

IMPASSABLE

Issue #41, October 13, 1974

Chapel Hill Publications

Circulation: 110+

Impassable is a journal of postal Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1324, between 9 and 10:30 pm, E.D.S.T., on weeknights. Subscription rate to Impassable is 12/\$2.00. A shorter sub at 6/\$1 is available for new bloods. This zine is a subsidiary of Chapel Hill Publications founded in March of 1972.

Diplomacy is a registered Trademark for a game invented by Allan B. Calhamer and copyright by Games Research, Inc., 500 Harrison Ave., Boston, MA 02118.

GAME OPENINGS IN IMPASSABLE

We are now ready to announce new game openings in Impassable. They are as follows:

1) Three regular games for novices and newbloods. Must not have played a postal game, nor started in more than one postal game. Gamefee is \$7.00 and includes all issues of Impassable until you are knocked out or drop out.

2) Two regular games for experienced players. No particular requirement. Gamefee is \$7.00 and includes all issues of Impassable until you are knocked out or drop out.

3) One free championship game open to winners and/or high finishers in the seven original Impassable novice games. The following have expressed interest to play: Fujihara, Blank, McKeon, Osmanson, St. Johns, Hrbek, DePrisco, Fish. The best candidates will be the players. If enough express interest, a second championship game for \$7.00 gamefee will also be started.

4) At some future date we will open a game for exhibition purposes and will require something like having won 3 or more games in postal play.

In general, all gamefees are the same at \$7.00. We have decided to up our gamefee by one dollar on two accounts:

a. The next time we buy supplies, we will not be able to avoid price increases, and,

b. The post office is planning increases early next year, and who knows how many times before these games could end in roughly two years?

So, the inflationary spiral which has hit
(cont. col. 2, pg. 3)

ZINE REVIEW

SPECULUM, #4. Dave Kadlecak, 1447 Sierra Creek Way, San Jose, CA 95132. Sub is 10/\$2 or 10/\$2.30 airmail. Openings in regular dippy at GF of \$1.50 plus sub PLUS \$1.00 deposit (we missed that deposit last issue), YV variant at GF \$2 + sub + \$1 deposit, and Third Age at \$1.50 plus sub and deposit. Ditto. PEOPLES' CITY, #7. Robert Correll, 44 Rawlinson Ave., Toronto, Ontario, M4P 2M9, Canada. Subs are 7/\$1.00. Game openings by invitation. This looks pretty good with a offset quality printing though it could be xeroxing. A new trade (I threatened him...) which shows some promise with their political cartoons...didn't know them Canadians showed any interest in our goofball ex-President, Nixon! Chalk up one for the Canadians.

BOAST, #53. Herb Barents, 1142 S. 96th Ave., Zeeland, MI 49464. Ditto. Sub is \$2.75 per year (17 issues). Sells wargames (ask for his price list and list of games) and is in general a nice guy except he has this phobia about my staples....

A.D.A.G., #93. Hal Naus 1011 Barrett Ave., Chula Vista, CA 92011. Subs are \$2.00 a year. Ditto. An old-timer who's still kicking. Strictly games carried.

CARN DUM, #6. Ray Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418. Subs are 10/\$2.00, but it says it will go up soon to 8/\$2.00.

Game fees are \$3.00 for Origins and minor powers in 1600, \$5.00 for everything else. Runs variants games, has openings in the following: Excalibur, Wars of the Roses, Downfall, 1600, and Westphalia VIII. Is in desperate need of stand-bys (they are a constant problem for variant oriented game-zines--I ought to know as I publish the variant zine, Lost Horizons!) Mimeo. Is one of the better variant zines around!

THE POUCH, #70. Gil Neiger, Apt. 11B, 300 West 108th St., New York, NY 10025. Mimeo. Has regular openings. GF is \$10.00 which includes free sub throughout the game. For traders, the fee is \$3.00. Especially needs non New Yorker players! Subs are 6/\$2.00. The issues are generally about 15 pages or more. Carries a lot of articles on game reviews, books, etc.

TURNABOUT, #2. Peter Berggren, Davistown Schoolhouse Rd., Orford, NH 03777. Xerox.
(cont. col. 2, pg. 5)

THE DOMINANT PLAYER

by Douglas Beyerlein

Over the last few years I have written numerous articles on various aspects of playing the game of Diplomacy. Some have been devoted to the tactics of the game, others to country strategies, and even a few have been written on the diplomacy and player relationships in the game. These are all various schemes and ploys which I have found useful in my play over the years. However, they are only random pieces of the total picture of how to play the game of Diplomacy successfully. In this article I hope to bring at least some and possibly most of these pieces together and create one coherent picture of how one can play consistent winning Diplomacy.

