

IMPASSABLE

Issue #4, May 13, 1972

Chapel Hill Publications

Circ: over 44

Impassable is a colorful journal of postal Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343.

Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and copyright by Games Research, Inc., 48 Wareham St., Boston, MA 02118.

INSIDE THIS ISSUE

	Page
Game 1972Fcy--The Game Of Anonymity	2
Game 1972AZ--Formerly BG#1	2-3
Game 1970BJ--The Orphan Game	3
A New Game--E-NG#2	4
A Little Reminder On House Rules	4-5
Replacement Player List	5
New Phone Policy.....Sigh!	5
Replies To Forum Question #2	5
Oops! I Goofed In #3!	6
Puzzle #4	6
Forum Question #3	6
Pandora's Mailbox--A Letter From Ver Floeg	6-8
What To Do When Writing To Impassable	8
Recent Publications Received	8-9
An Editorial	9
The DipOrg Elections	10
How To Backstab In One Easy Lesson by John Boyer	10-12
Impassable's Mailing List	1 and 12

CA 92102, and Phillips, Andrew, 128 Oliver St., Daly City, CA 94014. This makes for 44 names, but there are those in the Game of Anonymity which can't be revealed. Others, are getting Impassable regularly, but are not players, subbers or traders.

OPENINGS AND SUBSCRIPTIONS

There are still plenty of openings left in Impassable. Also, we plan to have one, maybe two variants. Write for free Game Application Form which must be filled out and returned with the game fee of \$5 in order to be accepted. Some games are for beginners-novices only. Subs are 6 issues for \$1 in any length. Add 18¢ if you want it airmailed to you.

To gild refined gold, to paint the lily,
To throw a perfume on the violet,
To smooth the ice, or add another hue
Unto the rainbow, or, with taper-light,
To seek the beauteous eye of heaven to
garnish,

Is wasteful and ridiculous excess.

--Shakespeare

MAILING LIST CONTINUED FROM PAGE 12

I overlooked two people on the list, they are: Peery, Larry, 816 24th St., San Diego, (cont. next col.)

Page 1

Impassable
117 Garland Drive
Carlisle, PA 17013

TO: Larry Peery (T)
816 24th St.
San Diego, CA 92102



FIRST CLASS MAIL

FIRST CLASS MAIL

GAME 1972Fcy--THE GAME OF ANONYMITY

Everyone submitted their orders for Fall, 1901, and their propaganda. The deadline for Winter, 1901 builds and propaganda is May 31, 1972, noon. There were no retreats.

ALL MOVES SUCCEEDS! ENGLAND TAKES BELGIUM!

England: A Edi-Bel, F Nth C A Edi-Bel, F Lon-Wal;
France: A Spa-Mar, F Bre-Eng, A Par-Bur;
Italy: F Ion-Tun, A Ven-Apu, A Pie H;
Germany: F Den H, A Kiel-Hol, A Mun-Ruh;
Austria: F Alb-Gre, A Ser S F Alb-Gre, A Vie-Gal;
Russia: F Bot-Swe, A War-Sil, A Ukr S F Sev-Rum, F Sev-Rum;
Turkey: F Ank-Ela, A Bul H, A Con S A Bul H.

Budapest--We are still hoping that Italy will be our ally. We have moved away from her borders.

England--We agree to the Russian offer to split the North and to refrain from buildup of forces. We are asking Germany to help us fight the Pink Panther.

Germany, Berlin--The Kaiser is pleased to note that Germany's expansion program is moving along quite well. We are asking England to work with us against France. In case you tried for Belgium (and have it), you can keep it providing you ally with us.

Italy--We accept Austria's proposal as long as you stay away from our border. We Romans did not want to attack France for fear of the panther paws, so you can have Marseilles, Monsieur Panther.

Paris, France--The German war machine has tried to invade our beloved France. This act of war will not go unavenged. The same goes for the imperialists from England. We are forced to fight for the security of our homeland. Frenchmen! Remember Napoleon!

St. Petersburg, Fall 1901--As soon as we declare neutral areas, our enemies attack. We were fortunate to guess correctly the sordid motives of our greedy neighbors.

We hope that England will accept our pact for the North. Death to Austria! Death to Turkey! Death to all of you swine!

Turkey--Well, we were right about Russia. What do you now think, Austria? Want to join us against Russia? You can have Greece, we will take Rumania. Let me know what you want.

Impassable--This is turning out to be a very interesting game, fellas. I have noticed a little heat in your press releases.

Let us keep this war a fun thing, if you can. Yet do keep writing press releases. There was no need to call on the stand-bys so they will have to wait until a miss. By the way, the order of the replacements for this game has been juggled. It is now C first, A second stand-by, and B third stand-by.

Now, for the Fall, 1901 Center Chart:
Fall, 1901 Chart: Owns, Gains, ~~Losses~~

England: Edi, Lvp, Lon, Bel (builds 1)
France: Par, Bre, Mar (no change)
Italy: Ven, Rom, Nap, Tun (builds 1)
Germany: Mun, Kie, Ber, Den, Hol (builds 2)
Austria: Vie, Bud, Tri, Ser, Gre (builds 2)
Russia: Mos, StP, War, Sev, Rum, Swe (builds 2)
Turkey: Con, Ank, Smy, Bul (builds 1)
Neutrals: Spa, Por, Nor

DEADLINE FOR WINTER, 1901 builds and propaganda is May 31, 1972, noon.

GAME 1972AZ--Formerly BG #1

Gentlemen, please note that a change has occurred in the identification of your game. Please use it from now on in all of your game correspondence. This is now Game 1972AZ. Now, let us get to the Winter, 1900 propaganda:

WORDS FLY ALL OVER EUROPE!

Americans for an honest division of Europe--
Honest Abe Lincoln Continental Divide:

Klutz: Austria is Hungary for Turkey and Greece. Goose: What about Brest?

Austria--Austria is master of the fields.

