

Impassable

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GAME OPENINGS IN IMPASSABLE

With this issue, the first of our second round of games begin (see page 4). However, openings are still available and below is a listing of the status of each proposed game:

THIRD EXPERIENCED GAME: Three spots filled, need four. Guaranteed spots for the following people if they pay up: Greenwell (need \$3), Brooks (need \$7), Hulland (need \$3.75 if airmail), Blank (\$3.00 needed). These spots are open if they don't take them. (This is our third experienced game since 1972CJ was our first, and page four has our second.)

NEWBLOOD GAME #8: 5 spots filled. 1 spot guaranteed for Kendter, Jr. if money is paid. 1 other spot open to any newblood.

NOVICE GAME #1: 6 spots filled, still need 1 more!

NEWBLOOD #9: All 7 spots open. Must not have finished nor entered more than one postal game at the time of entry. These spots will be filled through IDA's Novice Packet people.

If there is enough interested, we may open another game just for subscribers with long subs (must have more than 12 issues left) if not, then forget it. Also, the two games for our champions are still in the works but it looks like one game instead of two if not enough are interested.

In answer to the one question which keeps popping up: Championship or current games do not count towards one-game restrictions!

ZINE REVIEW

This issue will stick mostly to the basics so that the zine gets out on time! But, with one or two exceptions, the following will be zines with openings.

DIPLOMACY WORLD, Vol. 1, No. 5. Walter Buchanan, R.R. #3, Lebanon, IN 46052. Subscription rate is 6 issues for \$3.00 (a \$1 discount for IDA members if specifically asked for). Each issue has 32 pages and is offset. The premier publication on the dippy market, the publication is served by many excellent writers and artists. The layout is a lot better than mine and so I envy theirs. No openings, but does carry the famous Hoosier Archives Demonstration Game! Plenty of articles and other goodies.

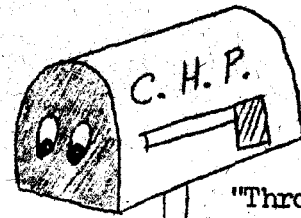
COMMAND POST #13. John Mirassou, Rt. 2, Box 623AC, Morgan Hill, CA 95037. Has openings in regular dippy. GF is \$2.10. A sub is \$1.10 for 6 issues. Ditto.

TURNABOUT, #4. Peter A. Berggren, Davis-town Schoolhouse Rd., Orford, NH 03777. Xerox. Has openings in regular dippy. GF is \$1.00 + sub. Sub is \$4.00 (that's a "game" sub which I gather is for the whole game). Middle Earth V GF is \$1.25 + sub (continuous sub). Sub not listed, but in previous issues was stated as 10/\$2.00. Also, Carbon Copy Gigaton Bomb variant at \$2.00 flat fee. \$2.00 more if put into Turnabout. Same fee set-up for Carbon Copy Colonial Variant. If either is proved to be workable as a variant game, they will be put into Turnabout. Not many people in New Hampshire, so give this guy a chance and support him by entering a game!

THE MASTER MACHIAVELLIAN, Vol. 1, #3. c/o Micheal George Homeier, 238 N. Bowling Green Way, Los Angeles, CA 90049. Ditto. Subs are 12 for \$2.50 and 24/\$4.50. GF is \$1.00 + sub. Will have games in SPI's Fall of Rome (solitaire), and Frigate, the "Coyne-Hubbard World Variant" and an interesting variant, "Colonia," by Fred Hyatt. For the two world variants, GF is up to \$1.50 plus sub.

ARRAKIS, #40. c/o Brian Johnston, Box 629, Huntsville, Ont., Canada POA 1K0. Under (cont. pg. 5, col. 1)

LETTERS FROM THE MAILBOX



"Through rain,
snow, hail, and
holidays, the
mail keeps coming!
I'm going to ask
for overtime pay!"

Lacking a feature article for this issue, and having lots of good letters, this page will feature letters instead of an article, so feast your eyes on the wit and wisdom of the greats of Diplomacy! (Only requirement for sending a letter to be printed is that you think you're great....)

From Mick Bullock there is a letter dated the 20th of October. In response to IMPASSABLE #39, Mick clears up a point about the British Calhamer Award winner, the variant INTIMATE DIPLOMACY.