If one was to study the top players of the game in an attempt to discover why they are so successful one would learn many things. But the simplest, most overwhelming fact about them is that they strive in nearly all situations to totally dominate the play of the game. They do more than just keep up their correspondence with their allies. They write to all of the players in the game--at least once a season, if possible. And not only do they correspond avidly, but they write first and in doing so guide the discussion to subjects where they have the most to gain and away from sensitive areas. This allows them to discuss and present strategies, tactics, and most importantly, individual orders for the coming season. The ally or cooperative neutral hardly has to think for himself. Just send in the 'suggested' orders and sit back and wait for the next set of instructions from the dominating ally.

Now that I have shown how the dominant player operates, I will present two case studies where, in a field of dominant players, the most dominant player rose to dominate all and in doing so won the game. The two games are 1971BC and 1972CR, the first two Hoosier Archives demonstration games.

Edi Birsan, playing France, won 1971BC in a lightning campaign that only lasted six game years. And, although he had only 15 of the required 18 supply centers, he so dominated play at that point that the four other surviving players conceded the win to him right then and there. I will not attempt to repeat the story of the win as Edi did an excellent job in his article, "A Whirlwind of Knives" published in Hoosier Archives #83 & 84. What I will do is to emphasize the highlights of Birsan's dominance over the other players in the game.

At the very start of '71BC Birsan outlined his strategy: take out England and Turkey. Quick proposals of an anti-English alliance went out to Germany and Russia. In the same manner, Italy and Austria were cohered into going after Turkey. Phone calls and some fast correspondence outlined these plans before the other players had the opportunity to present alternative plans of attack. This domination resulted in the opening game going exactly as Birsan had planned. Events continued on the planned course of action as Edi convinced the English player that it was Russia who had masterminded the anti-English alliance. This brought about the English banzai against Russia and the uncontested French occupation of all three English home centers in 1903. Things continued to go in Birsan's favor not because of luck alone but because he continued to control his allies and enemies. Germany was talked into going east so that Edi's French units met no opposition as they advanced into and through the German centers. The same domination prevailed when it came time to blitz Italy. And all of this worked because there was no other single player in the game willing to take the time and trouble to counter this domination and become the dominant player. And yet all of these seven players were good players and were dominant players of varying degrees. It was that in this game Edi Birsan was the most dominant player of them all because he wanted to be.

Game 1972CR, the next HA game, was similar to 1971BC in that it was dominated from start to finish by one player. In this case it was Brenton Ver Ploeg (Russia) who won. This game is being included as an example of how the dominant player works because I, as Italy, viewed Ver Ploeg's actions from all too close a range.

In playing the role of the dominant force on the board Brenton used one of the strongest weapons available to the Postal Diplomacy player: the long distance phone call. This tactic in the end cost Ver Ploeg over two hundred dollars in phone bills,

(continued col. 1, pg. 3)

THE DOMINANT PLAYER, CONT.

but it did the job. And I, as his chief ally, was the focal point of much of his domination. Before I even received the game announcement in the mail Brenton called with an alliance offer. (His mailman was faster that morning than mine.) From then on as the game results arrived in the mail every second Monday, he called that evening to discuss plans for the coming season. This phone tactic was very successful as he was then able to open the discussion and there was no possibility that I could fire off the first letter and set the pace. I did have the option of calling him first, but being a graduate student perpetually short of funds that was not too realistic. I also had outside factors, not conducive to concentrating on the game, on my mind, but my main failing was letting Ver Ploeg dominate my play. He is the only player in recent years who out dominated me for control of the game and he won because of it.

Now, you may be finding this all very interesting, but are asking yourself how can you use the role of dominant player to improve your play. Think of your games and the strategies and tactics which would benefit you the most. Then use your diplomatic ability to convince the other players that your plans are suited to their best interests. Approach them with strategies, tactics, and suggested orders before they can formulate and propose other plans. Anticipate and beat them to the punch. That is how one dominates and wins games.

It may all sound simple; too simple to be true. But then if you are not winning games, then more likely than not you are not the dominant player on the board. Aim to beat the dominant player in your games by beating him with his own ploy of domination and become the dominant player in the process. What have you got to lose? ((We thank Doug for still another of his excellent articles. This one was a revision of one which he submitted for the second IDA Handbook and which was not included.

I would like to mention that Brenton Ver Ploeg, the winner of 1972CR, is a subscriber to IMPASSABLE. I invite him to comment on his domination (or anything!) of Game 1972CR. Anyone else interested in commenting on Doug's article can write to me for discussion in our Letters to the Editor column. Again, we thank Doug for the excellent article—we owe you one!--Ed))

GAME OPENINGS, CONT.

the country has finally hit Chapel Hill Publications. We got away with it for two and one-half years by buying in larger quantities each time, but we're now at the end of the rope in that respect.

So, \$7.00 will become our standard game-fee. We are going to offer something new for us and that is if you pay \$8.00, you can guarantee yourself all issues of Impassable covering your game no matter when you're knocked out providing you don't drop out of the game. As far as I know it, this is the first offer of its kind in the hobby. For that extra buck, you can insure yourself against bad misfortune.