Berlin--Von, two, von, two. Write, nein we march.

Constantinople--I didn't send in any press releases.

Ecclesiastes--To everything there is a season and a time to every purpose under the heaven; A time to be born, and a time to die; a time to plant, and a time to pluck up that which is planted; A time to kill, and a time to heal; a time to break down, and a time to laugh; a time to mourn, and a time to dance; A time to cut away stones, and a time to gather stones together; a time to embrace and a time to refrain from embracing; A time to get and a time to lose; a time to keep and a time to cast away; A time to rend and a time to sew; a time to keep silence and a time to speak; A time to love and a time to hate; a time of war and a time of peace.

(Game 1972AZ prop. cont. next page)

France--We have classified no one as our enemy. We are looking for allies.

Istanbul--Dere ist little you poor mortals may do against the power of der Turk. Ve haf imported many foreign ziontists and now haf developed ein zuperweapon. Ve haf taken control. Ve Vill Vin. Wanna bet?

London--We refuse to write common press releases.

Moscow--We gratefully accept the Rumanian invitation to bask on their shores. However, the Tsar never travels without the government and the government never travels without its Army, so it might take a year to get there, what with all the parades in the Ukraine. The Danube will be a perfect launching place for the 548th Floating Mine Corps. to enter the Black Sea. The 548th consists of 5000 peasants wearing Irina Goluchnuks and carrying hand explosives.

NSG--Fuhren Sie Krieg gegen den Kaiser, bevor er Krieg gegen Sie Fuhrt. (Make war on the Kaiser, before he makes war on you.)

NSG--Beware the English vulture! It is waiting for the Continental Powers to exhaust themselves fighting each other. It is waiting to seize the remains.

Paris--We are too busy to write. Amor, amor.

Radio Free Clyde--We in England in order to carry out our objective of liberating Europe are willing and anxious to hear proposals from any or all continental powers.

Rome--I notta writa nothing.

Rome--The Italian Prime Minister announced the granting of increased aid to the Monarchy of Greece today. Greece has recently been under heavy Austrian pressure to accept heavy Austrian investment in their oracle business. This has brought threats of a Jihad to protect the One True God, from Turkish religious fanatics. The Pope has expressed the will of his people by saying, "Christianity embraces all faiths and creeds and will protect them all." He also said, "Send the fleet."

Scorched Earth, St. Petersburg--This regime is determined to remain poised to ward off any attempts of enemy attack. In so far as the Black Sea is concerned, we will allow the Turks to maintain control provided Armenia remains neutral. That's all...

Stephan III, Duke of LWOW (a neutral observer)--Neutralize Galicia! Neither Russia nor Austria wants to get into Galicia; each wants merely to keep the other out. They each tie down one army during the vital first year while others prosper. End this waste! Neutralize Galicia!

St. Petersburg--Comrades, judge my deeds,

not their words.

Vienna--Hugo the Baker has declared the Gals of Galicia off limits to all you clods of Russkyland. Sweets for the sweet, not the sweaty. We must protect our Ginger-breadwomen from the Vulgar Bloatmen.

Vienna--The head of state, Hugo the Baker, bleeds with the poor, starving, drowning people of Venice under the rule of the Italian Mafia. He is considering sending a non-profit relief force from the bakeries of Vienna, saying, "Let them eat Blintzes."

Impassable--Well done, fellas. Don't forget your moves for next time. The Spring, 1901 orders and propaganda are due May 31, 1972, noon. Until then, peace. We have two stand-bys for this game. They are: First stand-by--Mark Richter, and second stand-by--John DePrisco.

Note: I was going to print some of your bibliographies, but did not have the time to do them properly. Maybe I won't, but if I hear any complaints, I'll print them.

DON'T FORGET! Your Spring, 1901 orders and propaganda are due May 31, 1972, at noon.

GAME 1970BJ--The Orphan Game

We have lined up more replacement players in case we should need them for this game. We now have four stand-bys for this game, they are: First stand-by--Steve Cooper, second stand-by--Douglas Wiskow, third stand-by--Douglas Beyerlein, and fourth stand-by--Mark Richter.

This should be enough to insure a full roster for this game, but it would be nice to keep as many of the original players as possible. I noticed a change of address for one of the players in this game: James Tretick, Germany, has moved to: 3702 Wendy Lane, Silver Spring, MD 20906.

May 31, 1972, noon, remains the deadline for voting on whether to accept the discovered 1902 Spring moves, or to use the ones sent to this publisher. Letters are welcomed on this game from the players.

Okay, that is about all I can think of for now on this game. I hope that we will be able to get the game going after our temporary delay. Please do vote, and please feel free to write to me. Only by working together can we get this game off the floor.

DON'T FORGET! The deadline for your vote on whether to use the "old" or "new" Spring, 1902 moves is May 31, 1972, at noon.

A NEW GAME--B-NG #2

Rather than have another special edition to announce this new game, the announcement is being made in Impassable #4. The players and their country preferences are given below. Final country selection for each player is underlined.

Preference Table

McCormick	G E A T F R I
DePrisco	G <u>F</u> T I A E R
Tovson	T E A I F R G
Fish	R F T A G I E
Pyle	F A T E G R I
Murray	F <u>E</u> I R A T G
Hrbek	F T I G E A R

Tovson and Fish received their unique first choices. McCormick lost his flip for Germany, but got his second choice. Both Pyle and Hrbek lost their flips for France. Pyle got his second choice and Hrbek received his third choice.

