

IMPASSABLE

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CHP PUBLICATIONS' NEWS

Carlisle--Several points need to be made in this issue, and I'll present them in point format (to avoid writing good English):

1) We have been getting later and even later! This is due to falling behind with every issue of something we put out: ie, we do too much. To help tide us over this little time crisis, we are instituting three ideas for the players of our games:

a. Airmail to those in the Far West whenever we mail late.

b. Collect phone calls will be asked for when other than a simple error has been made by me. I haven't ever misprinted your orders, but I can miss printing them or misadjudicate--most miscalculating of S.C.'s and need for retreats, etc. Simple lack of underlining will not be accepted as a reason. This could cause us a fortune except after getting your name, we'll refuse the collect call and look up your game(s) to find the error. So, please be sure that a call is necessary before you do place a call!

c. We are reviving our "special editions" of Impassable to handle gross amounts of errors.

2) People have asked about our "Championship Game" and what the ground rules will be for it. We have previously discussed this, and we have stated that the winner of each game would play. However, in line with the new ideas coming out of the I.D.A., we will take the best player of each country instead! If that player who

has come up with the best result for any country, but did not finish the game, we will take the second best. Thus, we will take the best player of each country who finished the game with honor.

Now, we know that this may be a blow to some of you potential winners, but we'll also have another game made up of winners only. We intend to compare the two games to see if there would be any basis for the new system's validity. The only difference is that the best-country players' game will be free to them whereas, you pay the regular GF for the Winners' Only game. Some, of course will be eligible to play in both. If you don't want to pay to play and you've won, then we'll take the second place and down the line, if necessary. Again, we take into consideration if you have finished, rather than dropping out. Ties will be broken by game statistics and personal evaluation. Also, preference will be given to original players over standby players. If any ties could allow a player to be in both games, we'll break in favor of different players. So, we'll be as fair as we can and effect as wide a distribution as possible.

The two games will start after the 7 novice games have finished. This, of course, could be awhile, but we hope to get most of the players to play and to wait (for those in the earlier games) for others to finish.

3. We have game openings in Lost Horizons for Scotice Scripti III. Currently, we have one game running in Impassable. This is as good a game as our newer variant, Europe 1721, but for some reason, we have not been able to get one player signed up whereas we have filled one of 1721 and almost another! I guess that the difference was due to our distribution of the 1721 game.

4. We have an amazing amount of letters and articles for print, and so we may end up cutting short, again, on other zines' information, but we'll catch up on them sooner or later. For now, feast yourselves on the cornucopia of intellectual discussion from Players' Attitudes to How to Be a Gamesmaster, Part II. If there's room left, we'll be commenting on today's world news.

PRODUCING A DIPLOMACY 'ZINE; or, BANKRUPTCY
IN ONE EASY LESSON: PART TWO by Fred Davis

((This is the second part of Fred's excellent article on how he publishes Bushwacker in a highly efficient method--something we have lacked recently.--Ed.)).

As for production of BUSHWACKER, itself, we use the Harry Golden system; namely, we write things as the mood hits us, and drop them into a manila folder. About four days before the deadline, I pull out the folder and type up as much of the newsletter as possible in advance, selecting items for both their pertinence and how much space they will take. Hopefully, most of the non-game material will already be on stencil by deadline night. Therefore, it is usually possible for me to print BUSHWACKER on either the day after the deadline, or the day after that. Having Overseas players, I do my best to get the issues out quickly, so I can hold to a deadline every 4 weeks. Whenever possible, I drop the 'zines off at either the Post Office or a box having a late pickup (identified by having two stars on the box). I use First Class Mail for almost all copies, to avoid having them sit in the P.O. for a couple of weeks. If you're going to print a 'zine, learn your neighborhood mail pickup schedule. If yours is like ours, you get one pickup a day, and none on Sunday. However, the box will tell you the location of the nearest late pickup box. Better to bring your brainchild there or to the Post Office, especially if you're mailing on a weekend.

I maintain my mailing list in alphabetical order on the Flexoline strips, a trick learned from the Social Security Administration. Each strip contains the name and address of one person, and an indication as to whether he is a player, trader, or subscriber. To add or delete a name or change an address, it's only necessary to handle one strip, which is much easier than handling a typed list. I buy my strips from a firm called Datastrip Corporation, 120 Eleventh St., S.W., Charlottesville, VA 22903, as my local stationer no longer stocks them. (A recent check disclosed that they're not available in stores in Chicago, either, so your best bet is probably to write directly to the company). As for a catalog, so you can decide which size Datastrip looseleaf book you want to use. I use the Datastrip 1 size for BUSHWACKER, and the larger Datastrip 2 book

for my Maryland Mensa records, which includes some 200 names. Datastrip 1 is large enough to hold up to 100 names.

With the advent of the Western Union Mailgram, I decided to give every player a secret code number, so he could make use of telegraphic orders. (The problem with Mailgrams is the lack of a signature. Some other player could be sending in the order.) There are many ways of assigning a code number or name. You could be completely arbitrary. Then no one could ever "crack" your system. However, it's easier for you if you do have a system. I do have a system, based on three numbers. Naturally, I'm not going to tell you what it is, but it does make the assignment of code numbers quite easy for me. Should I lose my list, I could reconstruct the code numbers immediately from my key. You could also use the players' Social Security numbers, or the last 4 digits thereof. But whatever system you use, never reveal your method to anybody.

If you're not wealthy enough to afford some type of addressograph machine, you'll want to use mailing labels that can be typed, rather than to laboriously address each copy by hand. I use a brand called "Avery Self-Adhesive Address Labels," which comes in 8 $\frac{1}{2}$ " x 11" sheets (Cat. No. 5375). A carbon paper can be inserted between two sheets, so I can type up two month's worth of labels at once. Since Dippy players change addresses so frequently, there is no point in working more than two months ahead. Someone always moves each month, anyway.