"Your coverage of the Calhamer Awards Winners in #39 (Sept. 2nd) is sloppy to say the least, getting 3 of the winners' detail wrong--perhaps you've since corrected this.

But your ill-advised comment about the outstanding variant winner, Intimate Diplomacy, is extremely damaging and suggests a naivete in the British mentality (for voting for it) which does not exist, your comment being based on gross information. To actually believe that we'd vote for "two gamemasters (!) playing each other in 2-player Diplomacy for all players to see" sadly reflects on your own naivete.

Intimate Diplomacy is a truly worthy winner of the outstanding variant category, more than 30 postal games have been started over here, and it has inspired two zines solely for the purpose of carrying such games, one of which, ORION, actually won the outstanding variant zine category. I am surprised that the game hasn't received more publicity in the States as the rules have been in several U.K. zines at least one of which I'd have thought would have reached you.

Briefly, the two players each have one home country throughout the game (chosen by preference list) and the object of the game is to capture and hold for an autumn season, one of the opponent's home supply centers with one of one's home units.

Each of the 7 powers has a credit at the start of the game (Austria=£24, Italy=£24, Germany=£22, all others=£20) and the two players start off with the relevant credit for their particular home country. (Credits for the other 5 powers play no further part.) The credit is added to each winter at the rate of £1 per supply center owned by the home country. Credits spent each winter (starting New Year 1901) after builds, etc., by bidding (bids are secretly written and simultaneously presented) for control of none, some or all of the 5 mercenary countries. The highest bid for each mercenary wins (the amount of the successful bid is deducted from the winner's credit only, so it doesn't cost anything to make a losing bid); equal bids results in nobody gaining control of the mercenary country for that year, its units standing; you may bid more than you have in your kitty, but if you actually overspend you're out!

Control of all the mercenaries you've successfully bid for lasts one complete game year including builds/retreats/removals. At the end of each year (New Year actually), all 5 mercenaries go back into the pot and bidding commences afresh for a further year's control.

I don't have time nor space here to go into all the ramifications of the tactics of the game, which are manifold (besides, I've not yet played, the game postally though I've beaten my wife (!) on several occasions! So I don't claim to be an authority on the game, simply an admirer). No doubt further play and research will result in a deeper investigation into the whole new field of possibilities and positions opened up, but even just a single playing enlightens one to the delights and subtleties of the game--the principle beauty being that the mercenary you strengthen or weaken this year may be your opponent/ally the next! I hope the U.S. will try I.D. and see what it's missing.

Just one other point about the awards. True, Andy Davidson has not yet won a regular game, but he has a very good record in variant play--and the category doesn't differentiate. Unfortunately I can't recall all the other nominees but I believe Ron Kelly was among them--how many games had Ron won at the time?"

(Letters cont. pg. 5)

GAME 1973Ddl, Summer & Fall 1022

KYMRU FORCES DESTROYED WHILE SLIGHT GAINS ARE
MADE IN IRELAND BY THE SCOT-ORKNEY ALLIANCE!

Error Spring 1022: Leinster F Man-NIS should
be underlined. Note that /inc/ means incom-
plete order.

Summer 1022: Scotland R A Uri-Ang, Munster
R F NSG-Wex

Fall 1022:

KYMRU(Gemignani): A Str-Che, A Her-Pow, A
Gwe-Bue, A Sta-Shr/r/(Glo, OTB)

LEINSTER(Fujihara): A Uri-Mea, A Tyr-Uri, F
Man H, F SIS-Dub, A Tar S F SIS-Dub

MUNSTER(Dick): F TrB-Mid, F GaB S A Ros-Tua
((Dick, do you know something I don't
know? Why Taum instead of Tuam?)),
A Ros-Tua/r/(Bre, Lei, Try, OTB), A Ern-
Don, F Wex H

ORKNEY(Keller): F CaB-Car, A Sut-Don via
Scot F Isl, F Min-WMI, F IAt S Scot F
Law-Tua, A Sli-Ros, F SIB S A Sut-Don,
F Dow-Arm, A Oma S A Sut-Don, A Spe S A
Oma

SCOTLAND(Tonnesen): A Che S A Shr, A Oxf-Sta,
A Shr S A Oxf-Sta, A Car-Pow, A Ang S
Ork A Sli-Ros, F Law-Tua, F Isl C Ork
A Sut-Don, F Sol-Man, F Dub-SIS, F NSG
S F Dub-SIS, F Gwy-Mon

AUTUMN & WINTER 1022 Orders due Friday,
December 13, 1974 at noon, E.S.T.