The following, then, are the addresses of these gentlemen in Impassable's Beginner-Novice Game #2 (the reason for the word "novice" in the title is that there weren't enough beginners to start a game, but the novices have not entered many games nor finished any.):

England: Don McCormick, 141 Evans Drive, Cranbury, NJ 08512

Germany: John DePrisco, Box 502, Manor Branch, New Castle, DE 19720

Turkey: Richard Tovson, Barracks 439 Room 108, Fleet Sonar School, Key West, FL 33040

Russia: James E. Fish, 3801 Hillcrest Dr., El Paso, TX 79902

Austria: James E. Pyle, 1219 Third St., Henry, IL 61537

France: Mark W. Murray, 12 Shawomet Ave., Warwick, RI 02889 (effective May 20th)

Italy: LT(jg) Joe Hrbek, USS BUCK DD761, FPO San Francisco, CA 96601

For this game, it was possible to set either a Winter, 1900 propaganda deadline or a Fall, 1901 moves/prop. deadline for May 31, 1972, noon, but it is the policy of Impassable to allow the players time to write prior to the first moves. Thus, Winter, 1900 propaganda will be due on May 31, 1972, noon. It is, however, not required to send in press releases, but the time will allow Impassable to obtain some stand-bys for this game by Fall, 1901.

Okay, this game is ready to go, and will receive its proper game identification

when we can get it from Rod Walker. (Rod, did you read this?) Good luck to all of the players, and may the best (oops, the most evil) player wins the game (oops, doublecross to win). Peace.

DON'T FORGET! Any propaganda for Winter, 1900 is due May 31, 1972, noon. Your Spring, 1901 orders and propaganda will be due June 21, 1972, noon.

A LITTLE REMINDER ON HOUSE RULES

Now that a couple of games are going, I wish to emphasize several points from the house rules on how to write up your orders and propaganda. Let me just quote a few rules from "CHAPEL HILL PUBLICATIONS, HOUSE RULES FOR REGULAR DIPLOMACY GAMES":

#10. The last set of orders received from a player will be the one which counts. If you do send in revisions to previous orders, be sure to state so in your orders, otherwise, the GM may goof and use the wrong set of orders. All orders must be dated, typed or printed, and must be stated clearly and fully written out (i.e., no abbreviations). A separate order should be written for each unit moving, supporting, conveying, etc.. Units not receiving specific orders shall be considered unordered. Orders and propaganda must be on one side of the paper only, and propaganda for each game must be with the moves for that game. Otherwise, the GM may goof and mix up your propaganda.

#11. If orders are submitted on both sides, only the orders of the front side will be used (the GM's determination of which is the "front" is final). Each set of orders are required to indicate the game identification, country, season and game-year. Orders must be signed; unsigned orders will not be used.

#12. Players must submit a separate and distinct set of orders for each season. No perpetual orders are allowed (example, A Par H indefinitely).

#13. In changing orders, players are requested to submit a full set, with changed orders underlined. If this is not done, the GM is not responsible for failure to note all changes correctly.

Rules #10 and #11 are the most important rules as they help facilitate my process of gamesmastering your games. You are not only helping me, but yourselves also when you make your orders clear in every way possible. Please print plainly if you can't type. Please write it out fully--

(cont. next page)

an error in abbreviations is much more confusing than in a fully written out set of orders. Please put other games' orders and propaganda on a separate sheet. One for each game, in fact. Please, add all the necessary information so that I know the who, what, and where of each set of orders. Remember, this is for your sake as well as for mine.

REPLACEMENT PLAYER LIST

The following is a list of games and their stand-bys. All games need more players willing to act as stand-bys. You only need to be currently receiving Impassable in order to follow the games. For secrecy, the list for Game 1972Fcy is not being revealed.

Game 1972AZ--1. Mark Richter, 2. John DePrisco. More are needed.

Game 1970BJ--1. Steve Cooper, 2. Douglas Wiskow, 3. Douglas Beyerlein, 4. Mark Richter. More may be needed.

The New Game---Needs several stand-bys.

Game 1972Fcy--1. C, 2. A, 3. B, 4. D (a new stand-by has just signed up)

To repeat, more stand-bys are needed for all games, and especially for the newest game, B-N Game #2. To be a stand-by for any game, you only need to be currently receiving Impassable, and not a player in that game. Sign up now!

MORE GAMES TO COME!

It has been the policy of Chapel Hill Publications to have as many games as can possibly fit within 12 pages. But, that will now be revised to a lower limit to allow room for articles. It seems that I have gotten to like having Impassable to be partly a genzine with articles, puzzles, etc... This makes for an enjoyable gamezine, and would be better than just reading press releases and follow the games. So, how many games we will have we don't know yet, but the openings are still wide open to everyone.

One, possibly two, variant is planned for Impassable. The one will almost surely be a revised version of Scotice Scripti II. The other has not yet been decided upon. Any suggestions from the readers?

We are getting close to having our first game for experienced started. Right now we have four signed up: Lakofka, Wrobel, Cooper and Cairns. Anybody else want to play with these people?

There are several lined up for still another novice-beginner game, but we still need more players. Keep coming you lemmings!

NEW PHONE POLICY.....SIGH!

The house rules contained a sentence on phoning in orders in Rule #8: Moves will be accepted by phone, but at the player's own risk and expense and only in the case of emergency (what constitutes an "emergency" will be entirely up to the GM).

This is now more important as my new job requires a shifting work schedule. Some days I will work nights, some days I will work days, and I will be working on any day of the week. So, I cannot give you a time for best chances, and I cannot ask my parents to take your orders. This means that you will have to be either luck or rich--to pay for two phone calls: the first to find out when I will be available). Sorry, but this is supposed to be a mail game, so that it will be, mostly.

REPLIES TO FORUM QUESTION #2

Well, I guess I hit a soft spot with the last question. So, I have only one reply to the question on backstabbing which was sent to me by Ed Rack of Ottawa, Ontario:

"I ask you, when is a stab a stab? Do you stab someone after you have been allied with him for a certain period? Or is a stab a stab right at the start of a game? I believe that a stab depends a lot on the frame of mind that a player enters into negotiations with. As an example, playing Germany, one would attempt an alliance with either France or England, and would conduct negotiations with both. There will come a time, very rapidly I may add, when Germany will have to decide on either France or England as an ally. Now, both of these may believe that they are allied with Germany and claim he was stabbed, if attacked by the other two. I would not say this was a stab."