I print on a Roneo 250 mimeograph machine. This is the most compact quality mimeo machine on the market. It cost \$230 new. Fortunately, I was able to split the cost with the Mensa Club, as I print their newsletter, too. While it took a bit of time to learn how to run the Roneo machine properly, the effort was worth it. There is no fuss or muss with a Roneo, as you have with older machines. Even if you should get ink on your clothes, the ink is soluble in water. In any event, I urge all would-be Dippy publishers to try to get access to a mimeograph, unless you have free access to a Xerox and don't plan to run more than 3 pages per issue. My thoughts about most Ditto machines are unprintable. I know of only three Dippy publishers who print truly readable Ditto copy.

If you print back-to-back, you'll need to use heavyweight paper, such as the
(cont. on page 7, col. 1)

SSIII, Autumn & Winter 1017

Autumn 1017: Ulster: R F Dow-Arm
Winter 1017:
CONNACHT(Schleinkofer): Out
ENGLAND(Swies): SP
KYMURU(Reinsel): R F Gwy
LEINSTER(Hilliker): SP
MUNSTER(Dick): B F Cor
ORKNEY(Keller): B A Sky
SCOTLAND(Tonnesen): B A Lis, A New
ULSTER(Drews): R F Dro

SPRING 1017 ORDERS due November 9, 1973
at noon, Eastern time.

Winter 1017 Positions:

England: A Pow (1); Kymru: A Wex, A Ber, A Bue, A Shr, F NGC, F Car (6); Leinster: A Sli, A Mea, F Wic, F Bri, A Gwe, F MoB (6); Munster: A Tua, A Lei, F Mid, A Cas, A Wat, F Cor (?), Orkney: F SlB, F Don, A Spe, F Dro, F Mon, A Sky (6); Scotland: F Isl, F Dow, F Dal, F Sol, F GhB, A Che, A Der, A Lis, A New (9); Ulster: A Tyr, F Arm (2)

Press:

Connacht: From his deathbed, King Teige called for Irish Unity, "It should always be remembered that the island of Britain is our chief enemy, and after I meet our maker in that big clover in the sky I will try to convince him to help the United Irish nations." It is also reported that the King said, "Win some, lose most."
Stonehenge: We admit we make errors, but they were as slight as you can get with errors, nevertheless. After that reply, the stone was petrified, and thus spoke no more.

Scone: King Malcome II thanks the brave English for invading Kymru for the second time. Scotland is behind you and will offer all assistance you require.

Game 1970BJ, Winter 1909

Vote on draw: 4 yes votes and 1 abstain vote (Russia). GM reminds the players that 1 no vote or 1 abstain votes defeats the declaration for a draw. Also, when a vote is called for, the vote goes through and cannot be delayed by a player's request--even of one who called for a vote. Too often, the players are negotiating, and to delay a vote could affect negotiations.

Note on G.O.'s: This GM a while back did not use Italy's G.o.'s to order a retreat for his F Smy. It was duly reported as disbanded by the GM. Now, Italy has asked about the correction of that GM oversight. We remind that our house rule #3 allows us to make the previous ruling stand. As a result of this misunderstanding, and our lack of Italy's phone number, we were not able to inform him of his being short as a short as a result of not having that fleet. So, using G.O.'s, another fleet was built for him.

Winter 1909:

AUSTRIA(Beyerlein): R A Sev, F Aeg.
ENGLAND(Keller): SP
GERMANY(Mahler): B F Kie
ITALY(Phillips): B F Nap, F Rom
RUSSIA(Richter): B F StP(NC)

SPRING 1910 ORDERS due November 9, 1973
at noon, Eastern time.

Winter 1909 Positions:

Austria: A Boh, A Vie, A Bud, A Ser, A Bul, A Rum, A Gal, A Ber (8) England: F Lon, F Edi (?); Germany: F Hol, A Ruh, A Mun, F Kie (4); Italy: F Cly, F Nwg, F Eng, A Bel, A Bur, A Tyo, A Tri, A Ven, A Alb, F Ion, F Gre, F Nap, F Rom (13); Russia: F Con, A Arm, A Pru, A Fin, F Nor, A Smy, F StP(NC) (7)

Press:

Hun's Puns: Four brothers meet for a summit conference. Groucho, "We've come to discuss Andy's problem." Chico, "Whatsa matter? The mountains shesa too tall, we cutta down to size." Groucho, "Stop trying to make a molehill out of a mountain. I'm talking about the Italian Andy, not the Chilean Andies." Chico, "If itsa cold there then take a sweater." Zeppo, "What about some rope?" Chico, "Okey doke, Harpo, go buy-a-line." Harpo, "Honk, honk." Groucho, "Good, I can use it to hang this moron. I'll plead insanity...his." Chico, "No one believes insantee claus." Groucho, "Ho, ho, ho."

Impassable: From what movie was THAT???

Game 1972AZ, Winter 1908

AUSTRIA(Osmanson): SP
FRANCE(Mahler): SP
ENGLAND(Wiskow): B A Lon
ITALY(Hollingsworth): SP

(cont. next page, col. 1)

SPRING 1909 ORDERS due November 9, 1973
at noon, Eastern time.

WINTER 1908 POSITIONS:

Austria: A Boh, A Ukr, A Sev, A Gal, F Alb,
A Smy, A Ank, A Tyr, A Tri, F Gre (10);
France: A Bur, A Pie, A Ven, A Apu, F Eas,
F Nap, F Ion, F Tun, F Adr (9); England:
A War, A Pru, A Sil, A StP, A Liv, A Kie,
F Bel, F Nth, A Mun, A Ruh, A Lon (14);
Italy: F Aeg (1)

Press:

Gen. Hatton: The Limies have won, it's just
a matter of technique. In the Fall the
Frogs were too cautious, the Danubers in-
competent. The Wops just keep rolling along.

Game 1972BG, Summer & Fall 1908

Summer 1908: Eng R F Mid-Iri; Rus D A Sev!