Fall 1022 Supply Center Chart:

Kymru: Bue, ~~Skr~~, Brk, ~~Sta~~ (2) R2

Leinster: Mea, Kil, ~~Wex~~, Tar, Man (4) R1

Munster: Hom, Lei, ~~Ros~~, Wex (6) B1, lost 1

Orkney: Heb, Sky, Cai, ~~Mon~~, Oma, Arm, Dur,
Sli, Dow, Ros, Don (10) B1

Scotland: Hom, Kin, Der, Che, Dub, ~~Don~~, Tua,
Pow, Car, Sta, Shr (13) B1

Press:

Scone: Dear Princess, I do not write you
because I must wipe you out, and I do not
want to lie to such a good player, good sport,
and beautiful lady.

Kymru: There is a new song going around in
Ireland. It is call Mal The Knife. It
concerns this Scottish King who had a wee
knife which he kept out of sight. But,
"just a jack knife has old Mal, baby, and
wouldn't you know, his neighbors disappeared
after withdrawing all his hard-earned supply
centers and turning his back on old Mal,
and now Mal, he has got the centers, could
it be our boy has done something rash?" Yes,
if he gets me, he gets you next, so never

turn your back on old Mal, the knife of
Scotland!

The new dance that is sweeping the
country is Stonehenge Wiggle sometimes
called the "Unhinged Stone." First you put
one end out and the other end out and you
wiggle back and forth (This is earthquake
movement), then you wiggle in the middle
like a Stone full of jelly. It is considered
to be an instant rage, even the Great Stone
is doing it. Scholars have come up with
the answer to what the Great Stoned Stone
meant by "Whew". After much study and many
hours of meditation and research, they found
the meaning. He suezzed. A good sueeze
always is good for an earthquake. I remember
the time a strange land called California
paid the Great Stoned Stone to take allergy
pills around them. They were warned that
if the Stone would "Whew" around them, they
would sink into the sea. Now take that
place Atlantica, they did not pay the Great
Stoned Stone to take his allergy pills, so
they got sueezed into the sea," replied the
scholar spokesman. His advice was pay up or
get sueezed into the sea. Collection for
the Great Stoned Stone Allergy Fund is
being started by that noted personality,
Mal the Knife. Question, "Who has invented
to find things in his middle? Are they
key words in the Great Stoned Stone Exor-
tation Plot?

Stonehenge: Beware the befuddled wisdom of
the east, your plans will not prevent the
catastrophe to befall all disbelievers! The
Great Stone was heard to laugh in a malicious
manner. This new laugh frightened the
Priests to leave the scene and in doing so
they left behind the young, female sacrifice.
When they returned, the sacrifice was no
longer to be seen, and instead, a sight as
never seen before was behold! Besides the
Great Stone there was another Great Stone
but a bit smaller and the two leaned towards
each other, supporting each from a fall.
The Priests, due to their ignorance, felt
that the sacrifice was turned into a female
stone. So, they started their fertility
dances--dances not to be described here in
this PG rated gamezine.

GAME 1970BJ, Autumn 1913

Error Fall 1913 report: I overlooked the
printing of Italy's A Bur-Ruh. Consequently
I counted only 10 units. But, with 11
units, Italy must remove one unit this
Winter season. Having not noticed this

error, Italy did not send in a removal. So, only the Autumn season will be played. The Winter and Spring seasons will be combined. If anyone wishes, separate seasons can be had. Autumn 1913:

Italy R A Bel-Pic, F Lon-Eng; England R A Liv-OTB. ((Andy, I need your phone number))

WINTER 1913/Vote for 5-way draw and conditional Spring 1913 orders are due Friday, December 13, 1974 at noon, E.S.T.

A re-reading of the Houserules finds that draws excluding any player(s) is not allowed as all players must share equally in a draw (see Rule #45). Also, since the Houserules permits it, I will call for a vote for a draw of all the players included. One no vote will be sufficient. I will not require a plan to break the draw, only a no vote. The results of the vote will be published since it isn't prohibited in the House Rules. Anybody not voting will be casting a no vote since any draw must be unanimous in order to succeed. ((Not so in my new house rules, but that doesn't apply to this game.)) The vote for the draw is with the Winter orders.