Special thanks goes to Ed for being brave enough to say what he felt on the question of backstabbing. The he brought up is a very interesting one--When is a stab a stab? In any case, I have written a brief article on backstabbing as my own answer to my forum question.

"The man that hath no music in himself,
Nor is not moved with concord of sweet sounds,
Is fit for treasons, stratagems and spoils;
The motions of his spirit are dull as night,
And his affections dark as Erebus;
Let no such man be trusted."

--Shakespeare

OOPS! I GOOFED IN #3!

It sure is a letdown to know that you are only a stupid, mortal human being and not a perfect gentleman. Sigh.

1. The big event coming up in Chicago is called Diplo-Con V, not DipCon VI.

2. In the next to last sentence of the Forum Question #2 article on page 8, the wrong deadline for Issue #4 was given. Instead of being May 31, 1972, it was May 10, 1972.

3. I had problems with that warped, yellow paper again. This time, the paper got caught underneath the mimeo drum and caused a rip in the stencil. After a run of several copies, the rip allowed too much ink, so I ended up applying correction fluid to block it out. Unfortunately, it also block out some of the words in the last article of #3 on page 10. It was still legible, however, and hopefully, I will be able to use up the rest of the yellow paper without more trouble.

Impassable is humbly sorry for the above errors, and we will continue to fight our human frailty.

PUZZLE #4

Ed, Hubert, and George are all executives of a large corporation, Politics, Inc.. All three men are very intelligent. The Prez, Mr. Dunkey, of the corporation wanted to advance one of them to executive vice-president; so he decided to give the job to the one who showed the greatest ability for quick, logical speeches. To find the quickest talker among them, he had all three men seated in a room facing each other. Then he said to them, "I am going to put the lights out; then I shall mark each of your foreheads with either a black or a white spot. After doing this, I shall turn the lights back on, and if any one of you sees a black mark on the forehead of one of the others, stand and remain standing until one of you can let me know the color of the mark on your own forehead. The first one who can do this will be appointed executive vice-president."

Accordingly, Mr. Dunkey turned the lights out and marked each man's forehead. Then he turned the lights on again and all three of them stood up. Immediately, George said, "I have a black mark." How did he know this? Answer will appear in the next issue of Impassable. This puzzle is more of a study of logic rather than mathematics like puzzle #3, so you all should be able to do it.

FORUM QUESTION #3

In the last issue, Impassable had a forum question on backstabbing. It was a mistake as there was a very poor response from the readers. Thus, forum question #3 was chosen to be a neutrally, acceptable question. We hope to have more to print on this question:

Q3: What is it that you like or don't like about Diplomacy, and postal Diplomacy in particular? Also, why do you play Diplomacy or postal Diplomacy?

Answering this question should not require anyone to give away secrets, so we are hoping to hear from our readers. Please submit your replies by May 31, 1972, noon. We will try to print all replies.

PANDORA'S MAILBOX--A LETTER FROM VER PLOEG

This is a new feature for Impassable. Pandora's Mailbox is our name for our letters to the editor column. Since we can't always hope to come up with a thought provoking forum question, we invite our readers to write on anything which they feel needs to be discussed, or which they desire other people's opinions. We chose "Pandora's Mailbox" as the name for this column on mythological grounds. Pandora was an ancient Greek mortal woman who was constantly being given gifts from the gods. Pandora's box was a gift from Zeus, containing all human ills, which escaped when she opened it. According to a later version, the box contained all the blessings of the gods, which would have been preserved for the human race had not Pandora opened it, thus letting all the blessings escape, with the exception of hope. To open the box, however, Pandora had an irresistible curiosity. So, I think that for our own curiosity to know other's opinions or give ours regardless of the consequences, "Pandora's Mailbox" would be a very suitable title for this column-feature. However, the success for this feature relies upon you, the readers. If you have something to say, and either don't have the printing facilities, or ran out of space in your own zine, and you think it worth while to tell, feel free to try Pandora--she is always curious to know.

To start this feature, I have a long letter from Brenton Ver Ploeg which covered a great deal of territory. The bulk of the letter, however, was mainly a response to my article, "The Trials and Ordeals of a Beginner" in Impassable #2. I have

(cont. next page)

edited and shortened Brenton's letter, and I have also inserted brief comments:

"Most fascinating of all was your article about the ordeals of a beginner, because it gave me an insight into what it would have been like to enter the game now, when its size has been expanded so significantly. I entered the game while in Vietnam, although I had known about it for a couple of years before that, and had known of the in-person game more than four years before I knew about postal play. That was in very late 1968. The magazines I saw were replete with hilarious letter columns in stab about the relative qualities of Beer, California/Texas/Florida/Ohio Oranges, perversion in National City Restrooms, and what I recall to be mostly good-natured ad hominems thrown about with very little rancor. There was no division nor organization of any real scope, and only a few feuds of minor scale.

As do most feuds, the participants often look at best to be combative (could else be true?) and at worst, as you say, foolish. It has certainly turned me off, and I was in before it really began. It has been a source of eternal mystery to me what there is to vote on amongst Diplomacy players, and how much credence you can give to the 15% who vote anyway. ((Perhaps an exception will be the new Diplomacy organization where over 90% voted, and there are respectable officers involved, including myself as Editor--Ed.)) Well, sure, we can vote on Officers, I guess, and you say you are running. Maybe what I do not understand is what the whole thing is going to do. ((We have plenty to do, that will be admitted, and we have committed ourselves to accomplish several goals--but we will succeed.--Ed.)) Getting more people into the game is, of course, a very worthwhile endeavor. KEEPING them in seems to me more a function of several other things than organizations. ((True, Brenton, most of the causes for people dropping out is due to the fault of the publishers/gamesmasters who run the games.--Ed.)) E.g. (1) How entertaining the magazine in which you play happens to be. A magazine with interesting material besides the games, or a large number of well-run games with a little press (like Diplophobia), always seems to warrant that you continue to play. (2) As you say, the regularity of the publisher. In my note to you I mentioned that I had lost about two score dollars on subs and game fees--how much more do we want to discourage us? There is a frank risk with many new publishers. ((Let me add that I plan to stick around quite awhile in this hobby--Ed.))