Fall 1908:

AUSTRIA(Pyle): A Ruh S Ita A Bur-Bel/nso/,
A Mun S Ita A Bur/nso/, A Ber H, A Sil H,
A Boh H, A Vie H, A War H, A Sev-Ukr,
A Ser H, A Rum-Bud, F Con-Ank

ENGLAND(Keller): F Nor-StP(NG), A Den-Kie,
A Bre-Gas/r/, A Par S A Bre-Gas, A Pic-
Bel, F Nth S A Pic-Bel, A Lon-Bre, F
Eng C A Lon-Bre, F Nat-Mid, F Iri S F
Nat-Mid

ITALY(Hrbek): A Naf-Bre, F Mid C A Naf-Bre,
A Gas S A Naf-Bre, A Bur-Par, F Spa(NG)
S F Mid, F Por S F Mid, A Pic-Mar, F Smy-
Con

RUSSIA(Fish): A Mos-StP, A Liv-StP, A Kie
S F Hol, F Hol S Ita A Bur-Bel/nso/

AUTUMN & WINTER 1908 ORDERS due November 9,
1973 at noon, Eastern time.

Fall 1908 Supply Center Chart:

Austria: Hom, Ser, Gre, Bul, Mun, Rum, ~~Con~~,
War, ~~Mos~~, Ber, Ank (11) SP

England: Hom, Nor, Den, Bel, Swe, ~~Kie~~, ~~Bre~~,
Par (8) R2

Italy: Hom, Por, Spa, Tun, Mar, Smy, Con,
Bre, (10) B2

Russia: Sev, Mos, StP, ~~Ank~~, ~~Ber~~, Kie, Hol
(5) Bl, lost 1

No Press.

Husband: A guy who is king in his own home
if he has plenty of jack and leaves the
queen alone. Otherwise the silly ace will
get the deuce.

Game 1972BW, Spring 1908

ENGLAND(Nielsen): NMR. F Nth H/r/
FRANCE(DePrisco): F Tyr S Ita F Tun-Ion/
nso/, A Mar-Bur, A Lvp-Edi, A Ruh-Mun,
A Kie S Ita A Sil-Ber/nso/, A Hol S A
Kie, A Bel H, F Lon-Yor, F Eng-Lon,
F Bre-Eng

GERMANY(Davies): F Den S Rus F Nwy-Nth,
A Ber H

ITALY(Lindauer): A Alb S A Tri-Ser, A
Bud S A Tri-Ser, A Gal-Rum, A Sil-War,
A Tri-Ser, F Adr S A Alb, A Alb H,
F Nap-Ion, F Tun S F Nap-Ion

RUSSIA(Knudsen): A War S A Rum-Gal, A
Rum-Gal, A Ukr-Rum, A Pru-Sil, F Bal S
Ger A Ber, F Nor-Nth, F StP(NG)-Nor

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

SUMMER & FALL 1908 ORDERS due November 9,
1973 at noon, Eastern Time.

Press: None

Game 1972CD, Autumn & Winter 1907

Fall 1907 SCC revisited: Italian centers
equal 10, not 9

Autumn 1907: France R A Bel-Pic

Winter 1907:

ENGLAND(Schleinkofer): B A Lon, A Lvp,
F Edi

FRANCE(McKeon): R F Lyo, R F Nap, R A Sil

ITALY(Morris): SP

RUSSIA(Brennan): B A Mos, A Sev

TURKEY(Nelson): R F Aeg

SPRING 1908 ORDERS due November 9, 1973
at noon, Eastern Time.

Winter 1907 Positions:

England: A Bre, F Eng, F Bel, F Hol, A Kie,
F Bal, F Nor, A Lon, A Lvp, F Edi (10);

France: A Mar, A Par, A Mun, A Ber, A Pic,
F Mid, F Spa(SC) (7); Italy: A Boh, A Ven,

A Tyr, A Bul, A Ser, F Con, F Eas, F Tyr,
F Rom, F Ion (10); Russia: A StP, A War,

A Rum, A Ank, A Mos, A Sev (6); Turkey:
A Smy (1)

Press:

Paris: To Corbett Ray wherever you are. He
who laughs last, laughs the best.

Rome, Dec. 9, 1907: Admiral Corleone has
moved his headquarters out of Smyrna and
(cont. next page, col. 1)

into Constantinople. Despite the reports that the Sultan's troops have fled into "La Costa Nostra," the Sicilian has plans to return and defeat the Turks soon--in time for a month's stay of relaxation next year.

In the meantime, a joint provisional government to rule Turkey has been set up by Russia and Italy.

Game 1972CJ, Summer & Fall 1907

Spring 1907 Revisited: Aus: A Bel-Bur, A Hol-Bel; Ita: A Bur S Rus A Ruh-Bel/nso/r

Summer 1907: Italy R A Bur-Par

Fall 1907:

AUSTRIA(Verheiden): A Ank-H, A Rum H, A Bud H, A Ven-H, A Tyr-Mun, A Alb-Apu, F Adr C A Alb-Apu, F Aeg H, F Apu-Nap, F Ion S F Apu-Nap, A Bel H, A Bur-Mar, A Pie S A Bur-Mar

ENGLAND(Nelson): F Lon-Nth/r/d/

FRANCE(Mahler): F Lvp H/r/d/

ITALY(Lakofka): A Par-Gas, A Mar-Gas/a/, F Tus-Rom, A Pic-Bur, F Eng S Eng F Lon/nso/, F Lyo-Spa(SC), F Wes-Mid, F Tyr-Tun

RUSSIA(Wrobel): F Sev H, A War H, A Yor S F Nth-Lon, A Edi-Lvp, F Nth-Lon, F Hel-Nth, F Nor-Nwg, F Nat S A Edi-Lvp, A Kie-Hol, A Mun-Kie, A Ruh S Aus A Bel

WINTER 1907 ORDERS due November 9, 1973 at noon, Eastern Time.