We are providing a short form for those who are subscribing to Impassable to convert the remainder of their sub towards the gamefee. It is a simple enough math problem with the cents rounded down to the nearest nickel (I don't like pennies). As an example, say you have 13 issues left of your sub. 12 issues are worth \$2.00 and 1 issue is one-twelfth that or .1666 which rounded down becomes .15¢. Thus, a 13 issue sub converts to 2.15 towards a game-fee.

I also will airmail issues to you if you will deposit an amount of \$1.00 to cover the cost of airmail. When it is used up, you send more if want continued airmail service.

We will be working on a new set of house rules which we will have ready in time for the start of the new games. Actually, very little will be changed, the changes will be in cutting out a lot of verbiage that existed in our first and so far only set of house rules (it ran almost six pages, single-spaced!).

We will not accept cash payment ((if we can't find you a spot when the games are filled, we can just destroy the check) and will require checks or money orders. Besides, it is illegal to send cash through the mails!

Our general rule on number of games will be one per person so to increase our circulation and increase our potential replacement player pool. As for our standby pool (same as replacements), we are going to have just one pool for experienced games and one pool for the novice games. In our first round of games, we kept a different list for each game and it became too confusing for us!

(cont. col. 1, pg. 5)

GAME 1970BJ, Spring 1913

MUNICH FALLS TO ADVANCING AUSTRIANS AS RUSSIA LANDS TROOPS IN YORKSHIRE, ENGLAND! WAR!

Spring 1913:

AUSTRIA(Beyerlein): A Sil-Mun, A Boh S A Sil-Mun, A Vie-Tyr, A Tri S A Vie-Tyr, A Bud S A Tri, A Ser S A Tri, A Gre S A Bul, A Bul S A Gre, A Mos-War, A Sev-Mos
ENGLAND(Keller): F Nth C Rus A Nwy-Yor
GERMANY(Mahler): F Eng-Mid, F Hel-Hol, A Kie-Ruh, A Mun-Bur/r/(OTB, Ber)
ITALY(Phillips): F Aeg-Ion, F Adr-Tri, A Ven S F Adr-Tri, A Tyo-Mun, A Bur-Ruh, A Par-Bur, A Pic-Bel, F Mid-Eng, F Lon-Nth, F Wal-Lvp, F Nat-Nwg
RUSSIA(Kelly): A Liv H, A Nwy-Yor, F Edi S A Nwy-Yor, F Cly-Lvp, A Swe-Nwy, A Con H, A Smy S A Con

SUMMER & FALL 1913 orders due Friday, November 1, 1974 at noon, E.S.T.

No Press. What are codeword conditionals, Andy? If they are certain words in press releases for allies to read, fine with me.

1972BG, Fall 1912 Postponed

Due to an error of mine, during the Fall 1911 season, I did not notice that Russia left Fleet Barents Sea unordered. Consequently, I overlooked it as an existing unit and then allowed Russia to build two in Winter 1911. Thus, in accordance to the house rules, and error which is not reported stands. In this case, Russia loses Fleet Barents Sea. I also will note that the Spring 1912 results will still stand. Any confusion on the part of Russia was due to his error as well as mine. The deadline for Fall 1912 has been reset:

FALL 1912 orders are due Friday, November 1, 1974 at noon, E.S.T.

Russia has the following units: A Swe, A Nwy, A Mos, A Sev, A War, F Bel, while losing A Hol in Spring of 1912 leaving him with 6 units.

GAME 1972BW, Summer & Fall 1912

RUSSIAN FORCES IN DISARRAY, KIEL IS CAPTURED BY COMBINED ITALIO-FRANCO ARMIES IN GERMANY!

Errors, Spring 1912: Overlooked printing of French F Eng-Lon. Also French A Lvp-Edi

should be underlined.

Summer 1912: Russia--NMR, GM disbands F Nwg. France--R F Nth-Bel and A Tyr-Pie. Note: GM called Knudsen, but could not reach him.

FALL 1912:

FRANCE(DePrisco): A Pie S Ita A Ven, A Ruh S Ita A Mun-Kie, A Hol S Ita A Mun-Kie, A Lvp-Edi, F Bel-Eng, A Bur-Bel, F Hel-Nth, F Lon S F Hel-Nth, F Nwg-Bar, F Nat-Nwg
GERMANY(Davies): F Den-Hel, A Kie S Rus A Tyr-Mun/nso/r/(Den, OTB), A Ber S Rus A Tyr-Mun/nso/
ITALY(Lindauer): A Mun-Kie, A Ven H, F Ion H, F Adr S F Ion H, F Tun S F Ion
RUSSIA(Knudsen?): NMR. F Nth H/r/(Nwy, Yor, Den, OTB), F StP(nc), A Sil, F Ska, F Bal, A Tyr, A Vie, A Bud all hold
TURKEY(Abbott): A Tri S Rus A Vie-Tyr/nso/, A Boh S Rus A Tyr-Mun/nso/, A Ser S F Gre-Alb, F Aeg-Gre, F Eas-Ion, F Gre-Alb

AUTUMN & WINTER 1912 orders due Friday, November 1, 1974 at noon, E.S.T.

