

The Dream Maker

by Lenard Lakofka

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NOTICE!

ALL IMPASSABLE GAMES ARE DELAYED! NOTE!
Due to Canadian Postal Strike (affecting all of our zines) deadline for Impassable #36 is delayed to Thursday, May 23, 1974. Please accept our apologies.

PEACE REIGNS IN
GAME 1972DD!



VORTAC
RETURNS!

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IMPASSABLE

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DOMESTICATED NEWS

Hi there, folks! We would like to thank all the players for having tried their best to get their orders in to us by our swift deadline. Today (not the date above) we still don't have all the orders, but we have decided to be lenient and will accept them if they come in tomorrow. Of course, we may just postpone the season altogether rather than wait too long to get this issue out. Right now, it is more important to get the issues out on time because I still can't afford any series of "bumping" or any domino theories becoming fact here.

The mimeo machine caused our latest problem and we still don't have it fixed. The part is unavailable, but they are trying to get it. I have the machine until it will break down or until they get the part--which ever comes first. So far, the machine is still working.

Moral? I have learned another thing and that is that though I calculated my social life and time for this hobby correctly (a bit tight, maybe), I did not allow for any machine breakdowns! Well, that's life, folks, and this is the way it'll have to be until I get money to buy a second machine (which I would like to do in order to get two-color issues without the trouble and fuss in changing inks, screens, rolls, etc.). The only trouble is that my money now is being spent to obtain huge supplies. Stencils, ink and paper will probably amount to about

\$500.00. That is quite a staggering figure, but business is business and the only way to compete with offset is to stay cheap and improve via format and adding color. This whole long range plan is being implemented as fast as we can afford the time and money.

The rest of our plans includes reducing our workloads to one glorious production to be titled something new or maybe just the old name of this rag. How fast we reduce or merge our zines is up to last minute decisions.

We hope that all of this talk about our problems are not affecting the inside games in that we note a lot of attempts to draw these games. Please note that we hate to lose and that we are poor losers at heart--just barely civilized in that we try not to gloat too much when we do win! So, we are going to hang in here until the end of the world, Armageddon, or when the Sun goes nova--which ever occurs first, we're not particular.

Okay, how about some national and international news? Look down below.....

DIPPY NEWS HERE & THERE

***The IDA is still embroiled over the DW Controversy, but it is beginning to heal itself with the poll results in the latest DR having supported the Council in its decision to support Diplomacy World. Meanwhile, the first issue of DW has come out about a month ago and was it an issue to make my ego go bust! I have yet to see anything approaching the DW in content for Diplomacy players. There are now several excellent offset magazines such as Conquistador and The Fighter's Home, but they don't have the support of dippy writers as DW has. Maybe they will later on, but when it comes to contents at this time, you can't beat DW! ***Internationally, the IDA is moving to organize the country of England, but the views have moderated to a great deal. Now, the aim is to help the English set up their own organization and then hope that they will want to tie their organization at a higher level, i.e. the IDA Council. With more and more games being started between players of England and North America, the reality will someday become solid fact, if it already

(cont. col. 1, page 8)

1973Ddl, Winter 1019

NATIONS REARM THEMSELVES FOR FUTURE STRUGGLE

ENGLAND(Swies): SP
KYMUR(Gemignani): R F Mon
LEINSTER(Fujihara): R F Wic
MUNSTER(Dick): B F Tra
ORKNEY(Keller): B A Sky, will be 1 short
SCOTLAND(Tonnesen): SP

FALL 1020 ORDERS are due Friday, May 10, 1974 at noon, E.D.S.T.

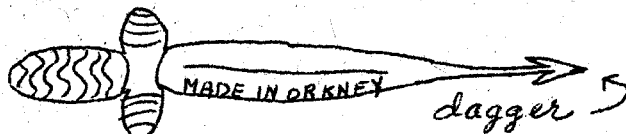
Winter 1019 Positions:

England: A Pow; Kymru: A Shr, A Her, A Bue;
Leinster: A Ros, A Tyr, A Mea, A Oxf, F SIS,
F CaB, F Dub; Munster: F NGC, F Mid, A Sli,
A Tua, A Lei, A Wat, F Tra; Orkney: F IAT,
F Don, A Ona, F Arm, A Dur, F MoB, A Sky;
Scotland: A Alc, F NIS, F Iri, F ChB, A Sta,
A Str, A Dow, F DrB, F NAT, A Gwy

Press:

Munster to Orkney: How sharp did you say your blade was?

Stonehenge: Looks pretty pointed, at least!



1972CK, Autumn & Winter 1909 AND Spring 1910

Error Fall 1909: Italy has Army Piedmont, not Army Marseilles.

Autumn 1909: Austria retreats A Sil-Gal

Winter 1909:

AUSTRIA: Builds A Vienna

ENGLAND: SP

ITALY: SP, remains 1 short

TURKEY: SP

Winter 1909 Positions:

Austria: F Adr, A Ven, A Tyr, A Boh, A War, A Mos, A Ukr, A Vie, A Gal; England: A StP, A Liv, A Sil, A Pru, A Ber, F Bal, A Mun, A Kie, A Bur, F Tyr, F Mid, F Iyo, F Nth, F Bar, F Naf; Italy: A Pie, F Tus; Turkey: F Ion, A Rom, F Nap, F Apu, A Gre, F Aeg, F Eas

Spring 1910:

AUSTRIA(Chin): A Ven S Tur A Rom, A Boh-Sil, A War S A Boh-Sil/a/, A Gal S A War, A Mos S A War, A Ukr S A Mos, F Adr S Tur F Eas-Ion, A Vie S A Tyr, A Tyr S A Ven

ENGLAND(St. Johns): F Bar-H, A StP-Mos, A Sil-War, A Liv S A Sil-War, A Pru S A Sil-War,

A Ber-Sil, A Kie S A Mun, A Mun-H, F Bal H, F Nth-Eng, A Bur-Mar, F Iyo S A Bur-Mar,

F Tyr-Tun, F Naf S F Tyr-Tun, F Mid-Bre
ITALY(Gershenson): A Mar-Pie/nsu/, A Pie H/r/,
F Tus-Tyr
TURKEY(White): F Ion-Tun, F Nap-Tyr, A Rom
S Aus A Ven, F Apu-Nap, A Gre-Alb, F Aeg H,
F Eas-Ion

FALL 1910 ORDERS are due Friday, May 10, 1974 at noon, E.D.S.T.