Fall 1907 Supply Center Chart:

Austria: Hom, Ser, Gre, Bul, Con, Bel, Smy, ~~Hol~~, Ank, Ven, Rum, Mar, Nap, Mun (15) B2

England: Lon (0) R1, out of game

France: Lvp (0) R1, out of game

Italy: Rom, ~~Mar~~, Tun, Spa, Por, ~~Mar~~, Par, Bre (6) R1, lost 1

Russia: Hom, Swe, Ber, Kie, Nor, ~~Mun~~, Den, Edi, Hol, Lon, Lvp (13) B2

Press:

The Nightmare Maker(Part III): John Boyer-unforit reappears to Quincy the Nearsighted Frog and sings, "I know a dark secluded place, which bombs and guns can scarce de-face, where Lenard never shows his face, Ole! Verheiden's Hideaway! Ole!" With that Quincy suddenly finds himself in a bomb shelter/headquarters. Under the "Whip the Wop" banner on the far wall, Eric the Red sits by a control panel and grumbles, "At last I've diagnosed the malfunction

that has been making the Wrobel hard to control. Gyroscopic Realignment and Electrical Equipment Deterioration (G.R. E.E.D.) are sending Stan downhill (into the Low Countries?). "As Eric tries to filter out the Di-Pole Noise, Quincy is magically transported, to the tune of "A Froggy Day in London Town" into a thick bank of fog--to be continued.

Attention Dream Maker: We apologize for the greivous insult of last issue--you are all Pole and not to be trusted.

--The Ghetto King

The Dream Maker: Commander Nhoj Reyob stared blankly at the radar scopes before him. "Why is flight R38 returning to base? Radio them at once to find out what the problem is." "We have attempted radio contact for over 20 minutes now and there is no reply." "Clear runway zero seven and radio that information. Their radio may only be out of order for transmitting."

"Lendore, Wake is communicating with us and telling us where to land. There will be emergency crews and perhaps even security at the field." "We will land as per their instructions. I can handle their equipment and security."

As the plane approached the landing strip a faint golden glow began to show on the control panel and Stan begin to find control of the aircraft difficult. "I will counter that, Rumble." Stan could sense great activity within his mind. Lendore was reaching out to attack Sinestrae. The battle was a terrific one, but Stan seemed strangely unaffected. He realized that he was not as possessed by Lendore as he had thought. A valuable piece of information to be used later if something went wrong with Lendore's plan to stop Sinestrae.

Just as Lendore threw off Sinestrae's attack the plane touched down to be greeted by over 30 emergency vehicles running in along side. As the plane began to stop the vehicles began to move in all directions out of control. Lendore had stopped them... at least for now.

Game 1972CK, Summer & Fall 1907

Spring 1907 Revisited: Aus: A Vie-Tyr

Summer 1907: France: NMR, GM disbands A Spa; Italy: R A Ven-Tus

Fall 1907 Orders on next page, column 1....

6
AUSTRIA(Chin): F Adr S A Ven, A Ven S Tur
F Tyr-Rom, A Vie-Boh, A Sil S Ger A Mun-
Ber, A Pru S Ger A Mun-Ber/a/, A Mos-Liv,
A Sev-Mos, A Gal-War

ENGLAND(St. Johns): A StP-Liv, A Nor-StP,
A Ber-Pru, F Bar S A StP-Liv, F Bal S
A Ber-Pru, A Kie-Ber, A Bel-Ruh, A Bur-
Mun, F Nth H, F Eng-Mid, F Mid-Wes, F
SPa(SC) S Ita A Gas-Mar, A Lvp-Yor

GERMANY(Lindauer): A Mun-Ber

ITALY(Gershenson): A Gas-Mar, A Pie-Tyr,
A Tus S F Rom, F Rom S F Nap/a/, F Nap
S F Tun-Ion, F Tun-Ion

TURKEY(White): F Tyr-Rom, A Apu S F Tyr-
Rom, F Eas-Ion, F Aeg S F Eas-Ion, A Gre
H

WINTER 1907 ORDERS due November 9, 1973
at noon, Eastern Time.

Fall 1907 Supply Center Chart:

Austria: Hom, Ser, Rum, Mos, Sev, War,
Ven (9)-B2, lost 1

England: Hom, StP, Nor, Den, Swe, Bel, Hol,
Por, Kie, Par, Ber, Mun, Spa (14) B1

France: ~~Spa~~ (0) out of game

Germany: ~~Mun~~, Ber (1) SP

Italy: ~~Ven~~, ~~Rom~~, Nap, Mar, Bre, Tun (4)
R1, lost 1

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

Press:

Nieselungen, Germany, Sept. 11: In spite
of Propaganda to the contrary, the insidious
Dr. Thaddeus Leech is definitely in control
back in England and is held up in a fortified
palace an Army would find hard to take.

Failing in his first attempt to rid
the world of this pesty leech, Rear Admiral
L. White has turned up at this obscure
village along the Rhine. Rumors have it
that the Rear Admiral is here in search of
a llegendary device that would enable him to
free his homeland. What this device is is
as of yet unknown.

Game 1972DD, Spring 1906

AUSTRIA(Leerkamp): A Ukr-War, A War-Pru,
A Gal-Sil, A Boh S A Gal-Sil, A Tyr S
Ita A Pie, A Vie-Gal, A Con-Bul, A Tri-
Vie, F Wes-Mid/r/

ENGLAND(Dick): F Lon S F Nth, F Nth S F
Lon, A StP S Ger A Mos, F NAT-Nwg

FRANCE(Fujihara): A Pru-Pru/nsu/imp/,
A Ber/u/, A Bur S Ger A Ruh-Mun, A Mar-
Pie, A Gas-Mar, F Lyo S A Mar-Pie, F
Spa(SC)-Wes, F Mid S F Spa(SC)-Wes

GERMANY(Chin): F Eng S Fra F Mid, F Yor-Nth,
A Mos H, A Liv S A Mos, A Kie-Ber,
A Mun-Sil, A Ruh-Mun

ITALY(Roll): F Naf S Aus F Wes-Mid, F
Tyr S F Rom-Tus, F Smy-Aeg, F Ank-Con,
A Pie S F Rom-Tus, F Rom-Tus, A Sev-Mos

SUMMER & FALL 1906 ORDERS due November 9,
1973 at noon, Eastern time.