Some stay with it, but many, perhaps even a majority, do not. This statistic, I have been told, is getting better as of late, but it doubtless does take place, if only in the form of its less-flashy brother: the sloppily-run and error-ridden game.

(3) Outside pressures--the "what the hell am I doing playing this stupid game?" syndrome. Time/money/sex/studying, etc. problems all enter in here, and there is nothing that can be done. (4) Losing. Frankly, I have known people that started playing the game of Postal Diplomacy and set some multi-game goals for themselves that may have been a tad ambitious. When something went black, they would drop out of all their games, and disappear. For good. There isn't much you can do about this one either, although it's more under the control of the player, and one must feel somewhat less respect for a person who quit for this reason rather than reason #3. ((I think that this problem of starting in the hobby on the right foot can be helped with a handbook for beginners, to be made available at a low cost, and to have it advertised by all publishers to their new players. We could have something of a postal Diplomacy welcome wagon. Incidentally, helping the beginners is one of the many projects which the new Diplomacy organization hopes to carry out.--Ed.))

The question becomes: Is there something anyone can do about these things? That a "grand organization" can accomplish? Well, forgive my ironic tone, because I think that perhaps (1) and (2) are susceptible to some sort of solution. To do that, however, would require some sort of control over the hobby, and I think that would be far too great a task to pay. As John McCallum has said--"We have no central agency for assigning players to particular games. We will now pause for a moment while writer and readers render thanks to whatever deities they believe in." It's a step or ten away from assigning players to "licensed" gamesmasters, and it would be absurd anyway. Some good new editors simply quit. Rob Perkins did it. Many indifferent new editors quit. There are too many to cite. You still can't tell who will stick with it, although you might infer the potential quality of the gamesmastering from the general quality of the magazine. If I had paid more attention to what I am now preaching, I would have saved myself three trying games. Certainly, though, you cannot preclude people from being editors simply because they have

(cont. next page)

started relatively recently. Hell, Walt Buchanan started fairly recently.

As I might be trying to imply, many new players are shafted by new players, and it's the sort of thing that is difficult to break down. In fact, it's probable that we are stuck with it. In theory, we should all look carefully at the magazine first, but too many of us did not. The best thing we can do is to try to keep things interesting, and some will stay with it, adding slowly to the number of opponents.

The work, however, does have to be done. Game records, I suppose, should probably be kept. If the people involved are willing to do the work, it seems reasonable that they should be allowed to call themselves the GRAND MASTERS OF THE ZIRCON if they desire, because nobody cares, and if it's pleasant to hear, why not? The only essential element is that this organization not overlook anyone who is willing to work." Impassable--This represents the bulk of Brenton's letter to me in answer to an article in Impassable #2. I found the "reminiscing" on Brenton's part very interesting, and informative. I want to thank Brenton for allowing me to use his letter as an article to start this new column feature. Many of the problems he brought up about dippydom I hope will be solved by the new Diplomacy organization of which I am now the Interim Editor. The new "DipOrg," as it has been called unofficially, is the most democratic dippy organization to date, and I feel that finally we will have an organization that will work for the true benefit of all players.

Impassable welcomes letters of this type touching on interesting and informative areas related to postal Diplomacy. If you wish, replies to Brenton's ideas will also be accepted for this column. In any case, I hope that "Pandora's Mailbox" will be a continuing feature in Impassable.

WHAT TO DO WHEN WRITING TO IMPASSABLE...

If you wish to have something printed, then please designate it for which column/feature it is to go. Right now, Impassable has space for replies to the Forum Question, and for Pandora's Mailbox. Also, Impassable is always willing to print original articles that are interesting and informative, and related to the game. If writing letters to me, please note whether you would like it to be published in Pandora's Mailbox.

In all cases, Impassable will try to publish all letters and replies, and on a

first come, first served basis if there is not enough room. If you want it published in a particular issue, please note the game deadlines, and go by that in order to assure it being published in that particular issue of Impassable.

RECENT PUBLICATIONS RECEIVED

Well, just as we promised, we are now presenting a long plug list/information on publications and game openings. The following, then, is a list of some recent publications received by Impassable. There were some plugs, and they are included. The rest is information gleaned from the zines. They follow in no particular order: Graustark. #264, May 6, 1972. John Boardman, 234 E. 19th St., Brooklyn, NY 11226. 8 issues for \$1. Mimeo. Blood And Iron. #4, May 4, 1972. Lewis Pulsipher, 423 North Main St., Bellevue, MI 49021. 8 issues for \$1. Mimeo. Openings are available in variants and in Origins, but you better inquire. Supernova. #11, May 6, 1972. Same editor as for Blood And Iron. 7 issues for \$1. Mimeo.

Index to Postal Diplomacy Literature. #4, April 27, 1972. Rod Walker, 4719 Felton St., San Diego, CA 92116. 10 issues for \$2, or 25¢ an issue. Ditto. Not a gamezine. Liaisons Dangereuses. #31, April 27, 1972. Lenard Lakofka, 4970 N. Marine Dr., Apt. 525, Chicago, IL 60640. Neophyte was temporarily incorporated with LD. Subs not given, but has openings in a Neophyte Grand Tournament. \$7 for four simultaneous games. \$1 off to new org members. Inquire. " ". Vol. 1, #7, date unknown. James Massar, 127 N. Emmons St., Dannemora, NY 12929. \$1 for a year, back issues 10¢. Ditto. Apparently no openings. Gamers Guide. #28, May, 1972. Gamers Guide, P.O. Box 255, Rockville Centre, NY 11571. 10 issues for \$1.50. Mimeo. Not a gamezine.