Fall 1912 Supply Center Chart:

France: Hom, Bel, Spa, Por, Hol, Lvp, Lon, Edi (10) SP
Germany: Den?, Ber, ~~Kie~~ (2 or 1?) R 1 or R2?
Italy: Hom, Tun, ~~Tyr~~, Mur, Kie (6) B1, lost 1
Russia: Hom, Nwy, Swe, Rum, Bud, Vie, Den? (9 or 10?) B1 or B2?, lost 1
Turkey: Hom, Gre, Bul, Ser, Tri (7) B1

No Press.

Note: We are asking Richard Swies to stand-by for Russia. His address is: 4829 Leamington, Chicago, IL 60638.

1973Dd1, Autumn & Winter 1021

COA: Douglas Dick, 9468 Beecher Rd., Flushing, MI 48433.

Error, Fall 1021: Overlooked printing of Munster's A Ern H.

Autumn 1021: Munster R A Sli-Law, and A Tua-Ros (picks up Ros as supply center, Leinster loses Ros, and builds only 1 unit)

Winter 1021:

KYMRU(Gemignani): SP
LEINSTER(Fujihara): B A Tar
MUNSTER(Dick): R A Cas
ORKNEY(Keller): B F Heb, A Sky
SCOTLAND(Tonnesen): B F Dun

SPRING 1022 orders due Friday, November 1, 1974 at noon, E.S.T.

(cont. next page)

GAME 1973Dd1, Cont.

Winter 1021 Positions:

England: Out of game; Kymru: A Str, A Sta, A Her, A Brk (4); Leinster: F SIS, F Man, A Tar, A Tyr, A Mea (5); Munster: A Ros, A Law, F NSG, F GaB, F TrB, A Ern (6); Orkney: F Dow, A Oma, A Spa, A Sli, F SlB, F IAt, F CaB, F Heb, A Sky (9); Scotland: A Car, A Pow, F Che, A Der, A Cum, A Ber, A Uri, F Tua, F Dub, F Wic, F Don, F Dun (12).

Press:

Scone: King Malcom wonders what foul deed that he committed on the Queen of Kymru that she refers to?

Kymru: Since Orkney is not interested in something for the boys, O King, if you wish me companionship, you best pay. As ye know, nothing is free in the world, but somethings are reasonable.

I can tell ye what the Great Stone is laughing about, it is this fish story, there was a big fish who eats a little fish, but he failed to notice a bigger fish following him who eat him in turn. You see, O King, one way or another, ye will pay.

Stonehenge: The Great Stone stopped laughing today and this caused a rumor to flow about the temple erected in his honor. The people figure that the joke is over and the last laugh was laughed. Then, startling all, the Great Stone's gravel voice boomed across the air: "She sees part of the truth, but hath not realized that the fate is final." That was all he said. The priests, whose job was to translate the sayings surmised that some woman somewhere did not know her fate. But who it was, they could not say. Obscure the sayings of the Great Stone have always been!

GAME OPENINGS, CONT.

The only requirement in our new stand-by system is that you currently receive issues of Impassable. As long as you are getting the zine, you can volunteer for the stand-by pool. There will be no fee if you take over a game position since the position would have already been paid for by the original player. However, you lose any rights to postpone your sub and must use it up as if you were not a player. Of course, when it runs out, you don't stop getting Impassable until you as a player is knocked out or drop out.

In all situations, both in starting games and in using replacements, preference will be given to those who have proven themselves in the past as reliable players. Our current

subbers and our current players will have preference in entering our new games. Total strangers thus get the least preference!

House rules: In general, it is going to be about the same. We will require more particulars since we are now more particular in our second round of gamesmastering. The old rule on missing moves allowed some games to be dominated by players missing every other move but not missing two in a row. Now, we will drop all players who have missed a total of four deadlines without good reason. If you missed twice in a row, that's still too bad for you! Press restrictions will be the same although for any press more than a few paragraphs we are going to require it be typed. In general, we will realize that things can happen to delay or cause the players to miss seasons by a day or two. Our standard practice has been to accept late moves provided we have not worked on the game--after all, we have occasionally been late ourselves. We will still, however, call you collect, if you give us your phone number and authorize us to call you collect when you have no orders in on hand. I will call at no specific time unless requested. I will call no earlier than when I actually begin work on the games' adjudications.

That covers most of it, I think. If you have any questions, you can write me before you enter a game.

Last, no one is "entered" into a game until he has paid for the position! Anyone not getting in, can have his check or money order returned upon request, or I'll destroy them. For Canadians, I will accept postal orders made out in U.S. Funds. Finally, it is first come, first served around here! #end#

ZINE REVIEW, CONT.