Press:

Yorkshire: New has just arrived that a
German fleet has just paid a visit to this
fair province. We greet you. But we ask
ourselves, is this a friendly visit?

Edinburgh: There seems to be a lot of
rumors floating around about Ex-Prime
Minister Leech. As far as it is known,
Thaddeus Leech is still in London Tower
locked up. It is know that Leech is
active, in that anyone who passes close
enough to the tower is bombarded by
insults and rocks.

Game 1972DF, Summer & Fall 1906

Summer 1906: Aus: NOR. GM disbands A Boh
Fall 1906:

AUSTRIA(Conner): A Vie-Boh/nsu/, A Tyr
S A Vie-Boh/nsu/, A Pie S Fra A Mar H,
A Ven H/u/

ENGLAND(Lindauer): A Liv S A Mos, A Mos S
Ger A War, F Spa(SC)-Mar, F Mid-Spa(SC),
F Por Por S F Mid-Spa(SC), F Eng-Mid,
F Bre S F Eng-Mid

FRANCE(Hilliker): NMR. F Lyo H, A Mar H/a/

GERMANY(McKeon): F Kie H, F Bal H, A Pru S
A War, A War S Tur A Ukr-Hell/imp/nso/,
A Sil S A Boh, A Boh S A Mun, A Mun S A
Boh, A Bur S Eng F Spa(SC)-Mar, A Gas S
Eng F Spa(SC)-Mar

TURKEY(Blank): F Naf-Mid, F Wes S Fra A
Mar-Spa/nso/, F Tun-Wes, F Tyr S F Tun-
Wes, F Aeg-Ion, A Tus H, A Gal-Boh, A
Ukr S A Rum-Gal, A Rum-Gal, A Sev S A
Ukr, A Bul-Rum

WINTER 1906 ORDERS due November 9, 1973
at noon, Eastern time.

Fall 1906 Supply Center Chart:

Austria: Hom, Ven (4) B1, lost 1

England: Hom, Nor, StP, Mos, Bre, Spa,
Mar, Por (10) B3, lost 1

France: ~~Mar~~, ~~Por~~ (0) R1, lost 1, out of game
Germany: Hom, Bel, Hol, Den, Swe, Par, War
(9) SP

(cont. next page, col. 1)

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

MORE LETTERS ON PLAYERS'
GAME PHILOSOPHIES

Press:

Peking: Emperor Phillips of China announced that a meeting was held upon the rail-jacked "Blue Danube Waltz" somewhere high-up and way-back in the Himalaya's of Tibet. The meeting was attended by Wang Ducktoe Richter, Henry Kissingby, Hobbi Nob Job, and Peter Prevaricator. Kissingby was said to have asked, "Why couldn't that knuckle head have called a meeting aboard the Vienna Waltz?"

The Turkish Side of Peking: oops, the Turkish Side of Washington (near Waters-gate ??) oops...Constantinople: Turkey's most humble apologies are to be sent to all nations concerning the recent mix up concerning the Austrian Train names. All along Turkish Intelligence (?) had had it that Austria had possessed only one workable train and in order to keep foreigners from guessing this most guarded secret, had taken up the habit of changing the name signs on the train as it ran along its route. Therefore out of ignorance of the true registered name of the Train the Turkish news service referred to the Train as its last seen name which was Blue Danube Waltz witnessed by Turkish agents on the Serbian Border--in other words we screwed up!!!

Impassable: Belch, snore....

10 games on only 5 1/2 pages? Coming down a lot, isn't it? Where will it all end????

Producing A Diplomacy Zine, cont.

substance #24 (24-pound) paper used for BUSHWACKER. You can get by with 20-pound paper, but it really doesn't look good. Be sure to print extra copies of the front side of each page to allow for spoilage when you run the backs through. And always make some extra copies to allow for emergencies and late requests for back issues.

One final bit of advice to potential GM's. Don't bite off more than you can chew. Start out with just two games, and see if you can keep up. There's plenty of time to branch out afterwards with more games. #end# ((We are willing to accept other publishers' comments on how they produce their game-zines, or if they wish to dispute anything))

We have two letters discussing the Birsan-Verheiden debate on player philosophies: one from Andy Phillips and a "counter-rebuttal" from Eric Verheiden.

From Eric Verheiden:

In response to Edi's rebuttal, I would first only like to mention that I did not consider my article to be an "aggressive polemic attack" against Edi--or at least no more of one than his Handbook article against "Win Only" players in general and the players classified as such by him (Calhamer, Phillips, Prosnitz and Beshara) in particular.

As to his numbered points, the first is the only one I have any quarrel with and for the same reason mentioned in my article: Edi fails to consider the consequences of an alliance which is neither a total success nor a total disaster. I would maintain first that if someone besides you gets into position to win or to wipe you out, his philosophy makes little difference; you still lose in the first case, and get wiped out in the second nonetheless. If you get into position to win, barring interference from your ally, then I agree in this case that Edi is correct, a "Strong Second" ally would have at least certain theoretical advantages over a "Win Only" ally. But what if neither you nor your ally get into position to win and in fact some other player becomes the leader? Do you want an ally who will sell you out for a few more centers--as a "Strong Second" ally is ideologically committed to doing--or do you want an ally who will strive for position with you in order to stalemate the game--and thus force a draw--as only a "Win Only" player will do? Similar arguments hold for which type of player is the best to attack and with similar results--unless you expect to win, "Win Only" players are better to have around.

Consequently, for all but the top players who become leaders in game after game, "Win Only" players make better allies and worse enemies at the beginning of the game on philosophical grounds since they give you better chances to survive and hopefully draw if not win. To accomplish the latter, if you do become the leader, there are other techniques available of varying effectiveness known as "lying" and "stabbing." Besides, Edi's Grudge Game article by a
(cont. next page, col. 1)

master of the art, see Doug Beyerlein's "Why I lost 1972CR" in Hoosier Archives #111 to see how even a first-rate "Win Only" player can be taken in on occasion.

