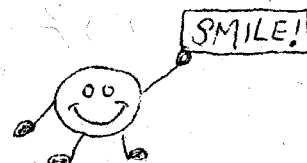


THIS SELF-DESTRUCTS  
(REVERTS TO PULP)  
WHEN YOU'VE READ  
THE WHOLE ZINE!

# IMPASSABLE



Issue #26, September 9, 1973

Chapel Hill Publications

Circulation: 110

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 and 10:30 p.m. eastern time, from Tuesdays 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

Last issue I made a mistake with the name for one of Conrad von Metzke's zines: It is called Rename and not Name. My apologies. Quo Vadis. Dick Vedder, 1451 N. Warren, Tucson, AZ 85719. Has opening for Diadochi IV, a variant set in the time of Hannibal. Game fee is \$2 which is 100% refundable upon elimination, resignation, or completion. Sub is 1¢/sheet plus postage (minimum deposit is \$1). Map/rules are 25¢ each. Standbys are also needed A.D.A.G. Hal Naus, 1011 Barrett Ave., Chula Vista, CA 92011. Game fees are \$900 and subs are 2 for \$20.00. Check earlier Impassable issue for the real prices. Hal was, frankly, seeing red after he claimed his washing machine soaked him with water. If you want to see red, then pay them prices above! (Subs are \$1 for one year) Oh yes, this zine is beginning its 8th year of insanity (he says he's publishing from a ½ room house along a river that's wet only in the Winter. Well, take it or leave it! The Voice. Jeff W. Key, 7110 N.W. Berkley Drive, Kansas City, MO 64152. Sub is 10 issues for \$1.80 (in the continental USA). This came to me as a complete surprise. I didn't even know I was trading until I read about it in this zine! Oh well, make that 111 for Impassable. Oh yes, Jeff is a long time member of the hobby and is experiencing a revival of his old public spirit--like he's running for At-Large Secretary! Hey Jeff--did you know who nominated you?

The Diplomat. Editor of this thing is Eric Just, 1838 NW 11, Oklahoma City, OK 73106. Eric has to be the biggest man in this hobby and deserves to be better known to all of you. A typical Justian statement, "Me? I'm Eric Just." If the ink looks like that in The Voice, you're right as the publisher of The Diplomat is Jeff Key. The sub is.....well, I suppose it's the same as mentioned before! More info when we hear from them again.

The Big "D". Greg Dority, 302 W. 15th St., Washington, NC 27889. The 4th issue of this one dropped into my mailbox, and now I know that North Carolina has become big time with two publishers living there (the other is Pulsipher). Has 1 game open with 1 position taken. Game fee is \$2.00. Subs for readers are 8/\$1.00. Hmm....just looked elsewhere and game fees are supposed to be \$1.00 plus sub for length of game. I guess the minimum sub must be \$1.00 if you're entering a game. Here's another zine that's telling me to trade! Well, I can't refuse! Blood And Iron. The other half of the North Carolina Publishing Empire is published by, Lewis Pulsipher, 114B Graduate Center, Duke University, Durham, NC 27706. Lew is Michigan born, but is now a graduate student in NC and so we know that North Carolina's prominence will be short-lived. Nevertheless, no matter where Blood and Iron is coming from, it will still be a very interesting magazine on dippy variants, multi-player wargames and wargames in general....it is a discussion zine that is well worth reading. Lew handled the Miller Variant numbers, but I understand that Conrad is going to do these! Oh well, for little blood, toil, sweat, etc., you can get B&I at the cheap rate of 7 for \$1. El Conquistador. Viking Systems, Suite #823, 24 North Wabash Ave., Chicago, IL 60602. Viking Systems seems to be fancy name for what appears to be essentially a family group with 3 Andersons involved. Another brand new zine that has a roster set-up of publishers, editors, this zine already has one game going. The number of available openings seems to be wide open and only subject to their limits. Game fee is \$7.50 which includes airmail subscription (cont. next page)

All checks should be made out to: Viking Systems. The zine appears to be published via offset and is the normal sheet size folded into half to look like a small booklet. Sub is \$2.50 per year for 1st class and \$3.00 per year for airmail. The zine, they say, will be monthly. So that's 12 issues per year.

The Pouch. Nicholas Ulanov, 60 East 8th St., New York, NY 10003. This is a regular gamezine that comes out every week. Subs are 10¢/1.80. Game fee is now \$1.00 plus \$1.00 deposit that is returned when you've finished. Openings available in regular Diplomacy as well as in Youngstown and in my own Europe 1721 game! I am hoping they will let me play in 1721, but then they could think I might have some hidden rules up my sleeves that would be unfair to the other players! Heh, heh.

Arrakis. John Leeder, Box 1606, Huntsville, Ontario, Canada POA 1K0. Sub rate is 1/2¢ per page plus postage. I guess that is the same as 1¢ per sheet of two pages each. Doesn't have openings. With the death of Mark Weidmark's publishing enterprises, John takes the spot as Canada's premier publisher. We hope that John won't follow Mr. Weidmark's footsteps past the point of quality...ah, I've got a reason for these "screwy" sub rates. It appears that they feel that with small issues, the subbers do not get gyped. On the other hand, the GM won't get gyped on larger issues. Well, I put them out in regular sizes and I don't need to use that penny ante system! Take it or leave, but try it.

Berserker. Doug Ronson, 864 Ingersoll Ct., Mississauga, Ontario, Canada L5J 2S1. Has one opening in regular Diplomacy for \$6.00. Also has four Viking openings at \$3.00. Subs are 15 issues for \$2.00.

Obsession. Shamray, Zehnder, Rubinow, and Bailey Publishing Co., P.O. Box 24872, Los Angeles, CA 90024. A new zine which I have heard about and got a letter from the above concerning their new zine. It will be about six to eight pages and be monthly. When I get more information, I'll pass it on, but if you want, I think it can't hurt to write them if you're in a hurry to join a game.

O.K. let's stop here while we're still ahead. We have lots of articles, letters, news and the like, so let us proceed with standby information and then go ahead with the other goodies?