Press:

London: The Prime Minister today announced to a partial Parliament--peace in Europe after ten years of war. The P.M. also announced, after full consideration by the cabinet, amnesty would be accorded all heads of state left in Europe and those in exile would be immediately returned to their former capitals. The English people express warm thanks to all.

Italian Government in Exile: On the theory that time is golden--the Noble Italian King has decided, after missing a move (which was mailed--damnit), to surrender to an English protectorate and, at long last, to bring peace to Europe. This type of statesmanship is in true keeping with the glorious Italian military tradition.

1972AZ, Spring 1911

AUSTRIA DENIES CONCESSION TO THE KING OF ENGLAND

Vote on Concession to England: Defeated by the single "no" vote from Austria--all others voted yes.

Spring 1911:

AUSTRIA(Osmanson): F Gre S Ita F Aeg-Ion, A Ser S A Tri, A Smy H, A Rum H, A Sev S A Ukr, A Ukr S A Sev, A Tri S A Vie-Try, A Vie-Tyr, F Alb S Ita F Aeg-Ion, A Bud-S A Tri

ENGLAND(Wiskow): F Nwg-Nat, F Eng-Iri, F Nth-Eng, F Den-Nth, A Mun-Bur, A Ruh S A Mun-Bur, A Bel-Pic, A Hol-Bel, A Ber-Mun, A Sil S A Ber-Mun, A Pru-Ber, A Mos H, A War S A Mos H, A Liv H

FRANCE(Mahler): A Bur H/r/, F Bre-Mid, F Mid-Wes, A Pie-Ven, A Tyr S A Pie-Ven/r/, F Tun-Ion, F Adr S F Tun-Ion, F Tyr S F Tun-Ion, F Ion-Apu

ITALY(Hollingsworth): F Aeg-Ion

SUMMER & FALL 1911 ORDERS due Friday, May 10, 1974 at noon, E.D.S.T.

Press:

Vienna: The Austrian Government still wishes

death to France, but also states that it has honored all terms with its only two allies that it has had in this game--Italy and England, though some of the efforts may have failed, the effort was there. As for Austria trading away 1/3 of a win for 2nd place, this may be, but Austria in doing so has kept its word to England, has France? As for acting rationally, it was in the best interests of Austria that it go to the aid of Italy when France attacked him, Italy has been a good ally and kept his word, thusly Austria was bound to help him. After all Italy owned Piedmont, not France and it was not Italy who moved three units against France in 02, but France against Italy. Considering France's actions in this game he cannot throw stones. Paris: Osmanson has been declared insane by a panel of French psychiatrists. He traded 1/3 of a win for one extra supply center. Make no mistake, Trieste is all there is, there ain't no more.

1970BJ, Spring 1911

BRIGHT FIREWORKS SHOOT AS WAR EXPLODES BIG!

AUSTRIA(Beyerlein): A Tyr H, A Vie S A Tyr, A Ser S A Bul, A Bul S Rus A Con-Gre, A Rum-Sev, A Bud-Rum, A War-Mos, A Ber-Sil

ENGLAND(Keller): F Bel-Pic, F Lon-Eng, F Edi S Rus F Nth-Nwg

GERMANY(Mahler): A Mun-Bur, A Ruh S A Mun-Bur, F Hol-Nth, F Den S F Hol-Nth

ITALY(Phillips): F Nat-Tri, F Nwg-Cly, F Eng-Nth, A Pic S A Bur, A Bur S Eng F Bel/r/, F Iyo-Spa(SC), A Pie-Mar, A Alb-Ven, F Adr C A Alb-Ven, A Ven-Pie, F Gre S F Ion-Aeg, F Ion-Aeg

RUSSIA(Richter/Kelly?): F Nth-Nwg, F Nwy S F Nth-Nwg, A Fin H, A Liv-Mos, A Con-Gre, F Aeg C A Con-Gre/r/, A Arm-Smy

SUMMER & FALL 1911 are due Friday, May 10, 1974 at noon, E.D.S.T.

Press:

Berlin: (AP): In a dull day at the Reichstag, only two bills of consequence were passed without opposition. One set of value of $\pi=3.14$, and the other set the diameter of the moon equal to that of the earth.

Moscow: We protest the GM's arbitrary of calling the game a draw.

Moscow: Kelly? Never! Russia has only missed moves when it fit her purpose.

Impassable: Your missing every other move didn't suit our purposes, unfortunately.

1972CJ, Spring 1910

AUSTRO-POLISH WAR SPUTTERS STRONGLY WHILE THE PROVINCE OF SEVASTOPOL FALLS TO THE ARMENIAN CHESS PLAYERS! WILL THE ITALIAN WOP SURVIVE?

AUSTRIA(Verheiden): F Tus-Lyo, F Ion-Tun, F Tyr S F Ion-Tun, F Nap-Ion, A Ven-Tri, A Gal-Ukr, A Rum S A Gal-Ukr, A Arm-Sev, F Bla S A Arm-Sev, A Vie-Boh, A Bur-Ruh/a/, A Mun S A Bur-Ruh, A Tyr S A Mun, A Mar-Bur, A Pie-Mar, A Bre-Gas

ITALY(Iakofka): F Tun-Wes

POLAND(Wrobel): A Mos-Ukr, A War-Gal, A Liv-Pru, A StP-Liv, A Pru-Sil, A Ber S A Kie-Mun, A Kie-Mun, A Hol-Ruh, A Pic-Bur, A Par S A Pic-Bur, A Por-Spa, F Den-Nth, F Nth-Bel, F Eng-Bre, F Mid S F Eng-Bre, F Spa(SC)-Lyo, F Sev-Rum/a/

FALL 1910 ORDERS ARE DUE Friday, May 10, 1974 at noon, E.D.S.T.

