yourself in. No gamesmaster should have any quarrel with a player following the former procedure, however those following the latter are rightly condemned in many cases.

Forcing a draw (which usually amounts to forming a "stop the leader" alliance), is at once the most difficult and most rewarding alternative. As far as ratings systems are concerned, a draw is universally considered a positive achievement for those included in it while even "strong second" is considered a loss in the majority of the leading ratings systems. To be successful, the newly-forged alliance, usually consisting of a number of minor powers and perhaps one beleaguered major power, must have the complete coordination and cooperation of its members along with a certain amount of tactical expertise. A single mistake (like a missed move) and the whole alliance can fall to pieces, which explains why they are relatively rare and successful ones rarer still.

Finally, we come to the final alternative: trying for as high a place as you can get (in terms of s.c.'s) and leaving it at that. If, as is often the case, a "stop the leader" alliance seems impractical and you are not inclined toward resignation, this may be the only alternative. There are several ways to go at this, depending on the situation. First of all, you can ally with the leader and cooperate with him in return for which he gives you protection and a certain number of s.c.'s at the end of the game. This may be genuine alliance, in which both sides are treated as equals and both sides make positive gains, or it may be a puppet relationship, in which the leader simply orders his puppet to move as

he tells him and, more often than not, the leader absorbs the puppet's s.c.'s at the rear as fast as the puppet gains them at the front. The second possibility is to fight a delaying action on one front, usually with no hope of success in the long run, while your leader ally tries to achieve the win, perhaps taking some of your s.c.'s in the process, before your position deteriorates completely. Finally, if your problem is not so much that you are under attack but that someone else is liable to win before you can, you can simply move to grab all the s.c.'s in sight before the game ends.

In closing, it might be noted that the most important things to remember in either of the latter two cases--and in general at anytime during a game--are (1) don't miss moves under any circumstances and (2) keep writing people, even if they're already stabbed you once. Time and again, those first out are those that failed to write and a single missed move turns a fairly decent position to a hopeless one. Further, such players are justifiably termed "unreliable" and thus find it harder to make alliances. The best way to remedy the first difficulty is to scratch out a set of tentative orders on a postcard as soon as the 'zine with your game is received. As for the second, keep in mind that you've got everything to gain and nothing to lose except a few stamps and if that bothers you, you're in the wrong hobby.

CHLSS GAMES CONT.

Game #4: Wh-Schmee, Bl-Joe Pro
5. N-KB3 B-N5
6.

Interesting, them games! Hope you guys know what you're doing 'cause I ain't any expert on th' subjeck!

THE GREAT PUZZLE CONTEST

The scores for the second round:

John Piggot--30	Eric's setup:
Eric Verheiden: 39+36=75	COL
Doug Hollingsworth--32+35=67	NODE
James Massar: 41	UP N
Howard Mahler: 42+35=77	LENR

Eric only got 39 last round on account one word was not valid.

The letters and points for the third
(cont. pg. 12, col. 1)

PUZZLE CONT.

Letters for the third round (probably the last round): A,A,O,O,I,R,N,N--all worth one; B-3, P-3, C-3, V-4, Y-4. The winner gets \$1.00 or a free game opening. The heat is on! And, we're down to three competitors!

DESIDERATA

from Old St. Paul's Church,
Baltimore; dated 1692

Go placidly amid the noise & haste, & remember what peace there may be in silence. As far as possible without surrender be on good terms with all persons. Speak your truth quietly & clearly; and listen to others, even the dull & ignorant; they too have their story.

Avoid loud & aggressive persons, they are vexations to the spirit. If you compare yourself with others, you may become vain & bitter; for always there will be greater & lesser persons than yourself. Enjoy your achievements as well as your plans.

Keep interested in your own career, however humble; it is a real possession in the changing fortunes of time. Exercise caution in your business affairs; for the world is full of trickery. But let this not blind you to what virtue there is; many persons strive for high ideals; and everywhere life is full of heroism.

Be yourself. Especially, do not feign affection. Neither be cynical about love;

for in the face of all aridity & disenchantment it is perennial as the grass.

Take kindly the counsel of the years, gracefully surrendering the things of youth. Nurture strength of spirit to shield you in sudden misfortune. But do not distress yourself with imaginings. Many fears are born of fatigue & loneliness. Beyond a wholesome discipline, be gentle with yourself.

You are a child of the universe, no less than the trees & the stars; you have a right to be here. And whether or not it is clear to you, no doubt the universe is unfolding as it should.

Therefore be at peace with God, whatever you conceive Him to be, and whatever your labors & aspirations, in the noisy confusion of life keep peace with your soul.

With all its sham, drudgery & broken dreams, it is still a beautiful world. Be careful. Strive to be happy.

I was struck by the above's relevancy to today's world. It appears to be timeless and perhaps one of the best compact rendition of personal philosophy of trust and moderation. No one knows who wrote it, but it nevertheless has been copyrighted. I think this is universal like the Bible, but still an applicable philosophy in today's world. Also, see how it could fit even our hobby? Just substitute a few words here and there....

peace

IMPASSABLE #24
117 Garland Drive
Carlisle, PA 17013

You are asked to standby, see pg. 2
This is your last issue unless I get a bribe to keep sending you this pile of junk
How about a trade?

Richard Vedder
11940 Adorno Pl.
San Diego, CA 92128

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