O.K., walk your finger right up to the top of the next column.....

## STANDBYS, WE NEED YOU!

Game 1972CJ: Will Mr. Nelson and Mr. Meier please submit moves for England.  
Game 1972DF: As a precaution, will Mr. Fujihara and Mr. McKeon submit orders for Germany?

Thanks are extended to those who sent in standby orders lastish. As it turned out, none were needed except in DF. However, Germany did not really need to say anything, except if he misses again, one of the above will take over.

## DIPPY NEWS FROM AROUND THE WORLD

\*\*Aquarius is a publication of mine that is devoted to press and a multi-scenario expansion of the regular Diplomacy game. There are no openings nor subs are allowed, but the news is that the dippy game within is the standby game for the Publisher's Tournament (sponsored by Claw & Fang's Don Horton) that has 7 games operated with 7 different publishers. The winners from each will play in a championship game.  
\*\*Speaking of championship games, Impassable is going to have one made up of winners from AZ, BG, BW, CD, CK, DD and DF. In the event that any of these games end in a draw, we will simply ask the one with the most centers to represent his game. If the champs are not available, then we'll take second place. We hope to have this game analyzed by a noted analyst--but we'll talk about that when the time's ripe.

\*\*I may note that Pellucidar has finally become a "first class" magazine. Burt Labelle, its publisher, notes that Pellucidar has relatively few traders for its circulation of 100+. We wish to add that we now have 21 subscribers. These have made up for the "losses" through dropout publishers.

\*\*It is now final that Conrad von Metzke will take over custodianship of the Miller numbers for variant games. With the Boardman numbers also under his control, we may have to look out for a "numbers racket"! \*\*The IDA has now gone over the 200 membership mark! This means more work for its officers, but the new election should produce some newbloods to take on the growing task of keeping this hobby organized. See lastish for details of joining.

\*\*Well, that is all for news except that I'm having a dippy party on the 22nd of Sept. If you're interested in coming, let me know.

SSIII, Spring 1017

COA: Robert Nielsen, Box 9781, Hinman College, SUNY Binghamton, Binghamton, NY 13901; Charles Reinsel, 22 Horton St., Hammoncton, NJ 08037

Winter 1017 Revisited: Winter Positions given were wrong on two units: Kymru: Has F CaB not F Car; and Leinster: Has F MoB, not CaB

STILL NO A/Fs?? KYMRU THREATENS COUNTER CONVOY TO WEXFORD? WHO'S ON WHOSE SIDE?

Spring 1017:

CONNACHT(Schleinkofer): A Sli S A Tua, A Tua S A Sli/r/

ENGLAND(Swies): A Che-Gwy

KYMRU(Reinsel): A Glo-Ber, A Str-Der, A Bue-Gwe, A Deh-Car, F Gwy-Mon, F Mon-CaB, F CaB-NGC

LEINSTER(Hilliker): A Ros S Mun A Lei-Tua, A Ang S A Ros, F Dub H, A Mor-Gwe, F Bri S A Mor-Gwe, F MoB S Ork F Iri-Mon

MUNSTER(Dick): F GaB S A Lei-Tua, A Lei-Tua, A Tho-Lei, A Lim-Tho, A Cas H

ORKNEY(Keller): F Iri-Mon, F Man-Iri, F Don-SlB, WIF-Don, A Cai-Sut

SCOTLAND(Tonnesen): A Cum-Che, A Der S A Cum-Che, F ChB S A Cum-Che, F Sol S F Kin-NIS, F Kin-NIS, F Lor(NC)-Isl, F Dal S/F Kin-NIS

ULSTER(Nielsen): A Ern H, F Dow-NIS, F Dro S F Dow-NIS

SUMMER & FALL 1017 ORDERS DUE Friday, September 28, 1973 at noon.

Game Analysis: This being a Fall season coming up, we can expect to see some action. The fighting Wales of Kymru are playing a gambling sort of game. If he does convoy to Wexford, he would weaken his home defense, but then, he might be able to wreak havoc in Ireland. For one who is surrounded by enemies, this would be a sweet revenge. The country that is looking especially strong is Scotland. Of course, it remains to be seen whether Orkney may stab Scotland for his earlier troublemaking--Orknians are famed for their long memories.

Munster stands to get a build, and that will be a fleet in Cork--unless he's called upon to repell a possible Kymru invasion--in which case ambitions may arise in dark Munster...

Leinster appears to be the mastermind for the grand alliance against Kymru, and one

who can't make up his mind! Several different sets of orders were received from Leinster!

Orkney is in a spread-out position and though he will get to build, he can't remain spread-eagled for too long without a staunch ally like Scotland. If he has a staunch ally and he isn't stabbing Scotland, then look for these two to control this game.

Last, that A/F thing...well, it is "expensive" to build and what with the need for all units at this moment, no A/Fs are going to be built this year...or will I be wrong again?

No Press.

1970BJ, Spring 1909

COA: Howard Mahler, c/o Math Dept., Princeton University, Princeton, NJ 08540 (eff. Sept. 13); Andy Phillips: back to Daly City address.

Vote on Draw: 4 Yes, 1 No (Phillips). I will not accept anymore calls for a draw until Italy indicates he will accept a draw.

ALLIANCE SHAPING UP AGAINST POWERFUL ITALY?

AUSTRIA(Beyerlein): A Bul-Ser, A Rum S A Bul-Ser, A Con-Bul, A Sil-Boh, A Vie S A Gal-Bud, A Gal-Bud, A Ber S Ger A Kie-Mun, A Ukr-Mos, A War S A Ukr-Mos, F Smy-Aeg

ENGLAND(Keller): F Edi-Nwg, F Nth S Ger F Hol-Bel

GERMANY(Mahler): A Ruh-Bur, F Hol-Bel, A Kie-Mun

ITALY(Phillips): F Eas S Aus F Smy/nsu/, F Aeg-Gre, F Nap-Ion, A Pie-Ven, A Ven-Tri, A Tri-Alb, A Tyo S A Mun-Boh, A Mun-Boh, A Par-Bur, F Eng S A Bel, A Bel S A Par-Bur, F Lvp-Cly, F Nat-Nwg, A Rom-Mos/nsu/

RUSSIA(Richter): F Bla-Con, A Mos H/r/, A Liv-StP, F Swe H, A Ank S A Arm-Smy, A Arm-Smy

SUMMER & FALL 1909 ORDERS due Friday, September 28, 1973, at noon.