Has openings in reg. dippy for GF of \$5.00. Will carry variant games such as the new variant which appeared in this issue, "The Colonial Variant" and the "The Gigaton Bomb Variant". These, however, will be run by carbon copy at first and if successful, will be put into Turnabout. The fee for the two variants is \$2.00 each plus another \$2.00 if the game is incorporated into the gamezine. Subs are 10/\$2.00. A nice little xerox zine. BINARY, #2. Harry Riley, 144 Lafayette Ave., Trenton, NJ 08610. Subs are \$1/6 issues or \$3/year. Openings in reg. dippy and third age variant. Also has Electoral College game. Game fee is \$2 for both the reg. dippy game and the Third Age variant which you send to (cont. col. 1, pg. 6)

ZINE REVIEW, CONT.

the associate gamesmaster, Francis McIlvaine, 144 Sackett Rd., Apt. 6, Avon, NY 14414. (There's a bunch of 144's for you!) A sub is also necessary. The second game of their Electoral College game is free except that you must sub to the zine. Send your subs to Harry. Done on computer printout, this is the only one of its kind (maybe those Rick Loomis' nuclear destruction games are on printout forms, I don't know). Also had a couple of poems which I doubt were done by the "computer."

YGGDRASILL CHRONICLE, #40. Put out by two guys: Paul J. Wood, 24613 Harmon, St. Clair Shores, MI 48080 and John Van De Graaf, 37343 Glenbrook, Mt. Clemens, MI 48043. Sub is 10/\$2.00. Send for your issues to Paul, I believe. The zine is run off by him. An old favorite of ours, this zine is just as neat as ours and there are a couple of other things in common between us, too. A great zine to find out what is going on in Michigan wargamer groups. Mimeo.

ARRAKIS, #38. John Leeder, Box 1606, Huntsville, Ontario, Canada POA 1K0. Ditto. Has one regular dippy game partly filled. GF is \$6.00 (\$5.00 for IDA members). If you're not Canadian, send equivalent US funds at par. Sub is 1¢/page plus postage. Send a lump sum and he'll keep the books. Says future issues will go mimeo.

On the fun side, we received just after the last issue of Impassable was mailed, a fake copy of Liaisons Inferieuses (sic). It was probably put out by Ronald Kelly as a type of grudge publication in which he bombasted Len Lakofka (probably something to do with a stab in one of their games). It was amusing, but not hard to figure out!

IMPASSABLE, #41. John Boyer, 117 Garland Dr., Carlisle, PA 17013. Mimeo. Has game openings in regular dippy at GF of \$7.00. For \$8.00 you can guarantee coverage of your game until it is over unless you drop out. Sub is still only 12/\$2.00. Regular games are segregated for novices and others for experienced players. One of the good old time gamezines supreme. Still run on a one-man corporation with the aid of such machines as a collator, stamper, heavy-duty stapler, new typewriter (that set me back \$281.00 folks!--you better like the type in this issue!). Usually contains articles, zine reviews, quotes, jokes and puzzles. Tries to be tri-weekly. Sells the IDA 1974 Handbook on the side at \$2.00 for members and \$3.00 for non-members. Thick at 80 pages.

LETTERS TO THE EDITOR

O.K. gang, this is where we get it right here for our comments of last issue! First, we have a letter from Lew Pulsipher:

"I'm astonished at your suggestion for the Calhamer Awards. Did you read my letter for Diplomacy Review? It is naive to think that any "publication of all nominees in the completist form possible" will be a solution to the problem of distribution. First, what makes you think that this publication will reach the people who need the information? You'll have the same distribution problem as before in a different form. Second, and more important, do you really think that any such publication can even begin to do justice to each nominee? Is there any way to impart the flavor of any single zine, of any individual's playing experience in the previous year? HELL, NO! Moreover, it is impossible to give unbiased descriptions; the writer of each "review" or whatever will be forced by the very nature of the task to infuse the review with his own ideas and standards, which may not be much like those of the average player. Publication of excerpts does not eliminate the problem--someone still has to choose what to print, and how much to print, and excerpts or even game records can't really show what a player has been doing. There are no objective criteria, and even if there were, it would be humanly impossible to apply them fairly. It would be much better to simply have the panel of experts vote among themselves for the CA. I'm serious--that would be much better than what you propose. More than anyone else I've been trying to get the CA done decently these past years, ever since I refused to vote in the first year, and I can say that your suggestion is no solution to the problems at all, in my opinion. It creates a lot of work and misdirection, that's all. As I've said in my letter for DR, the first thing to do is to split the awards in two. Latest results of my survey are that only 26 of 70 respondents have ever seen a British Dipzine, and only 17 receive even one regularly. There's no way to overcome this kind of ignorance. There's no logical reason to attempt to do so--many people have said that the British hobby and ours are different, so why attempt to form one standard (through the CA) for both? Blind devotion to internationalism is as destructive as blind devotion to regionalism.