* * * *

Now, we have a letter from Andy Phillips:

It's a mystery to me how Edi got the idea that Eric was categorizing him as a "Strong Second" (sic) player. My impression is that the opposite was true, i.e. Eric seemed to be saying that despite Edi's advocacy of the "Strong Second" (sic) school his behavior pattern was actually that he attributed to a "Win Only" (sic) player.

As to the question of advocacy, I don't know who Edi is fooling, but it surely can't be too many people. His characterization of Calhamerite play as "a threat to our hobby" (Arena-2, p.5) would make his claim of neutrality a joke even if his patent semantics mongering weren't so blatant. With a name like "Strong Second" (who could possibly be against that?) for one side and "Win Only" (who's for that? I'm not, you may be sure) for the other the desired choice is evident even before the question is stated. And when he does state the issue it's in precisely the slanted terms you'd expect under headings like that. I mean, once you characterize a loss as a "strong finish," you've assumed your conclusion! And so on.

In addition to his attempts to grab the semantic high ground, Edi's arguments suffer from numerous non sequiturs. Such as the idea that an alliance with a non-Calhamerite is more stable than one with a Calhamerite. Or that Holy Alliances produce a fun game (ye gods!) in any case.

But enough on Edi. I again want to object to your use of the term "middle." There are no players not clearly one school of thought or the other. Did you get that? No players. Either (in terms of success, and ignoring quality of effort, remember) a loss is a loss is a loss...or you're in the other school. And on that point I've never heard of anyone switching back and forth with each game.

((Hmm...we must again support our position of players "in the middle"! There are too many factors affecting any single game which reduces the "strength" of personal philosophies upon personal decisions and diplomacy. I know that I for myself will change among games. I will not always strive for victory, nor always accept a position lower than a draw---it all depends on the other factors influencing me in that

particular game. Thus, I am "in the middle" and will not act "predictably" in the manner of either of the two schools of thought that Edi Birsan has recognized. Does that make me a third group of those who are unpredictable? Edi's own poll proves my point when he stated that the two schools of thought as he delineated them were supported by minority groups---which in turn left most in the middle between the two schools. Perhaps it should be said that people will generally be of one philosophy than the other---but only generally---after all, man is very flexible and Diplomacy is the art of compromise and the proof of "flexibility" in national politics.))

PART TWO OF JEFF KEY'S LETTER

((We first apologize for "mutilating" Jeff's letter, and we do not want to stop others from writing us letters on this account.))

7) My own pleasure and satisfaction. Winning is the most common goal in the game of Diplomacy, but playing well and achieving another goal often crop up in discussions. Every game played adds to the player's experience whether he is eliminated, a survivor, or the winner. Once in a while a player will begin a game with some specific goal other than a win. A real novice would be deceiving himself if he really expected to win his first game if the other six players were old pros. However, I would consider a strong survival by such a novice a satisfactory achievement if he has been conducting active negotiations throughout the game.

As I stated earlier, these are just a few of the multitude of factors I feel a Diplomacy player should consider in making strategic decisions leading up to his alliances. In my long career in Diplomacy, no one has ever made the mistake of accusing me of being a good tactician. However, my record of current and completed games proves I have greater than my fair share of success. I feel that this is due to efforts and decisions in Diplomacy (which is, after all, the name of the game) rather than war.

Your article entitled "Any Country Can Win" is good, too. Basically, I agree with you right down the line. Some countries are harder to play than others because their inherent strategic potentials are more limited in scope and their position in the "limited space" of the board exposes

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them to a greater degree than those on the edge of the board. They are harder to play because it requires more diplomatic, strategic and tactical effort to wring the same results from them as from the outer four. However, they can, and do, win, and as more and more semi-jaded pros turn to the inner-three for continued satisfaction, I believe we will see those powers achieving a greater number of wins. ((What follows is Jeff's funny solution to my dippy puzzle of issue #26))

Ah, your puzzles, well, Birsan is the famous player, Von Metzke is the press writer, and Buchanan is the big publisher because:

1. Von Metzke and Buchanan are both considerably taller than Birsan who, thus feeling slighted, developed a Napoleon complex and the drive necessary to be a famous player.

2. Although Von Metzke's fingers are ink-stained, Buchanan is ink-stained all over. In addition, Von Metzke's fingers are nicotine-stained and flattened at the ends. Both of these last are sure signs of an author.

As for #23, as you suggest, it is so easy I am insulted and shall not lower myself to advertise my ignorance by submitting an answer! #end#
 ((Many thanks to Jeff Key for a great letter! We hope he'll get over being insulted to write another letter--how about on some highlights of your Leabhar Gabhala? I find the discussion within very interesting and perhaps you could digest some of the more sensational ideas for our readers? Pretty please???)

 SEEN on a wall at St. John's University:
 "Jesus said unto them: "Who do you say that I am?" 'And they replied: 'You are the eschatological manifestation of the ground of our being, the kerygma in which we find the ultimate meaning of our interpersonal relationship, 'And Jesus said: 'What?'"
 ((Note: we had to tone down Jesus' reply!))

ANOTHER RATING SYSTEM?
 by William Conner

((We feel that some of the ideas presented have been duplicated elsewhere, but that in total, it was an excellent effort, and that it therefore merits discussion. The author states it has been presented to Doug Beyerlein and Edi Birsan. Let us go on,))

The purpose of this system is to eliminate draws, encourage diplomacy, penalize quitters, encourage growth action, handicap super-powers, and establishes a time limit for slow games.

Example Case: Situation after Fall of 1907: England (12 s.c.), Austria 11, Turkey 6, Germany 5, Russia 1, France out in Fall 1905, Italy out in Spring 1904. A vote for a draw would then be handled as follows...