Press:

To King Andrew: No letter of confirmation. Black Mahler: No stone will go unturned in the search for Rear Admiral Lily White.

The infamous White was last seen disguised (cont. next page)

as a Nixon's the One bumper sticker.

Rome(Rom-Mos): I owe you a debt, Mark. And I intend to pay it.

1972AZ, Spring 1907

COA: Howard Mahler (see 1970BJ)

A Call for a two-way draw between England and France. Send in your votes with your orders.

BELEAGUERED AUSTRIANS CONTINUE TO HOLD OUT

AUSTRIA(Osmanson): A Tyr S A Tri, A Boh S A Tyr, F Aeg-Gre, A Liv-War, A War-Ukr, A Ank-Arm, A Gal S A Liv-War, A Smy H, A Tri S A Tyr, A Sev S A War-Ukr, F Gre-Alb

ENGLAND(Wiskow): A Pru-War, A Mos S A Den-Liv, A StP S A Mos, A Den-Liv, F Bal C A Den-Liv, F Bot S A Den-Liv, F Bar-Nor, A Ber-Sil, A Mun S A Ber-Sil, A Ruh S A Mun, A Lon-Hol, F Nth C A Lon-Hol, A Edi H

FRANCE(Mahler): A Bur S Eng A Mun H, A Pie-Tyr, A Ven S A Pie-Tyr, A Apu S A Ven H, F Eas-Smy, F Nap S F Tyr-Ion, F Tyr-Ion, F Wes-Tun, F Ion-Adr

ITALY(Hollingsworth): F Con-Aeg

FALL 1907 ORDERS due Friday, September 28, 1973, at noon.

Press:

France: At the request of our good friend Richard Douglas, we've begun a massive search for Rear Admiral L. White. The infamous White was last seen floating into Trieste harbor disguised as a bump on a log. France: The outcome of this game is a forgone conclusion. I propose that the game be considered a draw and England and France be crowned as co-champions.

Impassable: O.K. let's have your votes.

1972BG, Winter 1907

AUSTRIA STAYS AHEAD OF ENGLISH POWER!

AUSTRIA(Pyle): B A Bud

ENGLAND(Keller): SP

ITALY(Hrbek): B A Ven

RUSSIA(Fish): SP

TURKEY(Tovson): R F Eas, out of game

SPRING 1908 ORDERS due Sept. 28, 1973, noon.

Winter 1907 Positions:

Austria: A Ruh, A Mun, A Sil, A Boh, A Vie, A War, A Mos, A Rum, A Bul, F Con, A Bud (11); England: A Den, F Swe, F Nth, F Nat, F Mid, A Lon, F Eng, A Par, A Bre, A Pic (10); Italy: F Spa(NC), F Por, F Wes, A Naf, F Smy, A Bur, A Gas, A Ven (8); Russia: A Ber, F Hol, A Liv, A StP, A Sev (5)

Press:

Vienna(LRV), Dec. 15, 1907: It was announced today that Princess Catherine was not quite ready for marriage. When asked why, she said "There are so many firm erect things here in the Tyrolian Alps with King Ginzo that I would not want to spoil them yet by marriage." She was heard to say that she had never experienced so many wonderful feelings as she has had here before she met King Ginzo. The King and Princess together celebrated the magnificent victories their countries have both recently had against the British Dogs. Meanwhile in the capitol, the Dictator stated that he was overjoyed with the victories of the Austrian-Italian-Russian alliance. He said that he hoped the fresh AIR alliance would soon cleanse the world of the smell of rotten limies.

1972BW, Summer & Fall 1907

COA: Robert Nielsen (See SSIII Game)

Vote on Draw: defeated. Yes: Eng, Ita, Tur; No: Fra, Ger, Rus

FRANCE PASSES ITALY AS TOP POWER IN EUROPE

Summer 1907: Italy R A Gal-Vie; Russia R A Sil-Pru

Fall 1907:

ENGLAND(Nielsen): F Nth-Edi, F Lon H/r

FRANCE(DePrisco): A Lvp-Edi, F Wal-Lon,

F Eng S F Wal-Lon, A Bel H, A Hol S

A Kie, A Ruh S A Kie, A Kie S Ita A

Mun-Ber, F Lyo-Tyr

GERMANY(Davies): F Den-Kie, A Ber S F Den-Kie

ITALY(Lindauer): A Boh-Gal, A Bud S A

Boh-Gal, A Mun-Ber, A Ser-Alb, A Sil S

A Boh-Gal, A Tri S A Ser-Alb, A Vie S

A Bud, F Adr S F Tun-Ion, F Nap S F Tun-

Ion, F Tun-Ion

RUSSIA(Knudsen): A Liv-War, A Pru-Sil,

A Ukr S A Liv-War, A Rum S Tur A Gre-

Ser, A Gal-Bud/a, F Nor H, F Bal S Ger

A Ber (cont. next page)

TURKEY(Abbott): A Gre-Ser, A Bul S A Gre-Ser, F Eas S F Alb-Ion, F Aeg S F Alb-Ion, F Alb-Ion/r/

AUTUMN & WINTER 1907 ORDERS due Friday, September 28, 1973 at noon.

Fall 1907 S.C.C.:

England: Lpn, Edi (1) R1

France: Hom, Bel, Spa, Por, Hol, Lvp, Lon, Kie (10) B2

Germany: Kie, Den, Ber (?) SP

Italy: Hom, Tun, ~~Sev~~, Tri, Vie, Bud, Mun, ~~Sev~~ (8) R2

Russia: Hom, Nor, Swe, Rum (7) B1, lost 1

Turkey: Hom, Gre, Bul, Ser (6) B1

Press:

London: After hearing the Prime Minister's promise of only blood, sweat, toil, and tears, a member of the 3rd Transylvanian Mercenary Corps remarked, "well, one out of four ain't bad."