Erehwon. #68, April 17, 1972. Rod Walker, 4719 Felton St., San Diego, CA 92116. 7 issues for \$1. Ditto. No openings. Bushwacker. Vol. 1, #3, May, 1972. Fred C. Davis, Jr., 5307 Carriage Ct., Baltimore, MD 21229. 18 issues for \$2. Stand-by fee--\$3. No openings, but needs some stand-by players. Variant games only. Mimeo. Diplodeur. Vol. 5, #3, April 15, 1972. Bob Johnson, Box 134, Whippany, NJ 07981. Subs not known. Apparently no game openings. Mimeo.

(cont. next page)

AN EDITORIAL

Platypus Pic. #6, April 11, 1972. Brenton Ver Ploeg, 520 Parker Ave., #202, San Francisco, CA 94118. 8 issues for \$1. Game fee is \$5.50. Ditto. Apparently has openings, but inquire first.

Antares. #2, April, 1972. Burt Labelle, 116 Elm St., Saco, ME 04072. 25¢ an issue. Ditto. Not a gamezine.

Costaguana. Vol. 5, #18, April 22, 1972. Grandel Press, P.O. Box 8342, San Diego, CA 92102. Ditto. No sub rate given. Apparently no openings.

Marcus. Vol. 1, #5, April 15, 1972. Mark Weidmark, 528 Park Crescent, Pickering, Ontario, Canada. 10 issues for \$1.50 (Canadian money?) Ditto. No openings.

Armadillo. Vol. 1, #9, April 24, 1972. House of Coop, 3073 S. Buchanan St., #B-2, Arlington, VA 22206. 6 issues for \$1. Xerox? Has openings in regular games. Game fee is \$4 with \$1 discount to members of the new Diplomacy organization. Has an interesting continuing story; a "soy spoof."

Hoosier Archives. #67, April 8, 1972. Walter Buchanan, R.R. 3, Lebanon, IN 46052. Ditto. 15 issues for \$2 or 7 for \$1. Not a gamezine.

Diplophobia. #96, April 20, 1972. Don Miller, 12315 Judson Road, Wheaton, MD 20906. 6 issues for \$1. Mimeo. No game openings. Will phase out around issue #110.

Jastrzab. #5, April 8, 1972. Stan Wrobel, 7 Poland Village Blvd., Poland, OH 44514. 10 issues for \$1.50. Game fee \$4. Game openings apparently still available. Inquire.

Well, this is admittedly not a complete list, but if the others want me to plug or mention them, please inform me. Of course, I should not forget to mention that Impassable has game openings at \$5 each. Subs are now 6 issues for \$1.

Oops. Almost overlooked a plug. I can't find the letter, but I know that Mark Richter, 6100 Tahiti Drive, Cincinnati, OH 45224, has openings in Nuclear Destruction available at 25¢ per move fee. It isn't Diplomacy. Inquire to find out more info..

A JOKE

Birthday Meditation: At twenty most folks feel they will never grow old; at thirty they think that maybe they won't; at forty they begin to wonder a bit, and at fifty they kind of feel they're getting up there a bit, especially after trying to stay up until after midnight and then having to drag themselves down to work at seven o'clock in the morning.

This is a collection of notes, opinions and thoughts of the editor of Impassable, John Boyer:

I have noticed several things which has occurred these past few weeks to put me and Impassable into the limelight. First of all, Impassable was lucky to rate highly in a recent poll of gamezines in Liaisons Dangereuses. We are happy to know that we are pleasing somebody some of the time.

Secondly, we were the recipient of a very generous recommendation from the editor of LD, Lenard Lakofka. We just hope that we will be able to live up to that kind of billing.

Impassable is currently my only creative effort in the dippyazine field, but soon we will be putting out the newsletter for the DipOrg. We want to thank the voters for showing their confidence in me as their Editor. We also would like to thank all those who have sent letters of congratulations to me. Last, I want to commend Payton Turpin for being a fine opponent. We need more people like Payton who are willing to do some work in order to make the "DipOrg" work.

I have been thinking about going to the Diplo-Con V in Chicago on July 22-23, but will not know whether I will be able to make it until later in June. I will be doing my best to make it, though. I urge everyone to join the "DipOrg." Membership is still only a dollar which should be sent to Larry Peory.

Well, Impassable's circulation is over 50, but can only publicize 44 recipients due to the need for secrecy in the Game of Anonymity. Still, 44 is a respectable figure. We want to reach more readers, though, and will have to continue our advertisement campaign.

One of my pet projects was to file all names and addresses of Diplomacy players, but I have been so busy lately that that project has been temporarily abandoned. I still have the sources, so all I need is the time to put in my files.

Speaking of projects, I hope to be closely involved with the Handbook project in the "DipOrg." I think that such a book will go a long way to start a real boom in this hobby.

Well, this issue has been more of a business issue with not too much in the way of articles, but we hope to do better next time.

THE DIPORG ELECTIONS

The following results are taken from Interim Mailing Number One which was published by Lawrence Peery. Future publications will also be published by Larry, but the official newsletter will now be published by me. The results (with 62 of 69 ballots in):

President: Lawrence Peery 59

Others 3

V. President: Robert Johnson 4

Dale Price 23

Conrad Von Metzke 15

Walter Buchanan 19

Regional Secretaries:

Atlantic: Stephen Nozik 15

Robert Johnson 2

Central: Lenard Lakofka 10

Mark Weidmark 5

Pacific: John Biehl 15

Ombudsman: Douglas Beyerlein 12

Eli Birsan 24

Walter Buchanan 26

Editor: John Boyer 44

Payton Turpin 11

At Large Council Members (2):

Stephen Bell 17

Robert De Jonghe 2

Eric Just 9

Elliot Lipson 33

Gilbert Phillips 4

Ed Rack 6

Rod Walker 51

There were several complications. First, write-in candidates were not counted. Some ballots were invalidated for incorrect markings, and the results of several contests are still up in the air. Thus, the positions of Vice President/Treasurer, Atlantic Regional Secretary, and Ombudsman are still undecided. These contests are being asked to either re-run or vote to keep the results as is above. In a simultaneous vote, the members will decide whether to have a re-vote and vote if majority approve of a re-vote. By June, we hope to have a full slate of interim officers to work for the DipOrg. As a side note, it is being urged to have an annual meeting face-to-face with the first one to be held at the Diplo-Con in Chicago this July 22-23.