I suggest that for more on this problem people read my letter/article in DR. I want
(cont. col. 1, pg. 7)

7

LETTERS TO THE EDITOR, CONT.

to add another suggestion. IN SF fandom, only people paying supporting membership fees (about \$2) to the WorldCon are permitted to vote for Hugos. If we established something along the same lines, we could be sure that only interested people voted for the CA. The money could also be used to provide award certificates of trophies or whatever, as well as to pay for administrative expenses.

I hope that the lame duck IDA Council (what is left of it) will not act on your suggestion. The present Council has botched the awards in the past, one way or another--usually from simple disinterest, I think. Let the new Council have a shot at it.

To change the subject, perhaps it would help if you people arguing your various rating philosophies, etc., would design some question to test what the views of the players are, if only as a matter of academic interest, so that I can run them in my second survey. In case you're wondering, results so far of the question about establishing a universal rating system show 8 strongly in favor, 16 somewhat in favor, 14 somewhat opposed, and 26 strongly opposed. 5 didn't answer. For the question about not paying attention to ratings when playing, 26 strongly agreed that they did NOT pay attention, 15 somewhat agreed, 15 somewhat disagreed, and only 10 said they strongly disagreed. Of course, what people say on a question like this and what they do may be two very different things.

To change subject one more time, I think it is interesting that Beshara received 9 firsts out of 15 ballots on the BPP. It looks like John-John got his buddies to vote for him. I did not just happen to notice this, I was looking for it because of rumors I've heard. Some people seem to think that those who rate high on the BPP have a lot of influence with GRI for that reason. The Poll might have received a better response with a wider distribution. The deadline was too soon for some publishers to get anything in, I think. I didn't see a ballot until I received Impassable's. Until that time I was unaware that another vote was being taken. ((Our proposal for an international panel of experts to study the matter of how to hold and operate the Calhamer Awards is the only sensible solution to solving the problem--if it is at all possible. The idea I'm trying to promote is one single CA and to do it on a mass basis rather than try the expert-panel solution Lew proposes. I think that it is imperative to set up a panel to study this

problem and to propose solutions, perhaps along those I've outlined in last issue. What I suggested is by no means the final product. It will and must be modified to agree with the majority of such an international panel. Right now, I think it is possible to publish a publication covering the nominees provided the awards are defined and structured to be more objective than subjective. I have nothing, personally, against the expert panel to do all the work and decide for themselves the winners, but that would go against the democratic grain of the dippy hobby! Lord, we have enough trouble running the IDA on a council basis without having to prove we're listening to all the members and not doing anything in our own way! This is what Lew suggests for his panel of experts--besides, who's going to select this panel of experts? Under Lew's plan, they would have total power. If we can select a panel of experts, we can get a better response, I feel, if the people at large can get a vote in on the candidates. The hobbyists are not vain and stupid--I say we should give them one more chance and to run the CA on an organized basis!))

We now have several comments from Andy Phillips:

"Your translation of history into Diplomatic terms is totally off the track. You consider English history, and find me an instance in which Albion "played for second," e.g., helped another power become stronger than everyone else combined.

I don't see what you find in Doug's exposition to disagree with. If you will let another player win in order to increase your center count you will obviously average more centers at game's end than if you won't, everything else being equal. Willingness to lose has trade-in value towards center-count in a victory criterion environment.

Enormous value, in fact, Worth more for that purpose than quite a few degrees of skill or talent. Hence the "inaccuracy" Doug refers to. To the point of absurdity, and beyond! That's how "inaccurate" it is.

I would have thought that Rod's major point was that rating systems don't influence play. I might add that Rod has an inalienable right to be absolutely wrong. And just about always is."

((Okay, gang, here's where we counter-attack for blood and gore....I'll lump both Andy's and Lew's comments together in my answer to them. My views on the rating systems are that it is almost impossible (if not

(cont. col. 1, pg. 8)

LETTERS, CONT.

completely impossible) to construct a rating system that would not variably influence a particular type of play in Diplomacy. That is to say, who's right in saying ratings should count only wins and seconds weakly? Listening to two winners types such as Doug Beyerlein and Andy Phillips can distort the whole view of the hobby! According to them, either few play for second or no one should be allowed to play for second! Can't you agree that it is quite possible to find yourself in a game where it has been stacked against you from the start? And that second might be the best you could do? I'll admit my England example was a poor one, but it does not destroy the fact that there are players who play for second whenever it is the only choice, and a few play for second and never first. I'm sure that a lot of standbys play for second place (I'm not utterly sure about stand-bys being included in all systems--or that they are rated separately). Of course, there are many examples in history where nations did not play for first and were content to be "second" and to let live some empire raging around them. One of the best examples are the Phoenicians. They were traders of a sort that most nations before and since have not equaled in daring. They invented the Phoenician alphabet which helped to launch western civilization. They never were the tops in their world and even worked for the empires on a paid-job status in their various armies. They survived a long time when they would have been wiped out if they simply tried military force to defend their homes.