Press:

Austria-Hungary: The Austrian government hereby calls for a vote on a two-way draw between Austria and Russia, effective after the Winter 1910 adjustments. It is assumed that only two powers will be participating in the voting at that time.

Impassable: Okay with us, but it may be too to have a draw by then, also.

Tunis: Wrobel, you Bozo! A War-Pru? That's the wrong way you dolt. A War-Ukr, obviously. Just give a Polock a little power and he farts it away! Also, F Mid-Spa(NC) is much stronger. A Nwy-Hol? Wrong again. A Nwy-Bel! While I certainly don't want Eric the Backstab (Remember, I was to get Munich, Eric?) To win you certainly are doing the typical thing by carrying the Polish flag to glory--between your legs!

Impassable: Now, now, Lenny, don't forget that this Polock who farts so bad did indeed fart his way so far pretty well, give him a chance to fart some more!

Warsaw(Mucker Press): Under the terms of the WARSAW CONCERTO, the areas to be neutralized between the sovereign forces of Imperial Russia-in-Poland and the revolutionary Austrian-Hungarian armies were the Turkish mountains of Armenia, the Black Sea regions, the Ukraine breadbasket of mother Russia, the Polish suburb of Galicia and the German provinces in Bohemia. Violations of one or any of these provinces were to be labeled as aggressive in nature and grounds for immediate cancellation of all diplomatic exchanges and envoys. Following the Austrian-Hungarian

march/sail into three of these neutralized, sensitive areas, the Czar/King of all Russians and Poles feels justified in labeling the supersonic but devious King Eric of Vienna as 'treatybreaker' in the eyes of the world. The following steps have been taken to insure success: (1) All women and children have been dispatched to Chicago to await the outcome of minimal military maneuvers to correct said aggressions; (2) The French seaport of Brest has been occupied; (3) The proper reactions of our forces within German territories have been ordered. Should the Austrian-Hungarians violate sovereign Russian territory this Spring by occupying the port city of Sevastopol, all bets are off!

THE DREAM MAKER, CONCLUSION:

The Battle of the Aeg, which made Man's petty "World Wars" seem like a bickering among 3-year olds, continued. Stan Rumble, Sorcerer Extraordinary, matched his new-found power against a Lord of Hades itself. In 'The High Place' and in the depths of the 'Bottomless Pits' the One and His Majesty Satan, sensed this Battle of Titans. But, they chose not to enter on the side of Rumble or Sinestrae. The Warlocks must fail or rise by their own power and the One would not deign to mingle his strength with that of a hopelessly damned spirit of the Pits, even if the Fall of Mankind was the price. All over the world pinacles of power swayed and feel into ruin and destruction shook Earth's foundations, but the One had pity on Man and sustained the life of Earth. If Rumble lost -- would let Earth perish, but HE would not lose the planet to the conflict itself--for HE loved mankind and knew that one of their number could rise to be his consort in a time beyond the hope of any lesser creature.

"Enter my Body Oh Black Savior of Mankind. Then return to your Pits--never again to take mortal form. I call upon you to fulfill your purpose!"

Sinestrae cried in anguish. "Lendore be gone, you traitor to Satan! Let me reign over these mortals. Let me cast them down to you, Oh Satan, most low!" Sinestrae began to succeed. Rumble's strength was new-found and easily given to fatigue. "Enter me BLACK SAVIOR!" Stan cried with his last effort!... and a spirit did move into Rumble's body. But it was not Lendor nor was it Sinestrae-- it was Vorjac!! Forgotten and left amid this former chaos Vorjac still lived!! Sinestrae shrieked a cry heard from the tops of the high mountains to the bottom of the ocean's deepest trench! Lendore died and micro seconds later Erika's body exploded in a

blast like sodium being poured into ice cold water. Stan Rumble was again possessed. But Vorjac, now master of the Warlocks, praised Satan with a loud voice and departed from Rumble's body. The One took Rumble to himself, to sit at his footstool....and Earth lived on. The END.



We thank Len Lakofka for his great series--Ed.

1972CD, Spring 1910

ENGLAND HOLDS POSITION DESPITE MISSING MOVES!

England(Schleinkofer?): NOR. F Nat H, F Eng H, F Nth, F Nwy, A Den H

FRANCE(McKeon): F Edi-Cly, F Por S Ita F Wes-Mid, A Bre H, A Bel H, A Hol S A Bel, A Bur-Pic, A Ruh-Bur

ITALY(Morris): F Mid-Nat, F Wes-Mid, F Lyo-Wes, F Nap-Tyn, A Kie-Den, A Ber-Kie, A Mun S A Ber-Kie, A Tyr S A Mun, A Ven-Tri, A Rom-Tus, A Bud-Vie, A Rum-Bud, A Bul-Rum, F Bla S A Bul-Rum, F Ank H, F Smy-Aeg

RUSSIA(Brennan): A Sev S A Ukr, A Ukr S A War, A War S A Ukr, A StP-Nwy

FALL 1910 ORDERS are due Friday, May 10, 1974 at noon, E.D.S.T.

Press:

Rome, April 7, 1910: The Great War in Europe is nearing its end, Italy's military leaders prepare for retirement. General Garibaldi, exhausted from nearly ten years of encountering German beer, Austrian frauleins, and Balkan beds, has vowed to relax from now on--residing in his villa atop Mt. Vesuvius. His loyal comrades-in-arms wish him the same luck as Pompeii.

Admiral Corleone, however, has different plans for the future. Aboard his flagship, Costa Nostra, he has set sail from Smyrna for the United States, where he will look into a new career. Having saved up lots of lira over the years, he is now interested in the "best congressman money can buy." The best of lead--er, luck, Admiral!

If you lend you either lose the money or gain an enemy. -Albanian Proverb.

Leisure is the mother of philosophy.