Nat	S.C. Pts.	No.of Yr. Pts	Total Pts.	Final Rank.
Eng	9	7	16	1
Aus	8	7	15	2
Tur	3	7	10	3
Ger	2	7	9	4
Rus	-	7	7	5
Fra	-	5	5	6
Ita	-	3	3	7

OPTION N.D.			
Nat	Nat'l Diff	Rev. Tot.	Final Standing
Eng	1	17	2
Aus	4	19	1
Tur	1	11	4
Ger	4	13	3
Rus	2	9	5
Fra	2	7	6
Ita	3	6	7

S.C. Pts.---SUPPLY CENTER POINTS: One point is given for every supply center gained over the starting position, recognizes growth.

No. of Yr PTS---NUMBER OF YEARS POINTS: One point is given for each FALL to a maximum of 10 years, penalizes quitters and encourages diplomacy.

TOTAL POINTS---This is S.C. Pts. and No. of Yr. Pts added together.

FINAL STANDING: Based upon highest total points.

OPTION N.D. (Also called Option A):

NATIONAL DIFFICULTY: Awards superpowers England and Turkey with 1 to start with, Russia and France get 2, Italy gets 3, and Germany and Austria get 4; this recognizes inherent strength or weakness of position--a handicap. Alternative point spreads could be almost anything besides 1 to 4, such as 0 to 3, or even 1 thru 7 (1, 2, 3, 4,5,6,7 based upon historical ratings).

OPTION TIME LIMIT: Game ends after Fall of 1910--unless voted by everyone involved to continue for each and every turn continued, they all have to vote for an extension

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every Spring-Fall or accept settlement by new rating system proposed above.

I believe I have a good idea which needs said to the people who can get it discussed as I have said to you. If you see any value in it--Please take it upon yourself to present it to your readers in the above version or a redesigned version of your own or both. If you believe some of it good, then please present it for me at least!" #end.#

((The Editor here: We feel that the big difficulty in the above proposed system is the assignment of a "National Difference" value. The actual strengths of the various nations is very subject to changing theories and current statistics. To some degree we could establish a ranking, but as for the actual point spread between (not total point spread) nations, it would be very difficult to establish, and always will remain debatable.

On the other hand, the growth factor, and the time factor are two points which I strongly support. They should be considered in any "chess-like" diplomacy rating system. I also feel that a rating system should include provisions for rating your result in a game (be it win, draw of 2, 3 or more, last, non-survivor, etc.) upon the average strengths of your opponent!

Surely, if Edi Birsan wins a game with six novices that this game was "easy" for him compared to playing the top six players in the world. In the latter case, he could even be declared world champion. But, the point is to take into account the ratings of your other players and then average them for comparison against your own. Depending on the difference of your rating with the game's average, and depending upon your finish (however it may mathematically be constructed--as in the above system, or in a straight supply center count finish, or in any other way), the increase or decrease of your rating would be directly tied in with the fact that you finished above the "norm" (i.e. the half-way mark) or below the "norm". An alternative would be to take your finish on a smooth-curve correlation of all positive factors rather than one-half positive and one-half negative (top half would be positive numbers). Let me make an example: This game was won by England--England--18, France--7, Germany--6, Italy--3. A system can give a base score for being in the game and thus also give a

"positive result number" for those who did not survive. One way would be to assign the number of 3, in which case we would add 3 to the ones listed.

Okay, then we take previous ratings and average them for the game. Let us say it was 154 (very arbitrary, but it will have to do). If England's rating was 101, he would gain more points than if he had a rating of 168. In the first case, he did very well because he average opposition was supposed to be better than him. A win is an excellent result, but the mathematical value of this win would be adjusted by his opposition's strength. If a new player does well in strong games, this system would reward him with a fast rise in his ratings as long as he is lower than they are in rating. When you are rated higher than the opposition, you still gain points for victory, but not as much.

On the other hand, if you did bad, you would not lose so much points if the game was stronger than you and you would lose more if you were rated higher than your average opposition.

In the long run, the ratings will tend to become more accurate. The only drawback to this system is that to get a rating, the novice must play in a game with those who already have a rating. Also, a provisional rating can be assigned to novices upon which one can tell how good a player is if he moves up or down from this provisional rating (the provisional rating could be a low number or a number close to the average rating of the diplomacy hobby).

So, by giving a base score to keep all numbers in the positive, we can then give points for number of centers finished with, number of years to finish the game, standing points, and even, if you must, points for relative national values.

Thus, a player would have a single rating. More complex, but perhaps more accurate, we could keep ratings separate or adjust ratings per countries played. As an example, if player A won 2 games as England with equal competition as Player B, who also won 2 games, but as Austria--we should rate Player B's effort with more points. Thus, we again come to the difficulty of assigning relative national values. The alternative is to keep a rating for each of the country a player plays--very much complicated that would be.

The other big problem with ratings is
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the assignment of values to the various possible finishes in a game. Is a 2-way draw worth more than second place? Most people realize that we have a problem here of subjectivity, however, the question seems to be restricted to second place finishes and draws. Most seem to believe that third place finishes are worse than any kind of draw. It is with second place and two-way draws that we have debate. I would tend to think that a two-way draw is better than a second place finish since in a 2-way draw, no one is above you, and you both should be sufficiently ahead of the others in centers to be considered clear co-winners.

To bypass this subjective debate, we can revert to numerical superiority. That is, we consider only what you have actually achieved militarily in grabbing supply centers. Then, we use this as the basis and modify it with the type of result. We would have two tables: one for ties and one for won games. In won games, the base number (result of supply centers and other factors discussed above) would be modified by finish in direct proportion—that is, the third place finish in a 18-10-6 would be proportionally granted more than a very weak third such as in a 18-5-4.... finish.

For draws, the base number would be modified by the number of participating countries in the draw, and your relative strength participation with respect to the average strength of those drawing. In this case, a 4-way draw of 10-9-8-7 would give the player with "8" centers less points than for the player with "8" in a 11-8-6-5 draw with a survivor not being counted in. Draws can include all survivors or just a few. Thus, the points could be arranged to grant more for the lesser draws than for the bigger draws involving more players.