GAME 1972BG, Autmn & Winter 1912

NATIONS RESTOCK THEIR ARMORIES AND SUPPLIES

Autumn 1912: Russia R A Sev OTB; Italy R F Lvp-Iri

Winter 1912:

AUSTRIA(Ball): B A Vie

ENGLAND(Swies): SP

ITALY(Hrbek): B A Rom

RUSSIA(Fish): SP (R A Sev OTB)

SPRING 1913 Orders due Friday, December 13, 1974 at noon, E.S.T.

Winter 1912 Positions:

Austria: A Ruh, A Hol, A Kie, A Sil, A War, A Pru, A Vie, A Ukr, A Sev, A Gre, F Bla, A Tyr (12); England: F Nwg, F Lvp, A Yor, F Lon (4); Italy: F NAt, F Iri, F Eng, A Par, A Pic, A Bur, A Tri, A Pie, A Ven, F Aeg, F Ion, F Ank, A Rom (13); Russia: A Mos, A Liv, A Nwy, A Swe, F Bel (5).

Press:

Rome, Winter 1912: King Ginzo has expressed his extreme dismay at the failure of the new Austrian government to honor the Tripartite Alliance. The nefarious aggression of the Austrians has prompted the King to

direct Italian forces to Austria to attempt to reinstate a more favorable government.

GAME 1972BW, Spring 1913

MUNICH FALLS TO ADVANCING RUSSIANS! BOTH SIDES DIG INTO TRENCHES AND ITALY-TURKEY PREPARE FOR NAVAL SHOWDOWN!

Note: Richard Swies is now the new player for Italy. Could not reach Lindauer by phone for the second season in a row!

FRANCE(DePrisco): A Pie S Ita A Ven, A Ruh S Ita A Kie/otm/, A Hol S Ita A Kie/otm/, A Bel-Bur, F Bar H, F Nwg S F Bar, F Lon-Nth, F Eng S F Lon-Nth, A Edi-Yor, F Nth-Hel

GERMANY(Davies): A Den H, A Ber S Rus A Tyr-Mun

ITALY(Swies): A Kie-Mun, A Ven H, F Adr S F Ion, F Ion H, F Tun S F Ion H

RUSSIA(Knudsen): A Mos-Liv, A Sil S A Tyr-Mun, A Tyr-Mun, A Vie-Tyr, A Bud-Vie, F Bal S Ger A Den, F Nwy H, F Ska S F Nwy H, F StP(nc) S F Nwy H

TURKEY(Abbott): A Tri S Rus A Vie-Tyr, A Boh S Rus A Vie-Tyr, A Ser S A Tri, F Alb S F Gre-Ion, F Eas S F Gre-Ion, F Gre-Ion, F Smy-Aeg

FALL 1913 Orders due Friday, December 13, 1974 at noon, E.S.T.

IMPASSABLE'S EXPERIENCED GAME NUMBER TWO

Well folks, the first of the second-round games is ready to begin! The report which follows represents the start of the second experienced game in Impassable. 1972CJ was the first. As is the custome in our games, the first deadline is twice the length to allow for initial negotiations. For all the bloody details read on! ((Doug, please note that I need a Boardman Number, thanks!))

The Cast of Players:

David Davies, 2385 Lawrence Ave., San Bernardino, CA 92404 will play Turkey.

David Fujihara, 1225 Peterson Lane, Honolulu, HI 96817 will play England.

Ronald Kelly, #210, 225 Virginia Ave., SE, Washington, DC 20061 will play Germany.

John McKeon, 88-00 Shore Front Pkwy., Rockaway, NY 11693 will play France.

Francis McIlvaine, 144 Sackett Rd., Apt. #6 Avon, NY 14414 will play Russia.

William Osmanson, 1015 Union St., Morris, IL
60450 will play Austria.
Mark Tonnesen, 13514 Wood St., Woodbridge, VA
22191 will play Italy.
John Boyer, 117 Garland Drive, Carlisle, PA
will play as your friendly, blood-seeking GM!