--Thomas Hobbes--Leviathan

1972BW, Autumn & Fall 1910

Vote on DRAW: Fra, Ita--Yes, Ger, Rus and Tur--No

Autumn 1910: Russia R A Bud-Rum; Fra R A Boh-Tyr, and F Nth-Hel

Fall 1910:

FRANCE(DePrisco): F Hel S Ita A Mun-Kie, A Hol S Ita A Mun-Kie, A Ruh S Ita A Mun-Kie, A Bel S A Hol, F Eddi-Nth, A Iyp-Eddi, F Lon S F Eddi-Nth, F Eng S F Eddi-Nth, F Tyr-Wes, A Tyr S Ita A Vie-Boh

GERMANY(Davies): A Kie S Rus A Sil-Mun/a/, F Den S Rus F Nth, A Ber S A Kie

ITALY(Lindauer): A Mun-Kie, F Adr-Alb, F Ion S F Adr-Alb, F Tun S F Ion, A Bud-Vie, A Vie-Boh, A Tri-Ser

RUSSIA(Knudsen): A Boh-Vie/r/, A Gal-Bud, A Rum S A Gal-Bud, F Nwg S F Nth, A Sil-Mun, F Bal S Ger A Kie, F Nth H, F Nwy S F Nth

TURKEY(Abbott): A Ser S Rus A Gal-Bud, A Gre-Alb, A Bul S A Ser, F Eas-Ion, F Aeg-Gre, F Smy-Aeg

AUTUMN & WINTER 1910 AND SPRING 1911 ORDERS (SPR '11 conditional on Rus Retreat/Build) are due Friday, May 10, 1974 at noon, E.D.S.T.

Fall 1910 Supply Center Chart:

France: Home, Bel, Spa, Por, Hol, Lvp, Lon, Eddi (10) SP

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

Italy: Home, Tun, Tri, Vie, ~~Nth~~, Kie (7) SP

Russia: Home, Nwy, Swe, Rum, Bud, Mun (9) SP

Turkey: Home, Gre, Bul, Ser (6) SP

No Press.

1972BG, Winter 1910

AUSTRIA(Pyle): SP

ENGLAND(Keller): R F NAT

ITALY(Hrbek): B A Rom, A Nap

RUSSIA(Fish): NOR, 1 short

SPRING 1911 ORDERS are due, Friday, May 10, 1974 at noon, E.D.S.T. Also--vote for draw!

Winter 1910 Positions:

Austria: A Ruh, A Mun, A Kie, A Ber, A Sil, A Gal, A Ukr, A Ser, A Bul, F Ank, A Boh;

England: A Den, F Eng, F Nth, F Nwy, F Nwg, A Swe; Italy: F Con, F Tyn, F Wes, A Pic, A Gas, A Par, F Bre, F Iri, F Spa(NC), A Rom, A Nap; Russia: F Bel, A Hol, A Fin, F Bar, A StP, A War.

Press:

Austria: I would like to call for the end of this game as it stands now. I have written to the other players asking that they also ask for its ending. Hopefully they will.

Impassable: Okay, we'll call for a draw with all players sharing equally in said draw. The draw is for now--prior to Spring 1911 orders. So, if you wish, you can make your Spring 1911 orders conditional upon the draw votes.

UpSluck, Iowa: The Admiralty has been trying in vain to stop the thousands of English sailors from deserting. It seems that the foes have one great super weapon--(Not Sam Ervin) 6,000 gallons of SCOPE. Overseeing this action from his blimp, the Graf Agnew, Admiral George Thisbe-Stoopid exclaimed, "How the hell can you fight something like that? If we let our men near it they'd probably dissolve!" I think the sun be setting.....

Rome, December 1910: King Ginzo today asked that the British government give the world the gift of peace for Christmas. Only the refusal of the British people to accept the inevitable has caused continued strife in Europe. The King stated that if the British would surrender and retreat to their home centers, the coalition of Austrian, Russian and Italian forces would permit England to exist as an independent nation. The King cautioned, however, that an Italian armada was steaming in British waters and ready to launch a final invasion of the British Isles. The King remarked that this armada would not encounter the same fate as befell the historical effort from Iberia.

1972DF, Winter 1908 and Spring 1909

ENGLAND DEFEATS EUROPEAN PEACE PROPOSAL!

Error: Turkey gets to build one unit to replace a unit annihilated.

Winter 1908:

AUSTRIA(Conner): SP

ENGLAND(Lindauer): SP

GERMANY(McKeon): B A Ber, 1 short

TURKEY(Blank): B F, Con

Draw Vote: England--No; All others--Yes

Winter 1908 Positions:

Austria: A Pie, A Vie, A Tyr; England: A Liv, A Mos, A Gal, F Wes, F Iyo, F Spa(SC), F Mid, F Naf, F Bel, F Nth; Germany: A Mar, A Mun, A Sil, A War, A Pru, F Bal, F Kie, A Ber; Turkey: A Boh, A Bud, A Ukr, A Sev, A Rum,

F Tus, F Tyn, F Ion, F Tun, A Rom, F Bla,
F Con.

FALL 1909:

AUSTRIA(Conner): A Vie S Tur A Boh H, A Tyr
S Tur A Boh H, A Pie H
ENGLAND(Lindauer): A Gal S Ger A War-Ukr/nso/,
A Mos S Ger A War-Ukr/nso/, A Liv S A Mos,
F Nth H, F Bel H, F Wes-Tun, F Naf S F
Wes-Tun, F Iyo S Ger A Mar-Pie, F Spa(SC)
S F Iyo, F Mid-Wes
GERMANY(McKeon): A Mar-Pie, A Pru S A War,
A Ber S A Mun, A Mun S A Sil-Boh, A Sil-
Boh, A War S Eng A Gal, F Bal-Den, F Kie-
Hol
TURKEY(Blank): A Ukr S A Bud-Gal, A Sev S
A Ukr, A Rum S A Ukr, A Boh S A Bud-Gal,
A Bud-Gal, F Bla H, F Con-Aeg, F Tus-Iyo,
A Rom H, F Tyn S F Tus-Iyo, F Tun S F Tyn,
F Ion S F Tun

FALL 1909 ORDERS are due Friday, May 10, 1974
at noon, E.D.S.T.

Press:

Vienna: Emperor William IV of Austria-Hungary
announced that Austria had decided to VOTE
YES on the draw at the wish of Germany and
urging of Turkey. Austria is interested in
peace and accepts the concept of foreign
troop withdrawal after a cease-fire instead
of before as originally stated!