Paris: With the present military situation as it is, the Minister of Fear and Propaganda must vote no to the ridiculous offer of a draw.

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1972CD, Spring 1907

COA: Douglas Nelson, Box 855 Gustavus Adolphus College, St. Peter, MN 56082

ENGLAND(Schleinkofer): F Nth-Eng, F Edi-Nth, A Lon H, F Kie-Hol, A Den-Kie, F Nor S F Swe, F Swe S F Nor

FRANCE(McKeon): A Ber-Pru, A Mun-Sil, A Bur-Mun, A Par-Bur, A Bel H, A Pie S F Tus, F Tus S F Tyr, F Tyr S F Tun-Ion/r/, T Tun-Ion, F Wes-Tun

ITALY(Morris): A Ven-Tus, A Vie-Boh, A Alb-Tri, A Rum-Bul, A Ser S A Rum-Bul, F Smy-Aeg, F Eas S F Gre-Ion, F Gre-Ion, F Nap-Tyr, F Rom S F Nap-Tyr

RUSSIA(Brennan): A Fin-StP, A Mos S A Fin-StP, A Sev-Ukr, A Arm-Ank

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

SUMMER & FALL 1907 ORDERS due Friday, September 28, 1973 at noon.

Press:

Rome, April 24, 1907: And so another year of war is underway...will there be any changes in the alliance structures of the major powers this Spring? One can only speculate and wonder.

1972CJ, Autumn & Winter 1906

COA: Howard Mahler (See 1972BJ)

Fall 1906 Revisited: Left out England: NMR, F Lon H, F Iri H. Austrian A Bel-Bur failed and should have been underlined. Also, the standby should have been asked for England, not Germany. Again, we ask for Doug Nelson to send in orders (we hate to see it go C.D.) and William Meier, 1709 Commonwealth Ave., Brighton, MA 02135 to back up for Nelson.

Autumn 1906: Italy R F Nap-Tyr

Winter 1906:

AUSTRIA(Verheiden): B F Tri

ENGLAND(Nelson?): NMR. GM removes F Iri

FRANCE(Mahler): SP

ITALY(Lakofka): SP

RUSSIA(Wrobel): B F StP (NC)

SPRING 1907 ORDERS due Friday, September 28, 1973 at noon.

Winter 1906 Positions:

Austria: A Tyr, F Ion, A Ven, F Apu, F Aeg, A Hol, A Bel, A Gre, A Ank, A Rum, A Vie, F Tri, A Ser (13); England: F Lon (1); France: F Wal; Italy: A Pie, A Bur, F Nap, F Rom, F Tun, F Eng, A Pic, F Tyr (8); Russia: A Ruh, A Mun, A Kie, F Nwg, A Nor, A War, F Sev, A Edi, F Nth, F Hel, F StP(NC) (11)

Press:

The Nightmare Maker: The scene is a chicken coop. Stan Wrobot seems determined to crush a seemingly already lifeless, small green creature. As Wrobot's foot moves inexorably downward, the frog seems to stir. "Leaping lizards, what am I doing here? A giant's foot! Jump!!" By the barest of margins, Quincy the frog temporarily escapes doom, only to land in a puddle of chopped chicken liver. As Quincy wails, "Help, I'm a Liverpudlian," a careful observer would notice the first signs of movement in a nearby pile of green fruit. Will Quincy evade the falling limes? To find out tune in next time to The Further Adventures of Quincy the Nearsighted Frog.

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1972CK, Autumn & Winter 1906

COA: Doug Nelson (See 1972CD)

(cont. next page)

Autumn 1906: France: NMR, GM D F Bre;  
Germany: R A Kie-Mun

Winter 1906:

AUSTRIA(Chin): B A Bud  
ENGLAND(St. Johns): B A Lon, A Edi, A Lvp  
FRANCE(Nelson): SP  
GERMANY(Lindauer): R A Sil, A Tyr  
ITALY(Gershenson): SP  
RUSSIA(Davis): R A War, Out of game  
TURKEY(White): SP

SPRING 1907 ORDERS due Friday, September  
28, 1973 at noon.

Winter 1906 Positions:

Austria: F Adr, A Tri, A Vie, A War, A Gal,  
A Mos, A Sev, A Bud (8); England: A StP,  
F Bar, F Ber, A Kie, A Hol, A Par, F Nth,  
F Mid, F Por, F Eng, A Lon, A Edi, A Lvp  
(13); Germany: A Mun (1); Italy: A Bre,  
A Pie, A Ven, F Nap, F Tun, F Rom (6);  
Turkey: A Apu, F Ion, F Aeg, F Eas, A Gre  
(5)

No Press.

1972DD, Fall 1906

COA: Doug Nelson (See 1972CD)

Spring 1906 Revisited: Overlooked printing  
of German order: F Nth C A Nor-Hol

Fall 1906:

AUSTRIA(Leerkamp): A Tyr-Mun, A War-Sil,  
A Boh S A War-Sil, A Ukr-War, A Vie-Gal,  
A Con S Ita F Bla-Ank, F Wes S Ita F  
Tyr-Lyo  
ENGLAND(Dick): A StP S Ger A Mos, F Nwg-  
Nth, F Lon S F Nwg-Nth, F NAt H  
FRANCE(Fujihara): A Ber S Ger A Mun-Sil,  
A Bur S Ger A Ruh-Mun, A Mar-Pie, A Gas  
S F Spa(SC), F Mid-Wes, F Spa(SC) S  
F Mid-Wes, F Lyo-Tyr  
GERMANY(Chin): A Liv-War, A Mos S A Liv-War,  
A Mun-Sil, A Ruh-Mun, F Nth H/r/, F Eng-  
Mid, A Hol-Kie  
ITALY(Roll): F Naf S Aus F Wes, F Tyr-Lyo,  
A Pie H, A Sev-Mos, F Bla-Ank, F Smy H  
RUSSIA(Nelson): A Ank H/r/

AUTUMN & WINTER 1906 ORDERS due Friday,  
September 28, 1973 at noon.