How Fate Was Decided:

Davies	R	T	E	G	F	I	A
Fujihara	F	T	E	I	R	G	A
Kelly	G	F	R	T	A	E	I
McKeon	F	R	E	A	T	I	G
McIlvaine	R	A	G	E	T	F	I
Osmanson	A	G	T	F	I	E	R
Tonnesen	F	I	E	T	A	G	R

Wherever possible, unique choices were given and ties were broken by a coin flip. Nobody did worse than their third choice, which would have been my first choice anyhow!

SPRING 1901 Orders are due Friday, January 3, 1975 at noon, E.S.T.

((By the way, Doug, will that make this game 1975A??)) If not, perhaps the deadline should be January 1st? Well, I'll stick with January 3rd....

Good luck to all the combatants of this game. I hope to see lots of action, lots of deaths, lots of stabs, lots of foul plays and deeds....drool, smack, chortle, choke,..gasp, help!.....gulp.....beep, beep, beep....

ZINE REVIEW, CONT.

new management, the zine has changed from being ditto to mimeo. Also, there are more than one editor instead of John Leeder (who has moved and won't be heard from until he's settled down again). Sub is 1¢/page plus postage, send a sum and they will keep the records. Has one game of regular dippy for GF of \$6.00 (\$5.00 if you're an IDA member). SPINULUM, #7. Dave Kadlecak, 1447 Sierra Creek Way, San Jose, CA 95132. Has openings in this ditto zine in regular dippy for \$1.50 GF plus sub. In YV variant at \$2 GF plus sub, and in Third Age at \$1.50 plus sub. Sub rate is 10/\$2 or 10/\$2.30 airmail in N.A.. A good plugger deserves a replug!
CLAW & FANG, #41. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Ditto. Sub is 10/\$2. GF is \$2.00 plus sub. Has one game open for "new subscribers special". GF will be only \$1.00 plus sub. Zine is bi-weekly. #END#

LETTERS, CONT.

I have a brief half-page of comments from Doug Beyerlein (the new Boardman Numbers Custodian--don't forget Doug, I need a number for my new game on page four!)...

"I think that this continuing discussion (and for the life of me I can't remember how it got started) has pretty much reached a stalemate. We apparently have different definitions for the same words and thus cannot even find common ground to hold our arguments. So I suggest that we leave it where it is for the moment. Agreed?"

Now I suppose that I had better answer Lew's comments and objections to my article, "The Dominant Player." ((Printed in #41 of IMPASSABLE.--Ed.)) I don't really think that I need to try to defend my articles (especially the bad ones), but perhaps I can give some background as to what my thoughts were when writing that article.

I was trying to get across to the reader the concept of the dominant player in the game of Diplomacy. This concept was not obvious to me until after I had played the game for some seven years. And then even when I thought that I understood the concept and knew how to use it, I spent some 15 months thinking over the article and how to present it. (For comparison, my average time needed to think out and write an article runs about six months.) And although the article was completely rewritten twice I was still not really satisfied with it. I only submitted it at the last moment to John to be included in the 1974 IDA Handbook because I thought it to be the most important article I have written for Diplomacy. It was too late to be included in the handbook, but then John asked to publish it in IMPASSABLE. After a little editing (mostly by John) I agreed and sent him the article.

As I said above, I am still not completely happy with how I presented the concept of the dominant player, but I still don't know how to improve on it. If you or anyone else would be interested in co-authoring a more complete article on this subject I would be happy to give it another try.

And last, you can probably blame the word "cohered" on me. We engineers have lousy vocabularies--and it shows."

* * * * *

In LOST HORIZONS, my variant gamezine, Tom Hubbard, a player, wrote an interesting (cont. pg. 6)

LETTERS, CONT.

comment on his co-playing in a global YV game.

"You mentioned in your last postcard the possibilities of designing a global YV game. Well, day after tomorrow I'm going to be one of thirteen players taking a crack at one Chris Coyne of your 1721 game and Chuck Davis have cooked up. It should be very interesting; I'll try and remember to give you a report.