1972DD, Fall 1909

PEACE IS DECLARED IN EUROPE!

Vote for Draw: Austria, France, Germany,
Italy and England all Yes votes.

Fall 1909:

AUSTRIA(Leerkamp): A StP-Liv, A Mos S A StP-
Liv, A War S A Gal-Sil, A Pru-Ber, A Gal-
Sil, A Sil-Mun, A Boh S A Sil-Mun, A Tyr
S A Sil-Mun, A Tri S A Tyr, A Vie S A Boh
ENGLAND(Dick): F Iri S Fra F Mid/nso/,
F Bar S A Fin-StP, A Fin-StP
FRANCE(Fujihara): A Bur S Ger A Mun H, A Mar
S F Mid-Spa(SC), A Gas S F Mid-Spa(SC),
F Por S F Mid-Spa(SC), F Mid-Spa(SC)
GERMANY(Chin): F Nwy S Eng A Fin-StP, A Ber
S A Mun, A Kie S A Ber, A Mun S A Ber,
A Ruh S A Mun, F Eng-Mid, F Bot-Bal
ITALY(Roll): F Naf-Mid, f Wes-Spa(SC), F
Iyo S F Wes-Spa(SC), A Pie-Mar, A Tus-Pic,
F Tyn-Wes, F Ion-Tun, A Ukr H

WINTER 1909 & Comments are due May 10, 1974.

Fall 1909 Supply Center Chart (Final):

Austria: Home, War, Bul, Ser, Gre, Rum, Mos,
StP (9) R1
England: Home, StP (4) R1
France: Home, Spa, Por, Bel (6) R1, lost 1
Germany: Home, Hol, Nwy, Swe, Den (7) SP
Italy: Home, Tun, Smy, Con, Sev, Ank (8) SP

Press:

Impassable: We want to congratulate the
surviving players of 1972DD. It is my pleasure
to note that you novices have now become the
first graduates of Impassable's Novice School.
I can say truthfully that anyone of you can
win in another game. This game was well
balanced and well fought.

Next issue we will be printing the final
history/records for this game along with any
game comments you may desire to have printed.
It should be interesting as the five survivors
compare notes to the highlights, turning
points, what ifs, etc. To complete this
game officially, we'd like to have your build
or removal.

Again, congratulations to all of you! We
hope that you will have a chance at our best
national players' game. All but England have
a chance at it. As for England, Mr. Dick,
I believe, has a chance in another game.
Well, this has been my first game completed
as a gamesmaster. I am glad that I have been
able to do as well as I have during the past
two years. Face!

A REVIEW OF ZINES

" ". James Massar, 127 N. Emmons St.,
Dannemora, NY 12929. Issue #37. Ditto.
Sub is \$3.50/year or \$2.00/10 issues. Airmail
it is \$4.00/year and \$2.40/10 issues. No
openings. Dependable.
Alternate Reality. Ron Melton, %Rhodes' Books,
694 Broadway, El Centro, CA 92227. Issue
#5, Vol. 1. Mimeo. Sub is 12/\$3.00. Has
openings in reg. dippy. GF is \$2.00 + sub.
A Vairnt, Transatlantic, has openings at \$1.00
+ sub. Rules are available for a dime or
SSAE. A pretty new zine which concentrates
on fiction in sci-fi area and with reviews of
similar topics.
Anschluss. Joseph Antosiak, 422 E. Avenue,
LaGrange, IL 60525. Issue #25. Ditto.
Has openings in anything you want! Just tell
him and if he can get the players, you have
your game. Can do dippy variants and wargames
also. Sub is \$1.00/8 issues. GF for dippy
games is \$4, and anything else it's \$3.00.
Dependable. (cont. pg. 11)

not so now.

***John Piggott, a big publisher in England, has folded his Ethil the Frog publication and all of its games. This was a bad bit of news for England as with their smaller number of publishers, the effect of one going out is that much stronger. The IDA will be attempting to help them find homes for orphaned games from Ethil. John has not entirely pulled out of Diplomacy since he will remain as IDA's overseas representative and will be trying to place his games elsewhere. If you're interested in taking one of this Englishman's games, write to Edl Birsan, President of IDA, or even Greg Warden, current North American Orphan Games Project master (is that for the world, Greg?). Oh well, I'm sure these games will be placed somewhere before long.

***Have you noticed a "malaise" among the old time big publishers of the hobby such as Boardman, Von Metzke, Naus, Walker, etc.? Larry Peery, one of the old-time publishers, mentioned this fact in his latest Xenogogic. I thought it was peculiar also that we had this seemingly thinning out of the old timers. Just recently, John Boardman, who puts out the famous Graustark, had again to cut back his circulation and we were one of those who got deleted this time around. Well, we have no hard feelings though we'll miss the contact with him through his Graustark. Over 10 years is quite a long period of time to be heavily involved on a tight schedule. I would think I'd like to cut back after 10 years if not altogether---a man can stand a rut only so long.

So, what's the lesson here for us? All things being equal, publishers will not remain in the hobby forever. It takes a lot of time and effort not to mention creative concentration. It would not be too far-fetched to similarly note this "burning-out" of talent and efforts in any other creative field--such as in music...How many great composers burned themselves out and died at an early age? Chopin was one who didn't live long (32, I believe) and Schubert was another. They both put out a lot of great classical music--as much as Bach put out of Baroque music in his long lifespan. But, Bach was a gentleman and music was much more a hobby with him than work and life's sole substance to the others. In chess, there was a one-time famous player (not for long) whose name I forget but who one time challenged the immortal Alekhine for the World Championship--only to lose when he did not win a game when he could have drawn for a point victory. By the rules, a tie kept the title with

the current champion. He lost because he wanted to prove that he was no fluke for he was otherwise known as the great "drawing master" and not a winner of games. Later, this proud and obstinate man of chess died of starvation and cold in Germany. This was between WWI and WWII. Sad, but true. Another chess great that didn't live long, but burned-out in style was none other than Paul Morphy.