You may ask if there would be a problem in correlating the two separate point schedules. I say no since we really are not concerned with that because a player would know that we rate two different ways. Still, a correlation that is just could probably be made with a lot of statistical research. This would not be too high a price for such a sound, I believe, system as proposed here by me in conjunction with Bill Conner's ideas. A possible arbitrary solution for comparison of draws of all sizes with strict wins and the various losses would be just to consider how many finished below you in a game. If you won,

everyone would be below you and that would give you a result of, say, 6. For a second place finish, you would get a 5. For a two-way draw, you would also get a 5. To further differentiate, we could modify both fives by taking the relative strengths of your second place finish (i.e. number of centers compared to those below you) and your two-way draws. Some second place finish will be extremely strong like a 16 center finish, and others would be very weak with many survivors below you. With the two-way draw, it could be the same thing. Only if the first and second place finish total up the same as the two-way draw finishes, would the two-way be considered better than second. There would, of course, be more than one instance for a two-way draw to rate better than a second place finish. It could be measured as your portion of the total supply centers or as your share of the top two. Again, this all gets quite confusing, and perhaps we should return to a strict supply center count as our yardstick. Thus, a 18-16 finish would give second more points than a 15-15 two-way draw finish. What if you have a 16-16 draw? Then you could rate it better than second because no one is above you. Only on ties of second place total and draw totals would a draw participant rate more points than the second place. Obviously, the more involved in a draw, the more harder it will be to have the centers to beat a normal second place finish.

Again, we are back to considering your share of the total supply centers. I think this would be best differentiate draws from second place finish with the additional rule that on ties, we give draws more points because no one finished above them. Thus, the system would combine your success in capturing centers with your final rank, or position among those surviving.

Rather than go on and problematically present more case examples and in the process confuse everyone including myself, I will stop here and just let my ideas stand for themselves for anyone else to use them. If I should ever have time, I may get around to figuring out the necessary tables. Any constructive criticism or new ideas will be much appreciated.

No man will ever bring out of the Presidency the reputation which carries him into it.

—Jefferson, Letter 1796

I would rather be right than President.

—Henry Clay, Speech, 1850

THEM CHESS GAMES

Game #1: Wh-F.Harbor, Bl-Fobby Bisher
 7. NxP KN-B3
 8. B-Q3 ...
 Game #2: Wh-Bisher, Bl-Bpasky
 13. N-B3 B-Q3
 14. P-KN3 ...

ZINES, OPENINGS, NEWS

GAMERLIS. Andy Phillips, 128 Oliver St., Daly City, CA 94014. This is a listing of wargamers (and dippy players) by zip code, with playing interests, bio info etc. intended as an aid in locating local opponents. Circa 800 personal entries currently and growing. Anyone desiring a local listing should send two 8¢ stamps, as well as info for his own country. ((I may add that this is done on computer and I received a print-out from Barry Gray to Earle Whiskeyman, Jr. Zips from 14522 to 17057. It lists two people fairly close to me. I should tell Andy to look up The General's small print ads on its back pages. It would triple his wargaming list, I believe. For me, Andy has this down, "Publisher of IDA Zine, the Diplomacy Journal, as well as own dipzines Impassable, etc. I would add a lot to that, such as: Player Director of local Chess Club and a fairly strong chess player; active Table Tennis Player and captain of own team in town league; is not only in Diplomacy, but also has a huge collection of wargames and non-wargames; reads intensively especially science fiction (even dabbles in writing short stories), plays and studies the piano in the classical field--favorites include Beethoven, Chopin, Rachmaninoff, and Clementi; also collects records mostly classical but also some easy listening and even soft rock; in short, has wide interests and spreads himself too thin for his own good; "Jack of all trades, but master of none." (Okay, enough of my egotistical mania)

IMPASSABLE #28

117 Garland Drive
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Richard Vedder
 1451 N. Warren
 Tucson, AZ 85719

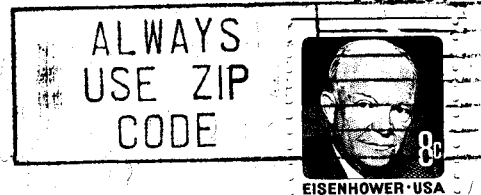
MISTWESTERN COURIER. Ray Bowers, 11870 Twillwood Dr., St. Louis, MO 63128. Has openings in Burt Labelle's Hyborean Age II at \$5 per player. Published xerox and appears monthly (about).
EL CONQUISTADOR. Viking Systems, Suite #823 24 N. Wabash Ave., Chicago, IL 60602. Has openings in regular games for \$7.50. includes Airmail subscription. Published offset. Also appears to be monthly.

How about some news?

**Burt Labelle is now the Miller's Numbers Custodian and has taken over from Conrad Von Metzke. Miller's numbers are for variant games. Good luck Burt! GM's and publishers--Burt will need to trade with you...so support him by trading.

**Coming around quick to non-dippy news (a first for me), I think I'll comment and give what I feel are highlights (or badlights) of current world news. Well...1973 is turning out not so good if you consider: infaltion; oil, beef and bathtub shortages; Watergate; the tapes, Agnew's resignation, and the impeachment uproar over Nixon's unconstitutional maneuvers. Last, but not least is the Israeli-Arab War--their 4th in a quarter century. All I can say that diplomacy appears to be pretty useless when faced with intangible subjects such as religion (witness also the Irish problem). And, when the Nobel's Peace Prize was given to Kissinger and that North Vietnamese guy (who cares?), peace seems to have come down to a pretty low level. What bothers me are new developments like using the F.B.I. as some sort of Palace Guards, the oil ban by arab nations. The only good news for me have been the Redskins and the Athletics. Also, I can say that I didn't vote for Nixon, and foresaw the energy crisis nine years ago. More on that foresight of mine some other time.

--Peace?



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