David Davies is in '72BW, of Impassable. He and I are trying to get ahold of a metal sphere, of close to three feet in diameter. We want to devise a REALLY global variant! More on this later, too. It'll have magnetic pieces, and will probably use something very close to regular Diplomacy rules--except that with so many sea spaces, I'm going to try and tighten up the convoy rules some. If we get it done in time, and can figure out a way to transport it, we'll bring it to the DipCon. But don't count on that, we haven't even got the sphere yet, and the only people who haven't laughed at us want over a hundred dollars for the job. Sheeyit. I bet fish tanks are less of a hassle."

This was an old letter, but I'm hoping that printing it may encourage other global inventors to speak up on their pet projects!

Next is a longer letter from Lew Pulsipher. As usual, he has something to say that warrants listening to, err, reading....

"IMPASSABLE is #1 in replies to the survey, from the first printing. I was surprised that you decided to print it again.

The idea that the people who rate high on the BPP have a lot of influence with GRI was news to me when I heard it. I can only repeat that it is my understanding that Beshara believes it. It is beyond question that he and his cronies packed the poll--what for, personal ego?

My letter in #42 suffered from the typ gremlin a bit. The sixth sentence reads, "Only the rawest neo could be unaware that he ought to try to make the other players do what he wants, and that he ought to avoid letting another player consistently determine what he does." ((My apologies--Ed.))

I fully agree with what Doug says about rating second relative to wins. Certainly alternative goals are available and some people are concerned with things other than winning, but will they pay any attention to ratings? Those alternative goals are

personal goals--I don't think a person who is more interested in press than winning thinks that everyone should be. The ratings are for competitors, it seems to me, and the competitor's goals are basically determined by the game, that is, the rulebook.

Sentiment (as much as there is any at all) seems to be building for a panel to vote on the QA's. You, John, are the only person I know of who supports voting by the individual members of the hobby. You are also one of the few who opposes splitting the awards. I really don't think you've explained why you oppose what is clearly the practical alternative. How do you overcome ignorance of zines from "the other side"? Latest survey figures are: 28 of 137 respondents ((Lew's referring to his North American Player Poll)) receive a British Dipzine regularly; 46 of those 137 have never seen one. Given the trend of recent replies, I suspect that the percentage of North Americans who receive a British zine regularly (and usually only a couple at that) is less than 10 per 100, and probably much closer to 5 per 100. Why buck that, John? And how?

Why don't you run a survey for Impassable readers only to see what they think about the various discussions, and to see what types of features they like? You can get a person to reply to a survey which requires yes, no, degree answers whereas if you just ask people to express opinions, you won't get much of a response.

I was a novice once, John--in fact, I didn't see a "how to play" article, nor did I play FTF, until I'd been playing postally for over a year. I feel much better for having learned to play the game competently myself, rather than depending on articles. Moreover, articles only get at the surface of the game--psychology is what counts, and you can't teach psychology in two-page articles (if you can at all). There are probably books which would help novice players--books on practical psychology, not psychoanalysis/Freudian claptrap. But if someone read these books and read them, do you think anyone would bother to read them? Most people who depend on articles are also those who are lazy--they want to be told in 25 words or less (or as close as you can get) how to win, they don't want to have to work at it. The people who might read the books would be the ones who least need to.

It would be nice to have available a
(cont. next page)

LETTERS, CONT.

novice handbook on how to play the game. Make it generally available to novices and then forget all the repetitions "how to win" articles which clutter some zines. I know it won't happen--people definitely favor this type of article according to my survey. But there are useful articles of this type and those which wastes space. I thought that Verheiden's article in a recent DW on stale-mate lines was fairly useful. His article in the latest Impassable is too abbreviated to help those who really need it, I think."

* * * * *

Before I reply to all these letters, I wish to print one more set of comments, these coming from Andy Phillips of 1970BJ.....

"You have a lot of people as replacement players who could possible only hope for second place."? Garbage. And I don't mean only grammatically. If you're in a position to wrangle the winner into letting you be the plumpest goose in the oven it's because you have something to trade. If your opposition didn't mean anything the victor wouldn't have to bargain. And if your opposition means something and you end up as dinner anyway...that's failure. And I won't countenance rewarding failure.

And failures who want to be failures are just as much failures for all that. That someone wants second place is no argument for acclaiming his ability when he gets it. It's the wrong ability."

* * * * *

Okay, allow me to take them in order....