We could go on, but this does not solve our problem of publishers burning-out or fading away as old Soldiers do. The fact is, there is no solution other than to convert the hobby into a standardized factory set-up with companies putting out gamezines. The old past of many creative individuals pouring out their handcrafted genius is slowly fading into the background, if not completely into oblivion. The future is coming and won't stop.

***Stan Wrobel, the otherwise known player in Impassable as that hapless Stan Rumble or Wrobeleski of the Polish Empire in 1972CJ, has taken over the duties of assigning the Boardman numbers for regular games from Conrad Von Metzke. We don't know if this is for sure or not---you never know about them Poles---but we are sure that if Stan is really taking over the whole job, we are going to give him the best of our wishes and hell if he doesn't assign our numbers when we start new games! Good luck, Stan, and the whole hobby now thanks you for carrying on that great burden.

***We would like to note that our variant game, 1721, garnered some votes in an English poll on popular variants. We were amazed as the variant was never published in England and we can count the number of copies sold on our left hand (our right hand has sixteen thumbs). We are happy and we are going to send them more copies to push 1721 up the ladder. By the way, the top two vote getters were Youngstown which edged out Abstraction. We wonder what a similar popularity poll would show in North America?

***Along the same lines as the above, the English are very well organized when it comes to having a "Variant Bank", that is, a center of individuals who get together all the variants designed and publish them for the players in the hobby who want copies. The many variant designers have to cooperate for a "bank" to work, but since England likes to play variants, this has been no trouble there. We think that North America ought to have a variant bank also. Any comments?

***With this issue of Impassable, the long press series by Lenard Lakofka, The Dream

Maker, started in Issue #9 of Impassable way back in September of 1972, has come to an end. Just in time, too, as Lendore is slowly being killed in 1972CJ. We want to say special thanks to Len Lakofka for having written our best press series to appear in Impassable over the last close to two years. Someday, we are going to print a one-shot publication with the best of Impassable to be printed and we will include the whole DREAM MAKER in it as an example of dippy press to emulate. The Dream Maker was different from most press releases, and it was different also from other press releases that were in free form. We all know that there are press release devoid of imagination, and that there are good press releases but tied closely with the game. Free form is actually short fiction and may or may not have any link at all with the game. TDM's main characters were Stanly Rumble, Lendore, Sinestrae and to a lesser extent, Vorjac. Rumble represented the force of man, the good side of man. But, he also represented Stan Wrobel, the Russian player. As to any insinuated connections other than names, we will not attempt to formulate. The main antagonist of Rumble was Sinestrae. We have not been able to say who Sinestrae was supposed to represent, but as the evil force Sinestrae was bound to doom in a most horrible way. Lendore was the spirit who got caught in the middle between Rumble and Sinestrae and even Vorjac. A sacrifice for Earth's existence, he became. So, Lendore, otherwise probably to be known as Lakofka, the writer and player for Italy, was a victim of the whole tragic and serious melodrama of the story. This leaves us with Vorjac whom we felt represented Verheiden, the player for Austria. It was perhaps fitting that Vorjac would return from nowhere to defeat Sinestrae as Verheiden was still in the game to decide Lendore's and Lakofka's defeat.

This leaves us with Sinestrae to solve. It is perhaps not any connection with the game, but a symbolical representation for evil, as Sinestrae was certainly evil. Is it too far to stretch one's imagination to go from "Sinister" to "Sinestrae"? We do not think so, and thus this is our opinion.

The characterization finished with, we can take a look at the story briefly.

The whole story takes a sinister look at the very beginning when a strong foreboding is produced in Stan Rumble's visit in Seattle. Drawn inside a burned-out tenement, Stan is possessed and given the power of dreams--and soon after, is possessed by another spirit!

The dreams began to appear and at first

they were harmless. Gradually, the dreams becomes a continuing drama of horror for Stan Rumble as his loved ones are killed in his dreams. It keeps getting worse and worse when finally the spirit lurking within him begins to fight for Stan's body! It turns out to be none other than Lendore!

This brought us into a curious crisis in the internal struggle that went on inside Rumble's body for his mind. The force that was Lendore was still totally evil and he was a merciless opponent.

Eventually, they accomodate with one another as a greater threat developed from Sinestrae. Here, the old "united we stand to face the common enemy" theme is echoed. A macabre element is introduced in this warlock struggle with the "endemo" and other secret words of Satanic and black power.

The struggle also takes a terrible turn from one of inside Stan's body to that of a death struggle for control of the Earth!

This struggle for mastery of Earth was close and hotly contested, and was finally only decided by the pure force of good over evil in the strange but appropriate instrument presented by the return of Vorjac, Master of Dreams.

Vorjac was the one who imparted his powers of dreams to Stan Rumble in Seattle, and now he returns for this final ultimate battle for Earth. Ironically, the scene of this final battle takes place in Seattle--where it all began! In the ensuing death struggle, Vorjac is sacrificed and damned forever with his only consolation being that Sinestrae was also destroyed in the process.

Lendore is also sacrificed in this last struggle and it is presumed that his spirit was also totally destroyed. This left us with Stan Rumble, who almost ironically assumes the position as a footstool sitter for the One in Heaven. Perhaps it can also be a joke on Stan Wrobel the player, but the heaviness of the story at this point overrides the joke.

A truly well written and compact plot, the story reeled out from one issue to another, always staggering our imagination as to what would happen next.

We could say more and even point out the many other little connections with the hobby, and the many sub-plots and other ironies, but we will let them for the readers to discover. We strongly suggest to our readers to go back and read the whole story as one entity.

We thank Len Lakofka for a wonderful time of typing and reading his great press series.

DIPPY NEWS, CONT.

***Back to the publishing area of Diplomacy, we note that all of a sudden there are a few offset publications. We now have Diplomacy World, The Fighter's Home, Conquistador, and others are using offset on occasions. A new zine, Pen & Sword, hopes to become offset later on. What does all of this imply for the hobby? That professionalism is on the increase. Those publishers with cheap offset means are the ones who are doing it today. The Fighter's Home, I have just learned, got a low bid for their publication by advertising in the local newspapers. So, this may be of some help to those thinking of going offset.