MORE JOKES

The average man is 39 around the chest, 40 around the waist, 96 around the golf course, and a nuisance around the house.

All the average man asks for in life is a little peach and quiet.

HOW TO BACKSTAB IN ONE EASY LESSON, by John Boyer

Before I start this article, let me say that I am no expert on the game of Diplomacy, but that I feel I can contribute to the sparse literature on the art of backstabbing. It seems that very few people are willing to expose their techniques to other players for fear of losing games--not me. Bold or foolish, I will proceed to examine this interesting psychological phase of the game: the backstab.

First of all, one must define backstabbing before proceeding to discuss it as a topic. Okay, what is backstabbing? I tried to find it in a standard dictionary, but failed even to find it as an antonym for friendship. Maybe I ought to look up a "dippy" dictionary. So, I will attempt to define it in my own terms:

Backstab (back'stab), v. 1. to doublecross. 2. to unexpectedly break an agreement. 3. to attack an unsuspecting ally (as done quite frequently in Diplomacy) in order to render his military power useless. 4. to destroy an ally for your own selfish gains.

We can go on in defining our word, but the most important point to be made is that backstabbing is generally unexpected from the victim's viewpoint. Sometimes, however, the backstab is not unexpected, and it is often in these cases that the so called victim devours the attacker. In any case, a backstab can occur under almost any conditions or situations. The backstab, however, is used generally as a surprise technique to gain rapid control of a power situation, and to either survive or win a game. An important characteristic of the backstab is that though they can be broken down into military and diplomatic types, it is generally a combination of the two characteristics. But, for the most part, the backstab is diplomatic in nature. Very few people would consider an attack from an enemy, a known enemy, to be a backstab. Yet, one can stab an ally on purely military grounds, though generally it does involve some change in the current alliance structures of the game.

Now, I will discuss the various types of backstabs available to the player, and then take a look at the causes of each with a follow up discussion on how to prevent it. I will then conclude the study of backstabs with suggestions on how to set up successful backstabs for your own purposes. This type will not require a bad situation to use, but rather, it will be stabbing from a position
(cont. next page)

of local military advantage, that is, in the area of the stab, or overall prowess. Forgetting to help stab--Briefly, this kind of backstab is where one country conveniently forgets to support an ally and allows that ally's position to fall apart. Afterwards, the forgetful ally remembers to go in and pick up his share of the pieces. This is perhaps the most common type of stab.

The Please Excuse Me stab--It is sometimes the case where close allies are working very closely on joint military campaigns. Then, one ally asks his "victim" ally permission to intrude on his territory or to move close to some of his centers, etc.. The usual reason is to help their joint efforts. The really good stabs of this nature involves orders which can otherwise be good bonafide joint orders, and still be used to stab the victim, if necessary. The unsuspecting ally agrees, and behold! On the next turn, the ally doesn't leave, but begins an overwhelming attack on his victim.

The Desperado Stab--There are several variations of desperado stabs. This can occur when a country is caught between two bigger countries, and makes an agreement with one to hit the other, only to turn around and successfully attack both. Another type is when a country on the verge of being eliminated agrees to a survival pact with one, and "coordinates" his attacks with his big partner, again, only to turn around and attack his new partner. There are as many types of desperado stabs as there are desperate situations. This type of stab is most often used to get out of a jam--in fact, it only occurs when you are in a jam.

The Great Double-Cross Stab--This type occurs when a little ally stabs his big ally with or without the help of a recent "enemy." This type of stab by the little against the big country better be a surprise or it will turn out to be too big of a bite for the little guy.

Now, I will discuss the causes of these backstabbing situations. As you can see, most of these backstabs were diplomatic in nature backed up by brute force. But the important thing to remember is that the backstab was militarily feasible, and the ones which succeeded were based upon well-conceived battle plans. So, the number one cause of the backstab is a military flaw in the victim's defense. This can either result from trusting an ally too much and allowing him to pose his forces dangerously along your undefended borders, or from

sudden, unexpected military defeats at the hands of true enemies allowing your ally to become ambitious about your centers, and enabling him to feasibly attack you with a successful backstab.

A backstab is generally quick in its execution and results, but sometimes a backstab can be a change of foreign policies which results in the slow strangulation of a former ally. Whatever the case, the backstab is only successful when one has the military power to do so, or can rely on new allies to help out. The latter is more risky, but do occur with some frequency.

Looking at the causes of backstabs, we can easily see the methods for preventing backstabs. That is, maintain definite and absolute military command over the board, and over your allies. However, it is not always possible to achieve this enviable position of overwhelming power and security. It might even be self-defeating to be too strong too early as you might be subjected to a united crusade against you from the smaller powers. You want to balance your need for power and security vis a vis your need to be left alone until ready to take the entire game.

Furthermore, when considering alliances, you must develop alternative allies in the possible event that your current allies will turn against you. So, it helps to be able to negotiate new alliances if the old falls apart before you are ready to break it up. Also, you must watch not only the military movements of your enemy, but also the movements of your ally. Is he moving closer to some of your centers? Is he developing an attacking position with regard to your defenses? Is he behind your lines? The best way to make your alliances less vulnerable to surprise stabs is to create neutral areas. It should be made very clear that those areas are never to be violated. Diplomacy is not a game to become "soft" with your ally. As much as possible, you must keep your forces separated from those of your allies'. Of course, you should expect your alliance to break up some time if one of you expect to win the game. It is a matter of being the ally able to win the game. Thus, when you break up your alliance, you should make sure that it is a surprise to your ally--the true backstab.