Face the facts, people will play for second place. Face the fact that it is a viable goal to aim for and face the fact that not everyone can win as many games as you guys!

I rest my case (temporarily).

THE DIPCON, CHAPTER TWO,
or, "Doom lies Ahead"

The room known for its image as the room in the Dippyworld was a huge room. Immense oak beams held up the solid, dark colored plans of winewood. Deep from the forests of Washington, they were reputed to be related to the fabled living trees of the Rockies. They served a usefulness in a great room such as this, but their rarity was beyond the wealth of most people. The high ceiling did its best to awe the visitors, and the general gloom of the vast room helped little to lessen the general atmosphere of awesome power.

John sat down in one of the far corners amidst the dark shadows to be alone for a moment from the milling crowd. That initial impression of awesome power was enough to shock anyone to their senses! John signaled one of the waitresses.

"Can I help you, sir?" asked the young girl. John noticed she was fair skinned, light of hair, and with a certain mannerism not normally found among her genre.

"I'll have the inn's special," he ordered. He thought to himself, "You can't be too careful here, John old boy, better lay off them maids." His train of thoughts were broken when sights of a Dorsai caught his eye. He knew that not many Dorsai men were to be seen this far from their home. This one was dressed in black as they usually were but the cloth was cut of good material--that was surprising since the Dorsai were farmers. The Dorsai was walking to his table.

"Dorsai, you want to have a drink with me?" John inadvertently asked in a jovial mood.

The Dorsai stranger, somber in his garb, replied, "My pleasure, sir, I am a traveler far from home and a friend I could use," he reached the table and sat down on the bench opposite from John.

"I don't think I've met you before," said John to make conversation. The Dorsai, he saw, when sitting down only came up to his own shoulders.

"No, I haven't traveled this far before this summer, I should say. We Dorsai are men of the land...Peaceful and generous of a people we are considered." That was what they were, but the mystery grew within John.

"Ah yes, the Dorsai are well known for their peaceful philosophies. It is too bad there aren't enough of your kind in this world," John sighed, waiting.

"Yes, of course. I do have urgent business which leaves me little time to tally with you, sir." The Dorsai stopped and after taking a hurried look around he continued in his sing-song voice, "Urgent business to speak of with the Council." That took John by surprise.

"Business with the Council?!" John was suddenly alert and anxious. "Times certainly are bad when the Dorsai have business with the Council!"

The Dorsai replied in a whisper, "May I ask you keep this quiet? My people have chosen me to present a most urgent request to the Council...and only to the full Council." The Dorsai stopped in hesitation. "You are the one named John the Impossible? You are from Impassable?" (cont. next page)

THE DIPCON, CONT.

POLAND, PART THREE

"Yes, that I am, stranger, you have come to one of the Council, but would it be too much to ask your name, Dorsai?"

"Please forgive me, I have forgotten my manners. My name among my people is Francis the Lion-hearted. I am my father's heir to the throne." The Dorsai was a modest as his people were wont to be. John could hardly believe that this Dorsai was named for a Lion.

"Francis, you are indeed a good representative of your people," he replied, "I have no doubt that you will get your wish...if this matter you speak of is truly as serious as you portray.." John did not get to finish his sentence when the arrival of Doug and Howard, the other two of his company, arrived at their table.

"There you are, John," said Doug, "You sure picked a dark spot!"

"We were looking all over for you and you don't realize how big the room is until you search for someone," added Howard with some truth.

"Let me introduce you to a friend of mine," John casting his eyes to the Dorsai, added, "he is named, Jacob and comes from the Dorsai. Let us him be welcomed here."

Doug seemed to be slightly agitated and gave a fierce look at John which only could mean that he had something important.

"Say Howard, why don't you introduce our friend to the foods and drinks of this part of the world?" John turned to Doug, "I believe that Doug wants to talk to me in private. Please excuse us, Jacob, I shall return."

The two friends walked away leaving Howard to entertain the Dorsai.

"John, I have a message to give you from Pulsipher the Prophet," Doug was strangely subdued now and quiet, "Here it is, he told me not to open it and to see that only you get it."

Tearing the envelope open, John read the brief message, looked up at Doug and just said, "The Council must meet tonight without delay! Bring our Dorsai friend along too, Doug. Let's get the members rounded up."

The two then planned for the night's emergency meeting for an emergency it was. Pulsipher the Prophet has never been known to be wrong and usually his news were bad since he hated to fiddle around with anything less than important business. This much Doug knew and more John now also knew. It was a forecast of doom!