As far as starting out, we still believe that ditto or mimeo represents the easiest method for publishing one's own gamezine. We are going to prove, sooner or later, how good mimeo can be when we get around to improving Impassable and our other zines. We are now thinking of ideas--all costing money, which would improve the effect of our mimeo machine. The easiest thing is to have multi-color capability. One machine can do more than one color easily on the ditto system (simply type onto the same backing from several different colors of ditto sheets), but with mimeo it is more difficult and even cumbersome. So, with this in mind plus our recent experience of having a machine breakdown, we are thinking of getting another mimeo machine. We would then be able to set up two colors more or less permanently on either machine. One could remain black and the other used for colors. What we have in mind is just black and one color for the time being. Our eye is on producing three or four-color maps for the variants. This will require more ink changes and thus more time, but with two machines, we can leave the one black and lose no time when we are due to run off issues of one of our gamezines.

We have found that with a little bit more of trouble that we can print on the large newsprint paper that is four times the size of one single sheet (like the ones you're holding). There are even heavier paper available and these could be excellent cheap means for producing amateur maps. Also, we have found that we can print cheap counters on relatively thick cardboard. We could do it on thicker boardstock, but then we don't have anyway (nor the buyers) to cut it nicely.

In anycase, printing on thin cardstock could be useful as a type of book cover for any large size publications such as the IDA Handbooks or collections of articles such as

a collection of the best from Impassable.

Calendars, though a different thing altogether, could be another popular item in the hobby. We have the idea that someday we or someone could gather together the important/interesting dates from the past and establish quasi-holiday recognition for them. Also, a form of advertisement could be allowed with people paying to have their birthdays or accomplishments noted.

Indeed, there are many things which can be done with a mimeo machine. These many possible ideas are what's keeping me from going to offset. As some of you already know, good picture reproductions can also be had by the mimeo process though shadings are not possible. By using an electronic system, a stencil is "burned" to reproduce a picture. Again, a drawing can be very well done on a stencil, and a lot of these drawings have been applied to my Aquarius from contributing artists by the simple method of having myself trace directly onto the stencil their line drawings. I have enough artistic ability to fill in the details and shadings necessary. If you want to see an example of what I can do by myself, look on the front cover of this issue.

***Well, I was running pretty good there with ideas flowing out of my head and via the electric typewriter. The flow has suddenly stopped, sorry! Next time, we hope to begin presenting our own series of stories for Impassable. We don't know if we will get started next issue or not, but we are working on the basic story outlines. The general theme is to create a fantasy world along the lines of The Lord of the Rings trilogy only we will be using caricatures or representation of the people in the hobby.

If you would like to, you can help by sending me interesting bits of your history in the hobby (something like special characters you've created in your press releases), what you would like to be in our fantasy story, what side you would like to be on (there are only two: the bad and the good!). Secretly, we already have two evil characters for our story, but what kind of evil we'll be stressing we don't know. The main problem is to have a basic continuing struggle of some kind that easily relates to the hobby's people. If we can relate too well, we'll have to diverge much more and completely create our story....

Let's finish this page by noting that we are now starting a new policy for our gamezine: Contributors sending us an article for print (and we use it) will get three free issues of that zine. This is to encourage writers to write for us. Okay? Let me know!

REVIEW OF ZINES, CONT.

Arrakis. John Leeder, Box 1606, Huntsville, Ontario, CANADA POA 1K0. Issue #30. Ditto. Sub is 1/2¢/page + postage--just send him a lump sum of money and he'll keep the books for you. Canadian. Game openings in reg. dippy at GF of \$6.00 or if you're IDA member, \$5.00. Lots of letters/materials.

Bushwacker. Fred C. Davis, Jr., 3012 Oak Green Court, Ellicott City, MD 21043. Issue #4, Vol. #3 (which works out a bit longer than Impassable). Mimeo. Will have openings in a variant, 1885, a nine-player variant of the otherwise regular game; minor changes, etc. GF is \$7.00 (\$5.00 to current players), and includes map/rules and sub during game. The most stable variant zine around.

California Reports. Doug Beyerlein, 330 Curtner Ave., Apt. #8, Palo Alto, CA 94306. Issue #14. Xerox. A zine for ratings and related material. No games. Sub is ?. Very much in demand as he is well known player and rater of games. Write if you want to sub, but remember, it is limited production!

Claw & Fang. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Issue #26. Ditto. Sub is 12/\$2.00. Has openings in one reg. dippy game at GF of \$7.00 (\$1.00 less if you already receive C&F). Runs at fast pace of two weeks between deadlines. A Mensa job as Bushwacker above. For Mensas, he also has a game open for GF \$6.00 (must be a Mensa or passed their idiot test ((I'm only kidding!!))). Very regular!

Diplomacy Review. Published by me for IDA. Organizational newsletter for IDA members only. Sub is available at \$2.00 yearly membership to IDA. Send it check made out, to International Diplomacy Association, right to Walter Buchanan, R.R. #3, Lebanon, IN 46052. Mimeo and filled with letters and news.

Domination. John Coleman, 277 Curry, Apt. 10, Windsor, Ontario, CANADA N9B 2B4. Issue #11. Ditto. Sub ? Apparently no openings. Reason for lack of information may be due to fact I can't find it among the 36 pages of this issue. Tends towards big issues with a lot of material--proves he reads other zines and we publishers who have trades with him better read his zine to find out what he's saying! Canadian.

Graustark. John Boardman, 234 East 19th St., Brooklyn, NY 11226. Issue #308. Mimeo. Sub is 12/\$2.00. No openings. Extremely controversial a publisher (maybe he's finally going mad from being in this mad hobby for over 10 years? Oh well, this is our last report on Grau as he cut our trade due to

his capability to read a lot of his trades. (We don't let that bother us as we skip a lot of the trash ourselves!)

Jastrzab. Stan Wrobel, 7 Poland Village Blvd. Poland, OH 44514. Issue #27 (he thinks).

Mimeo. Sub is 10/\$1.80. No openings. Extremely funny (he thinks and I guess I think so, and I guess everybody does too), but has the hangup that it is all in Polish.