Fall 1906 S.C.C.:

Austria: Hom, Ser, Bul, Gre, Rum, ~~Mos~~, War  
Con (9) B2, lost 1

England: Lon, Lvp, Edi?, StP (3 or 4)  
SP or R1 (Please send in conditional  
removal)

France: Hom, Spa, Por, Ber, Bel (7) SP

Germany: Kie, Mun, Hol, Nor, Swe, Den,  
~~War~~, ~~Mos~~, Edi? (7 or 8) SP or B1 (please  
send in conditional build)

Italy: Hom, Tun, Smy, ~~Por~~, Sev, Ank (7)  
B1, was 1 short

Russia: ~~Ank~~ (0) R1, out of game

Press:

Ocean Press (Vol. 11, no. 64): With the  
sudden disappearance of Admiral Benedicto  
during his meeting with Admiral Meternichi-  
velli of the Austrian fleet, has led to  
speculation that the secret agreement has  
been uncovered.

After a thorough search of the ship,  
Admiral Meternichivelli reported that no  
trace could be found of the Italian admiral.

In an exclusive statement, Admiral  
Meternichivelli stated: "Every effort will  
be made to discover the whereabouts of  
Admiral Benedicto. A complete examination  
of the ship has not turned up any trace of  
the gallant admiral. This disappearance  
has really left us bewildered."

While the search of the ship failed to  
turn up any sign of Admiral Benedicto, it  
was discovered that a few pieces of ships  
supplies were missing. These included: a  
large canvas bag, a coil of rope, a spare  
anchor, and large towel.

1972DF, Autumn & Winter 1905

COA: Bill Schill: back to Kirkland, WA

Fall 1905 Revisited: Left out Italy's  
orders: F Adr-Ven, A Tus S F Adr-Ven  
Fall 1905 S.C.C. visited for the first  
time:

Austria: Hom, Ven (4) SP

England: Hom, Nor, StP, Mos, Bre, Spa  
(8) B1

France: Mar, ~~Spa~~, Por ( ) R1

Germany: Hom, Bel, Hol, Den, Swe, Par,  
War (9) SP

Italy: ~~Por~~, ~~Tyr~~ (0) out of game

Turkey: Hom, Bul, Gre, Rum, Sev, Ser, Nap,  
Rom, Tun (11) B2

Will David Fujihara and John McKeon submit  
orders for Germany? I haven't heard from  
Schill for some time now. If he misses,  
one of you guys will get Germany.

(cont. next page)



Vote on Draw: Yes: Eng, Fra; No: Tur, Aus, Ger (S.B.), defeated.

Autumn 1905: England R F Wes-NAF

Winter 1905:

AUSTRIA(Conner): SP

ENGLAND(Lindauer): B F Lon

FRANCE(Hilliker): R F Por

GERMANY(Schill?): SP

TURKEY(Blank): B A Con, F Smy

SPRING 1906 ORDERS DUE Friday, September 28, 1973 at noon.

Winter 1905 Positions:

Austria: A Tri, A Boh, A Ven, A Pie (4);  
England: A Liv, A Mos, F Bre, F Mid, F Eng, F Spa(SC), F NAF, F Lon (8); France: F Lyo, A Mar (2); Germany: A Gas, A Bur, A Mun, A Ruh, A Sil, A Ber, A War, F Hol, F Den (9); Turkey: A Gal, A Ukr, A Sev, A Rum, A Rom, F Ion, F Tyr, F Tun, F Wes, A Con, F Smy (11)

Press:

Constantinople: Sorry, but at this time I do not feel that the board is in a stale-mate position. Also I have not had time to contact my closest allies on this and since if I vote yes, I cannot revoke it, but I can always change my mind on a no vote. Impassable: Where did you get that idea you couldn't change your yes vote?

Austria: My vote is against a draw unless everyone else is for it--then I will go along with the crowd (I don't like the draw concept). Please forgive my lack of answers, gentlemen, over the last 5 weeks I have been out of town 2 weeks on vacation, catching up a week at work, out of town 1 week for death in family, and catching up a week at work--I hope to catch-up with all of you in the next week or so. Sorry!

#### LETTERS TO THE EDITOR

We have several which we wish to print either in full or in part. First is one we have on the new zine, Obsession. The news is that the first issue will be out in November. It will be monthly. Subs will be \$1.50 a year (12 issues) and a game fee of 50¢ per game. Will have plenty of openings as they will start with 49 openings in a tournament. Well, we'll have to cross our fingers and wait for the first issue. Address is on page 2 under Obsession.

We have a short letter from a new subscriber, Ed Kollmer:

Received your copy of Impassable. It is quite funny. It seems everyone gets their digs in Von Metzke. My sample copies of Pellucidar #11 and Hoosier Archives #117 both indicate something against him. What has he done beside the obvious (being a Diplomacy player).

Thanks for everything--find \$2 for 12 issues.

Ed Kollmer

My reply is that Conrad receives a lot of publicity because he is one of the most active publishers in the hobby. Also, he is the custodian of the Boardman numbers, and now also of the Miller numbers. In addition, he's running for an IDA office, and is quite controversial as a person. In other words, you can't overlook this stick-out thorn in the thorny bush of Diplomacy!

Another new reader sent me a letter--the kind that keeps us publishers freaked out and continue with our madness. This excerpt is from W. Andy Meier:

Most gracious Sire, Sir, or whatnot, I grovel with gratitude for your over-generous handout of an issue of "Impassable". One-hundred burnt offerings shall be made in your name. Verily...you shall be made rich by mineself. Herewithin contained inside this postal paper sheaf is my worldly fortune of one dollah. Since I am a "new blood" (Are you the opposite? A tired blood?) it entitles me to six issues. Let it now be said that I am a subscriber. Let a thousand whirling dirvishes walk forth into the four winds proclaiming this noble fact and expectorating.....

That will be all...dismissed!

W. Andy Meier

When we read this, we didn't know what to think, but almost burst our ego-inflated balloon! This person has the makings of a press release writer! Thanks for the boost, Andy.