(to be continued)

Stanislaus II, elected 1764, maintained himself only through Russian aid and in 1772 had to cede vast areas to Russia, Austria and Prussia (first partition of Poland). He attempted a constitutional reform (1791), but the second partition (1793, between Russian and Prussia) and, after Kosciusko's unsuccessful uprising, the third partition (1794, among Russia, Prussia, and Austria) took Poland off the map of Europe. Napoleon I sponsored the duchy of Warsaw (1807-13), a buffer state under the king of Saxony. The Congress of Vienna (1814-15) gave West Prussia and Poznan province to Prussia and Galicia to Austria; made Cracow a separate republic (annexed by Austria in 1846); and created a kingdom of Poland (capital, Warsaw), in personal union with Russia but with its own constitution ("Congress-Poland"). The defeat of a general insurrection in Congress-Poland (1830-31) led to suspension of its constitution; another insurrection in 1863 was followed by intense Russification, paralleled in German Poland by Bismarck's Germanization program. Austrian Poland kept considerable autonomy. Polish dreams of national rebirth materialized in World War I. A Polish republic was proclaimed by Pilsudski in 1918. Its Western and Southern boundaries were fixed at, approximately, those of 1772. Polish insistence on the restoration of its 1772 border in the East led to war with Russia (1920-21). The Treaty of Riga gave Poland most of its claims; moreover, Poland seized Vilna from Lithuania. A third of Poland's population consisted of minorities--Germans, Ukrainians, Belorussians, Jews--whose treatment was not always equitable. In 1926 Pilsudski assumed virtual dictatorship, continued after his death in 1935 by the "colonels' clique," a military junta. On September 1, 1939, Poland having rejected German demands for Danzig, Hitler attack Poland and began World War II.

(to be continued)

FAMOUS QUOTATIONS

The three indispensables of genius are understanding, feeling, and perseverance. The three things that enrich genius are contentment of mind, the cherishing of good thoughts and exercising the memory. --Southey.

No enemy is so terrible as a man of genius. --Disraeli.

There is no great genius free from some tincture of madness. --Seneca.

IMPASSABLE PUZZLES

Solution to #31 (appeared in issue #39): The answer is $7/18$. A cask half full of 3 year old wine is $1/4$ of a cask twice its size. Therefore, $1/4 + 1/3 = 3+4/12 = 7/12$ of the large cask contains 3 year old wine. After filling both casks with 1 year old wine, the small cask is half full of 1 year old wine and the large cask is $2/3$ full of 1 year old wine. Therefore, $1/4 + 2/3 = 3+8/12 = 11/12$ of the large cask contains 1 year old wine. Since $7/12$ of the large cask contains 3 year old wine and $11/12$ of it contains 1 year old wine, it follows that the total amount of wine, both new and old is $18/12$. Thus, $7/12 + 18/12 = 7/12 \times 12/18 = 84/216 = 7/18$. Thus, $7/18$ of the mixture is 3 year old wine. Hic!

Puzzle #32: Hall, Reno, Marinelli, and Pastore are a dancer, a painter, a writer, and a pianist, but not necessarily in that order.

- 1) Marinellis and Hall were in the audience the night the pianist gave a recital.
- 2) Both Pastore and the writer have sat for portraits by the painter.
- 3) The writer, whose biography of Reno was a best seller, is planning a biography of Marinelli.
- 4) Marinellis has never heard of Hall.

What is each man's profession? Answer in next issue.

Puzzle #33: This one's easy but a little tedious if you don't have a handy calculator: The owner of a sports stadium refused an offer of \$2,000,000 for the television rights for the month of March, but said that he would take 1¢ for the first day, double that, or

2¢ for the second day, double this amount, or 4¢ for the third day, and so on for every day in the month. Would he get more or less in this transaction. Try to figure the exact amount for the month of March! Answer in next issue.

AH, HM....THEM CHESS GAMES

Game #1: It seems that I was in error here! The report in issue #39 was correct and it reproduced below:

13. QRP-QR4 RXP
14. QBP-QB4

Will Bisher please send in moves for this game?

Game #5: White-Bisher, Black-?????
2. P-QB4 P-K3
3. N-KB3

What did you guys think of my game with Bisquier? One of these days I'll publish the moves for the famous quickie loss to Grandmaster Lombardy.

AQUARIUS' DEMISE

One of my other publications, Aquarius is being laid to rest. The poll taken for the support of same showed minimal active desire to support the mini-games within. Press was erratic and I was beginning to become worn out by it. Delays were the rule as it was generally 15 pages or more. The single dippy game will be transferred to Impassable in issue #43. Does anyone know where Massar is?

CHAPEL HILL PUBLICATIONS
117 Garland Drive
Carlisle, PA 17013
U.S.A.



Hey, do you want to trade?____
You're a nice guy, but you
still gotta give me money for a
sub____
You are wanted as stand-by_____

Red Walker
4069 Jackdaw St.
San Diego, CA 92103

T

FIRST CLASS MAIL

FIRST CLASS MAIL