Obsession. Shamray, Zehnder, Rubinow and Bailey Publishing Company, P.O. Box 24872, Los Angeles, CA 90024. Issue #6, Vol. 1, ditto. Sub is \$2.00 for 12. Has openings in reg. dippy and slight variants. GF varies and we're not sure if it's combined with sub or not. So, write to them to be sure. A group therapy zine.

Pen & Sword. Seven Hills Publications ((there goes our monopoly on hills)) Michael Lind, 493 Westover Hills Blvd., Richmond, VA 23225. Introductory sample. Repro not decided, but hopes to go offset. Might be ditto or xerox for now. Has openings at GF of \$5.00. No sub given. Lind is a good player and overall creative participant in our own Aquarius zine. Promises to be a good one. Get in on the ground floor while you can. Has a co-publisher and co-gamesmaster (for Pragmatic Sanctions).

The Pouch. %Nicholas Ulanov, 60 East 8th St., NY City, NY 10003. Issue #1, Vol. 2 (#35). Mimeo. Special anniversary edition of 77 pages. Single copy price for this giant issue is \$1.50 (IDA pay \$1.00), or if you're not a subscriber and wish to start subbing, you can get the big issue for .50¢ less. Issue has articles by Walker, Boardman, von Metzke, Lipton, Weidmark, Labelle, Ulanov, Piggott, Beyerlein, and the staff of TP. Worth your money! Also has two variants published in it, oops, make that four variants. Sub is 10/\$2.00. Will be opening games in the variants published.

Sinai. Greg Dority, 302 W 15th St., Washington, NC 27889. Issue #10. Ditto. Sub ?.

Apparently no openings. Lots of mutterings. The Fighter's Home. The Vineyard, 8 Ravenna St., Asheville, NC 28803. Issue #4, Vol. 1. Offset. Sub is \$4.00/20 issues/year. GF is \$8.00 for entire game. \$4 refund if forced out during first three moves. European rates are higher at \$25.00 airmail gamefee, or \$10.00 sub first class rate. This is the best offset zine in the hobby for pictures and layout. Rapidly improving.

Maximumaxu Gazette. Robert Lipton, Box 360, Lafayette College, Easton, PA 18042. Issue #16. Mimeo. Sub is 6/\$1. Openings in var. dippy, Anarchy at GF \$5 or seven-man-game tourney reg. game at GF \$15. A leading critic.

Ragnarok. Lew Pulsipher, 423 N. Main St., Bellevue, MI 49021. Issue #9. Mimeo. Sub is 7/\$1.00. One of his newer zines. Has openings in var. dippy, Middle Earth V, at GF of \$2.00 + sub. This zine will soon be merged with his Blood & Iron. Another leading critic to listen to.

Ragweed. Al & Tom Burkacki, 13201 Dwyer, Detroit, MI 48212. Issue #2. Ditto. Sub is ?. Openings in Stress variant at GF \$1.50 plus postage ((we guess you send a pile of money to cover several issues at a time)). A now one put out from Detroit by two brothers.

Warlord. Dan Gallagher, 6425 King Louis Dr., Alexandria, VA 22312. Issue #10. Ditto. Sub is 6 months for \$2.00 or 1 year for \$3.00. ((Our opinion is that it is tri-weekly. Oops, yes, it says so)). No openings. One of many from Virginia ((from lovers?)).

Yggdrasill Chronicle. Paul J. Wood, 24613 Harmon, St. Clair Shores, MI 48080. Issue #34. Mimeo. Sub is 12 for \$2.00. No openings now. Lots of wargaming news from the Michigan area as it is affiliated with MGA. The only other mimeo zine published with similar format to Impassable's two-columns.

We tried to keep it brief by only including the essentials plus any terse or funny items we could throw in. We don't specialize in details as we don't prefer to have others specialize in our details! Live and let live.

BAD NEWS FROM CANADA!

Egads! Why??! About 15 issues of LH just came back from my Canadian readers, and that blows up every game in that zine. Will have to postpone indefinitely (at least til next deadline) until the Canadian Postal Strike is called off! There are a few Canadians in our Impassable games, but we'll just postpone

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117 Garland Drive
Carlisle, PA 17013
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Your sub is up
You're asked to standby
for Game
Lucky devil! You're
getting this issue! ✓

NEW DEADLINE FOR ALL GAMES:
May 23, 1974

FIRST CLASS MAIL

those few games rather than the whole zine. Well, that's life. Also, should note that unfortunately Aquarius will be late again--very late due to shortage of stencils, postal strike, recent machine troubles, etc. Sorry is all we can say.

Them Chess Games....

Game #1: White--Harbor Black--Bisher
11. N-K5 PxN
12. ExQBP ---

Fobby Bisher: Surrender the World Crown? Bah! Humbug! One game, a champion does not make. I hope you have accepted my challenge. Sorris Bpasky, World Champion: You finally made the right move in resigning. That was your best move, American! Sorry, we are pressed with local matches and can't afford our precious time with has-beens. Our thanks to Mr. Boyer for running such a fun game. Impassable: Well, are there any others who might desire to play Bisher in a game?

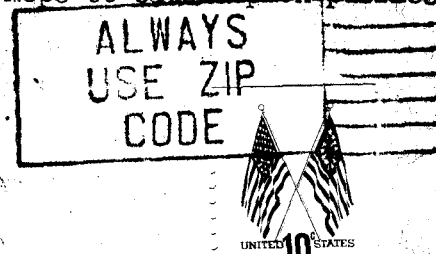
THAT SOLUTION TO #30

The following is the lineup of all items in their correct order and positions:

Wrobel	von Metzke	Birsan	Buchanan
Ancient	Blood red	Black	Ivory
Powder	Spiders	Pot	Platypus
Cat	Unicorn	3 Rings	Dagger
<u>Pollock juice</u>	Tea	Rat milk	Bat juice

Boardman: ghost, hobbit, palantir, blood

The answers are therefore that Wrobel drinks Pollock juice while Boardman has the palantir. Boardman and Phillips were right. Next issue we will hope to catch up on puzzles.



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