Our third letter is from Burt Labelle. He has a response to our article on publishing:

"I agree with 90% of your article as it stands. However, I'll take issue with a couple points you made. You say that ditto is cheaper than mimeo, and that the capacity for ditto is 3 to 5 hundred, and up to 20,000 for mimeo. Paper for ditto costs anywhere from \$2.25 on up to \$3 a ream if (cont. next page, col. 1)

purchased by lots compared to singly. Mimeo paper can be had much cheaper than this. The masters for both units are approximately the same price, while mimeo ink is many times the price of ditto fluid (\$2.50 a gallon, or so). Thus, in supplies, both processes are relatively even in price.

Mimeos range from \$55 to almost \$400 brand new. Dittos cost from \$115 on up to \$350 for a first-class machine. The repro figures you gave were for a first class machine. Most machines in the hobby are cheap Sears machines like mine (\$115), and in my case can only make up to 130 good copies. So in the prices of the machines, we see that mimeos can be had cheapest, not dittos. Of what use are 20,000 copies of IMPASSABLE or PELLUCIDAR, John? I believe we have a process called photo-offset for that size printing load, which is not what mimeos are intended for.

I don't like to 'draw with crayons,' as you described it, but even I can see that a ditto map is many times better than any mimeo map possible.

In fact, I maintain that ditto zines are more easily read, and more popular than, mimeo zines. Perhaps you'd like to question your readership and find out? Not by comparing individual zines, of course, just the methods. The largest circulating zine in postal diplomacy is ditto (Hoosier Archives). The longest running zine is mimeo (Graustark). PELLUCIDAR, COSTAGUANA, the old XENOGOGIC, and of course the old EREWON are about the easiest zines to read, and appealing (both physically and to the eye). Many small print mimeo zines are much harder to read. Yes, the small-print dittos are also.

Personally, I selected ditto for ease, and nothing else. I could have purchased either a \$350 ditto or mimeo, and chose ditto, not mimeo as it appeared so much simpler and neater. (In fact, I might get that ditto yet if circulation climbs over 130, which hopefully it will not.)

In summary, then, to each his own, as long as it gets the job done.

P.S. I also agree completely that if people do not really want to publish, then please don't!" ---Burt Labelle

Hmm....we have a lot to say about that letter of yours, Burt, and we shall say it!

First, I'll admit that mimeo paper can be had for \$1.60 per ream, but I understand that Walt Buchanan of Hoosier Archives gets his ditto paper for the same price! So,

when you buy in large quantities such as 50 to 100 reams((each ream has 500 sheets of paper)), then the price in paper gives neither process any advantage.

When you consider the costs of masters, the mimeo masters are more expensive. I use the cheapest I can get (they're good for only 500 copies) at \$2.70 for 24. The ink for mimeo is what makes the mimeo process inevitably more expensive than ditto. I can not give you a good estimate as the amount of ink varies considerably, but I can get about 3 issues of Impassable out on one tube of ink I purchased for \$2.75. What is the comparable cost in fluid for 3 times 125 copies? Must be less!

Although you can buy mimeos for \$55 and thus can say it can be had cheaper, I did not go to this price level because I considered legibility an important quality of the product. These \$55 mimeo machines can't do a job as good as your cheap Sears ditto machine!

As for mimeo maps, I find them nice enough, and someday I will obtain a color capacity by purchasing alternate silk screens, etc. This will allow me to print in two or more runs two or more colors. Then, and only then, will mimeo maps be better than ditto maps.

You bring up your opinion that ditto magazines are more easily read and more popular than mimeo zines. I'd like to challenge you on that. When I can, I will have a poll on it, but for now I will give my views on this topic of superiority...

If you take the top ten in circulation, I'm sure you'll find that it is split down the middle at five each. Aren't Impassable, Laisons Dangereuses, Graustark, Jastrzab, and The Pouch in the top ten? As for layout and legibility, this depends on the individual publisher and not on the process he uses. Along this line of thought, I realize that I'm the only publisher who uses a two-column format in entirety, as is done in Impassable. Even if I had a ditto instead, I'm sure I would have developed the same format, the same quality of presentation and whatelse that can be said of Impassable. The only difference would have been that with a ditto I would have used plenty of color in both paper and ink. In mimeo, all I can do is vary the color of the paper. If I used white, that would make Impassable the easiest to read zine in the hobby! As it is, I use the cheapest paper possible which in turn

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reduces the print quality and with off-white colors, it also reduces contrast. I know this is a drawback in the name of economy, but I felt that print quality was still very much desirable.

I have thought about getting a small type size typewriter in order to get more on the same page, but these are expensive machines (about \$400). As for ease of operating, I have had extensive experience with dittos in high school and in college. I did not have experience in mimeo when I first started to publish Impassable! Nevertheless, I can say from experience that mimeo is definitely easier to work with than ditto. With the silk-screen, ink drum mimeo process (they can't be had for less than \$100), I find it as easy if not easier than the ditto process in handling and running off copies. It is clean, and almost effortless. Also, when typing the masters, I have found that correcting errors on mimeo stencils is far easier than correcting mistakes on ditto masters. I know because I have typed plenty of pages on both types with plenty of errors! With mimeo stencils, I just put a dab of correction fluid right on top of my stencil and then retype the word. You don't need to take the stencil off, turn it over, or budge it an inch to reach your error. I am not a good typist, just fast, and with mimeo stencils, I have cut the time for correcting errors considerably.

So, I am sorry if I have contradicted your entire letter, but I can point to my experience with both processes as the basis for my arguments--both factual and statistical points have been made and proven here. ((Any further comments on publishing are welcomed from the publishers of this hobby. And I thank Burt for his active consideration of the ditto process compared to the mimeo process!))

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AND NOW, WE HAVE A LONG ARTICLE  
FROM ERIC VERHEIDEN THAT IS WORTH  
READING!