Now, we come to the point of our discussion on backstabbing where we must consider the techniques involved for setting up successful backstabs. If you have an ally, and you want to win when

(cont. next page)

your ally is not losing too badly, then you must stab him. If you don't feel like stabbing, then you either must never make alliances, or get your ally to reasonably provoke you for a necessary self-defense counter-offensive. However, this latter is another whole story. Your only other alternative is to give up the hope of winning the game.

How to backstab in one easy lesson--or stabbing from a position of strength--This is very hard to set up. You must slowly develop an upperhand situation where you are stronger than your victim ally. You can either stab him direct, or make him try to stab you when you're ready to counter-attack him with overwhelming force. However, the stab is only necessary if you need your ally's centers in order to the win the game. Naturally, if you have been sneaking up on his centers, and you have him trusting you like a poor dog, then you are practically ready to smear him with a bloody stab. Perhaps you pick a known sucker of a player for your ally, or a new player--in either case, you were able to get him to expose himself to your forces. That is, you must accomplish all this with diplomatic tact. Diplomatic tact is nothing more than either lying, overlooking something, or fooling another player. Sometimes, you are able to arrange secret agreements with another country to attack your ally in order to render him defenseless to your stab on a later turn. But the most important ingredient for a good backstab is that you somehow gained the upperhand militarily--either or your own, or through the aid of another country. It is easier to do the former, but the latter does require some risk taking. The determination of your new ally's motives is the crucial skill which you must develop. Also, it is useful to know when your current ally is ready to break up with you. A key point to look for is the contents of your letters. Is he sincere? This is the hardest to decide when you know he must want to win also. So, when you come down to it, a backstab would not normally occur in a good game, because good players would never allow themselves to be fooled. They lose only in direct battles.

In conclusion, you can set up a backstab by yourself on purely military logic, but sometimes you will need the services of another player. It is in this latter case that I wish you all good luck. That is, until you get to play me. Heh, heh, heh.

In politics, appointing a committee doesn't solve the problem, but it gets everybody home in time for dinner.

IMPASSABLE'S MAILING LIST

Bessen, Matthew, 16 Mager Ave., Liberty, NY 12754; Boardman, John, 234 E. 19th St., Brooklyn, NY 11226; Buchanan, Walter, R.R. 3, Lebanon, IN 46052; Cooper, Steve, 3073 S. Buchanan St., #B-2, Arlington, VA 22206; Counselman, Ken, 52 Avalon, Bedford, OH 44116; Davis, Jr., Fred C., 5307 Carriage Ct., Baltimore, MD 21229; DePrisco, John, Box 502, Manor Branch, New Castle, DE 19720; Fish, James E., 3801 Hillcrest, El Paso, TX 79902; Fong, Larry, 704 Alice St., Oakland, CA 94607; Gamers Guide, P.O. Box 255, Rockville Centre, NY 11571; Greer, Greg, Box 771, Clinton, NC 28328; Gutierrez, Mike, 80-15 41st Ave., Apt. 240, Elmhurst, NY 11373; Hollingsworth, Douglas R., 220 E. 54th St., New York, NY 10022; Hrbeek, LT(jg) Joe W., USS BUCK DD761, FPO San Francisco, CA 96601; Inzer, George, 204 Barnes Hall, Mt. Pleasant, MI 48858; Johnson, Bob, Box 134, Whippary, NJ 07981; Labelle, Burt, 146 Elm St., Saco, ME 04072; Lakofka, Lenard, 4970 N. Marine Dr., Apt. 525, Chicago, IL 60640; Lindauer, Harvey, 120-18 Aldrich St., Bronx, NY 10475; Mahler, Howard, 7-16 Legget Place, Whitestone, NY 11357; Massar, James, 127 N. Emmons St., Dannemora, NY 12929; Miller, Don, 12315 Judson Rd., Wheaton, MD 20906; Murray, Mark, 12 Shawomet Ave., Warwick, RI 02889 (effective May 20th); McCallum, John A., P.O. Box 52, Ralston, Alberta, Canada; McCormick, Don, 44 Evans Dr., Cranbury, NJ 08512; Naus, Hal, 1011 Barrett Ave., Chula Vista, CA 92011; Osmanson, William H., 1015 Union St., Morris, IL 60450; Placek, Bill, 4213 Chester Ave., Apt. 202, Philadelphia, PA 19104; Pulsipher, Lewis, 423 N. Main St., Bellevue, MI 49021; Pyle, James E., 1219 Third Street, Henry, IL 61537; Thomas, Mark A., 470 Johnston Dr., Watchung, NJ 07060; Tonnesen, Mark J., 13514 Wood St., Woodbridge, VA 22191; Tovson, Richard, Barracks 439, Rm. 108, Fleet Sonar School, Key West, FL 33040; Tretick, James, 3702 Wendy Lane, Silver Spring, MD 20906; Ver Floeg, Brenton, 520 Parker Ave., #202, San Francisco, CA 94118; Von Metzke, Conrad, P.O. Box 8342, San Diego, CA 92102; Walker, Rod, 4719 Felton St., San Diego, CA 92116; Weber, Peter, 417 E. Hatcher, Apt. #2, Phoenix, AZ 85020; Weidmark, Mark, 528 Park Crescent, Pickering, Ontario, Canada; Wiskow, Doug, 6941 Donna Ave., Reseda, CA 91335; Wrobel, Stan, 7 Poland Village Blvd., Poland, OH 44514; and a new one: Cairns, Steve, 1117 Linden, Apt. 7, Riverside, CA 92507, moving to 213 Church St., Taft, CA 93268 June 15th.