\* \* \*

PLAYER PHILOSOPHIES: A BALANCED VIEW  
by Eric Verheiden

Recently, some controversy has developed over player attitudes toward game finishes in Diplomacy, in particular--since there has been little dispute that everybody likes to win best of all--those finishes inferior to a win. The primary instigator of the

controversy as of late has been Edi Birsan, who ran a poll on player attitudes last year and who more recently has been propagandizing the Diplomacy community with his own philosophy in several so-called "objective" articles. Actually, their objectivity is on a par with Larry Peery's "objective resolution" of the Walker-Beshara feud some two years back, however that particular dispute will not be dealt with here.

The basic question of player philosophy comes to the fore in the following hypothetical situation: suppose you are in a game in which the players have managed to avoid the usual grudges against each other and in which you have second place, perhaps not an exceptionally strong second place but second place all the same. Player B is the clear leader who will win if anyone does and who is attacking the beleaguered minor powers C, D and E. C, D and E will be doing well to survive if you remain neutral; if you attack them, most if not all will be eliminated. So the question is, assuming such an alliance has a reasonably good chance to stalemate the board, do you ally with C, D, and E against B with the understanding that the survivors will receive equal credit in a draw along with you and B should it be forced, or do you simply attack C, D, and E, ruining their chances for a respectable finish, if any, and guaranteeing B's win but also giving you a "strong-second" finish? Birsan refers to a player taking the first option as a "Win Only" player, "obsessed with victory" and clearly an "inferior ally" even though in the above situation, the player does not win but only receives equal credit for the draw with his minor power allies and further is the only sort of player who will ally--and of necessity keep the alliance to retain the draw--with the minor powers whose positions would otherwise be hopeless. A player taking the second option is referred to by Birsan as a "strong second" player and is touted as a "superior ally" in just about all situations, even though this "superior ally" is ideologically committed to stabbing and if necessary eliminating all players but the leader, even if he can not win himself, in a quest for "strong second" place and the requisite large--but essentially meaningless--once he has second place secured--number of supply centers.

The flaw in Birsan's reasoning derives from the fact that he considers the relative merits of "Win Only" and "Strong Second"

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players only from the point of view of the leader, which of course is the situation Birsan, who has recently won his 12th game and whose eventual stated goal is to win five times with each country, is interested in. From that point of view, it is quite apparent that a "Strong Second" player, who is less disinclined to let the leader (i.e., Birsan) win, is preferable to a "Win Only" player, who would be more disinclined to let the leader (again Birsan) win. However from the point of view of any player but the leader--which is of course the situation most of us usually find ourselves in--the situation is exactly reversed. A "Win Only" ally would be more inclined to stalemate the game and force a draw including the non-leader and thus giving him equal credit with every other survivor. The reason every player gets equal credit in a draw is quite simple: it is assumed that the player has contributed an essential part in arriving at the draw, otherwise he would not have been included in it. In any event, a "Strong Second" ally, seeing he couldn't win himself, would be more inclined to stab the non-leader, to eliminate competition for second place and to achieve as strong a finish as possible in terms of supply centers. Thus it can be seen that while a "Win Only" player can maintain an alliance until the end of the game, a "Strong Second" player, especially one who is unable to win himself, in the end must play only for himself, executing stabs against weaker allies when necessary.

So from the point of view of the average player, who cannot expect to become the leader in even a large percentage of his games but who can expect draws fairly frequently under the right circumstances, it is clear that if anyone is to be tossed out of the game on the basis of philosophy, it should be the greedy "Strong Second" players and not the more cooperative "Win Only" players.

In line with Birsan's hints for spotting "Win Only" players in his EDITorial "Philosophies of Playing Diplomacy," published rather inexplicably without rebuttal for such a controversial subject in the IDA Diplomacy Handbook, here are some hints for spotting "Strong Second" players; one should note how well they apply to Edi Birsan in particular (see his fascinating analysis of his win in 1971 BC "A Whirlwind of Knives," appearing in Hoosier Archives #83 and #84 to see just how well). "Strong

Second" players are typically obsessed with victory and disinclined to consider draws, especially those which fail to give them enough leeway to convert them to a win with a well-executed stab. They tend to stab more frequently--and with more enjoyment--than other players, especially against a too-trusting ally in the mid-game who has left his rear weak while moving on another front. They have an obsession about picking up supply centers, even if said supply centers are of little use or less use than the potential ally they belonged to. Finally, their alliances tend to be arranged to give them good offensive potential against their allies at some future date, but not the reverse.

However it should be noted in fairness that in many (if not most) situations, philosophy is irrelevant. For instance if a "Win Only" player is unable to stop the leader, at least without getting stopped himself, he might as well take what he can get, be it second place or whatever. Similarly, if a "Strong Second" player finds himself the primary target of the leader, who is driving to a win, the "Strong Second" player would probably be more inclined to settle for a draw including him than to insist that the leader be allowed to win the game at his expense. Further, emotional factors often come into play. A player may decide to extract revenge from some player who has stabbed him in that game or some other, regardless of what it costs him. On the other side of the coin, two players may become so firmly allied that neither will attack the other, again regardless of the consequences.

Thus, perhaps player philosophy is not significant enough to be considered at all in forming alliances, such factors as the strategic potential and, most important of all, the personal relationship between the members of the prospective alliance taking precedence. ---Eric Verheiden.

((This is undoubtedly at once and the same time, a controversial and extremely interesting article. Our feelings on this subject are not well developed, but we incline to agree with Verheiden's article. However, isn't it possible for many to be in the middle? How about players who play "logical" as a Mr. Spock type would--considering all factors equally important. Also, isn't it possible for a person's philosophy to change with every defeat or victory? Are we truly that easily pegged in a hole? We wonder))

The following is a reprint from Armodillo, #14. It is a short article entitled, "Any Country can Win," and was written by me for Armodillo's editor, Steve Cooper. After it, I'll have some additional comments.

#### ANY COUNTRY CAN WIN

Not too long ago, several articles appeared on the latest statistics compiled by Rod Walker on 232 completed postal Diplomacy games. There are several ways which one can look upon the "evidence" of the actual games' results. However, most conclusions seem to concur that Turkey and England were the two best countries. Also, it was accepted that Germany and Austria were two of the worst countries. In fact, I myself wrote an article based upon those 232 game results. My conclusion was that the countries were in the following order of strength from first to last: England, Turkey (with only split percentages separating them), France, Russia, Italy, Austria (generally weak, but has quite a few wins), and Germany.

Edi Birsan took the same statistics I used and came up with a conclusion that Austria is stronger than she appears, and that Austrian success is tied in with Russian success. Thus, he theoretically felt that the Austrian alliance with Russia was her best chance to win. I agreed with Edi's conclusion, but this is not the topic of this article.

The topic involves that perhaps controversial idea of whether players with good diplomatic abilities can alter the apparent geographical strengths of the countries in the game. Is, in fact, the Austrian player doomed to lose because the geographical balance of power will overcome his diplomatic efforts? Or is it that Austria suffered from an excessive number of diplomatically poor players? This may or may not be controversial, but the basic question seems to be: Can good diplomatic play alter the apparent strengths of the countries in the long run?

My educated and logical beliefs (read beliefs, plain variety with a little bit of intelligent guessing) are that the statistics compiled from large numbers of games accurately portray a person's average chance with a particular country. But, what is more difficult to access is the fact that the statistics also include a built-in averaging of diplomatic abilities among all the countries in the game. Thus, with the

averaging of diplomacy as a factor in the game, the actual geographical balance of power among the European powers shows up. The facts are strongly in favor of England as a strong country and Germany as a weak country. The statistics, however, do not say that a good player can't win with Austria on a greater percentage than the average statistical person. In fact, it is entirely possible to alter the apparent balance of power with good diplomatic play! That, dear readers, is what the game is all about.

Can I go out on the limb and say that the best players are those who use good diplomatic tactics? Yes! The player who tries to win with just tactical skills will fail with Austria because Austria is weak, and will remain weak unless the Austrian player can do tricks out of the hat, diplomatically. True, playing Austria will be harder than playing England, but it is also true that you may need to do a lot of diplomatic negotiating to persuade everyone not to attack England because she wins too often!

Thus, my conclusion is this: Some countries are stronger than others because of geography, and if everyone were equal in diplomatic ability, the stronger countries would win all the time. However, the statistics have shown that the weaker countries have also won games, thus easily supporting the conclusion that with good diplomatic play, any country can win.

This article is a year old, and since then I have added more ideas to my pet theory. For example, any statistics on game chances for the seven countries are based upon the results of whatever number of games. However, we have noticed that the relative statistical strengths of these countries have changed from time to time! In effect, then, current play theories can influence games and their likely results. If many gamezines all suddenly wrote about the strengths of Turkey, surely people may just treat Turkey with more caution—thus perhaps reducing Turkish chances. Also, new ideas on game openings for a country can improve its chances almost overnight. Recently, Italy and Austria have been improving their game results significantly, probably due to two opening ideas: 1) The Lepanto Opening in which Italy works with Austria and rapidly forms a convoy into Turkey, and 2) The Key Opening in which the Austrian player gives Trieste to Italy in exchange for a strong alliance. This last is a risky alliance, but it has worked for Italy and

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Austria and improved their game. The game, nevertheless, is flexible and I can state my own success with Italy in three games in which two of three I have attacked and eliminated Austria as a power. In the third game, I have a non-aggression pact, but I'm not working any joint invasions with Austria in that game. So, the apparent relative strengths of the countries shift mostly in response to current public theory and feelings.

I still believe today that good diplomatic play is the basic key to winning the game. Tactics and strategy are also important factors, but they revolve around diplomacy. After all, the name of the game is DIPLOMACY!

#### THEM CHESS GAMES....

Game #1: Wh-F. Harbor, Bl-Fobby Bisher

6. QNxQ PxP  
7. NxP KN-B3\*  
8. ...

Game #2: Wh-Bisher, Bl-Bpasky

11. P-KR3 NxKP  
12. PxN QxP\*  
13. N-B\*\* B-K3\*\*\*  
14. ...

Game #3: Wh-Blank, Bl-Joe Pro

5. PxP NMR

Game #4: Wh-Schmoe, Bl-Joe Pro

6. B-K2 NMR

"And, oftentimes, excusing of a fault,  
Doth make a fault the worse by the excuse;  
As patches set upon a little breach,  
Discredit more in hiding of the fault,  
Than did the fault before it was so patch'd.

---Shakespeare

IMPASSABLE #26

117 Garland Drive

Carlisle, PA 17013

United States of America

You are begged to send in  
standby orders, check pg 2  
A small ransom is hereby  
ordered to maintain my  
blackmailing you with this  
gamezine

Richard Vedder  
1451 N. Warren  
Tucson, AZ 85719

#### TWO EASY PUZZLES

Well folks, since we haven't had puzzles of late, we'll start with two easy ones to warm you up for a tough next time around. So, take it easy and don't work up a sweat!

Puzzle #22: Von Metzke, Birsan, and Buchanan are a press writer, a famous player, and a big publisher, but not necessarily in that order. Determine who's who by the following facts (now, you have to prove what is obvious, and not just go by my accurate descriptions):

- 1) Birsan won more games than Von Metzke
- 2) Von Metzke never defeated Birsan
- 3) The Press writer tried to get the publisher to publish for a charity, but the big publisher refused, because he was doing some game experiments with the famous player.

- 4) The famous player won more games than the press writer.

This is too easy! However, this should give you enough insight to solve the next one below!

Puzzle #23: "The Six-Handed Diplomacy Game": Bill, Sam, and Jack are married to Grace, Joan, and Becky, but not necessarily in that order. Last Friday, they played Diplomacy as usual, but no wife was an ally of her husband. In one of the games:

- 1) Bill and Grace allied against Jack and Becky.

- 2) Joan allied with Jack
- 3) Bill allied with Sam's wife

What is the name of each man's wife? Hope that doesn't cause any marital rifts among Dippy couples! Both solutions (and proof for #22) will be published nextish. Until next time, enjoy these easy ones! Boy, am I insulting today! Peace? Stab!



FIRST CLASS MAIL

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