First, I do apologize for the printing of a rumor about the Intimate Diplomacy variant, and for the mis-information on the winners. I was working from memory and that issue was slopped together in a hurry. So, forgive me! As a result, however, I have since become very much interested in the CA's and am heading an IDA-sponsored panel to discuss how to run it right the next time. I invite you to follow along with the rest of us.

I wonder if any of the readers recognize the variant described by Mick Bullock? Is it true that this would be the first printing of the rules in North America? Let me know!

As for Doug Beyerlein's article, The Dominant Player, I thought it was good enough to be printed in Impassable--but I wouldn't say it was Doug's best article! No offense

is intended, but I think your best article printed in Impassable was The Name Of The Game Is.... in the old, ancient issue of #3, April 22, 1972. Another excellent one and a favorite of mine was, Options which appeared in #6 of Impassable on June 21, 1972. Both of these articles dealt with specific techniques and/or tactics to solve or answer specific problems of the game. The article you gave me was good, but since it was a first, there's room for more to be said about it! I'll print anymore you'll say about the dominant player!

Getting on to Tom's comments, I do have an interest in a practical and playable world variant. Another effort is Fred Hyatt's Colonia which apparently will be printed by The Master Machiavellian people. When that comes out I'll snatch a copy and tell all. One of these days if I have time I might work up my own variant for the world conquest!

I will lump my reply to everybody's comments about second place finishes....

No one wants to believe that there are games in which one could not win! What if you were Turkey and then France and Germany dropped out of the game and replacements were missing orders, etc. allowing England to take the powerful lead. Meanwhile, your brilliant attack on Russia with Austrian aid is working, but both of you are pressured by England on all fronts. Italy was another country with problems and presents no problems, but doesn't stop you or Austria from being defeated by England! Surely you people will admit that there is a certain amount of luck involved in all games? Rare is the game that isn't influenced by gamesmastering errors, player missing moves, allies missing crucial supports, and so on. It is no fault of the player if circumstances takes the game away from him. Any argument of proving the game is being realistic about countries suffering command control or whatever would not hold water in relation to ratings.

Sure, the aim of the game for most people and the rulebook is to win by taking control of 18 centers, but failure on one's own stupidity is one thing and failure due to someone else's stupidity is another! I still say that the second place finish should not be punished and should be given a rating in proportion to center count with the least possible modifications....

The panel to run the CA's is approved by the IDA and I will open it up soon as possible. Right now the goal is for early
(cont. next page)

LETTERS, CONT.

January with a publication run to include as many publishers as possible. The idea is to invite publishers to subscribe to the panelzine so that they may follow the gist of the discussions and perhaps correspond their ideas to the members on the panel. There will be 10 voting members, one being the IDA President, whoever that will be next year. The nine includes the Chairman, myself, three other Americans, three British publishers, and two Canadian publishers. The only chance I'll have to stuff my minority ideas down their throats will be on my second-vote powers to break ties.

I am trying to promote interest in the CA's by talking about it wherever I can. My views include international awards as well as a publication of the candidates for the awards. My views also includes voting by hobby members of the world. If these ideas should prove impracticable I will forgo them, but I am working from my side of the fence, so to speak!

One reason why I am aiming for a practicable way of having an open vote is to avoid any possibility of cries of dictatorship. Though many if not most of the awards may apply only to publishers, even the 10 on the panel will amount to a minority of the publishers also. So, democracy is a solution to creating a bad image. Remember that this hobby is very independent minded!

I am just throwing out this as an idea, but the problem of ignorance as indicated by Lew in his preliminary review of the poll's results, can and perhaps successfully be combated with several efforts:

- 1) Publication on both sides of the Atlantic of the awards candidates in the fullest manner possible and with the least possible biased views included.
- 2) Mass advertisement in major and minor publications with plenty of time allowed to discuss in print the merits and otherwise of the candidates. Give about 4 months between announcement of the candidates and the deadline for votes.
- 3) Rigorous definition of the awards, and strict delineations will help avoid confusion on the part of the voters.
- 4) Structure the awards to prevent candidates from winning by popularity as a result of circulations, and/or regionalism. As an example, an award for best zine of the year could be structured into 3 or more categories of circulation.

There are a lot of things which can be

tried to make the international democratic approach workable. I have many of these ideas and I will test them on the panel when the time comes.

Funny, but I kind of think that great articles are on the decline, that is, there are limitations to the topics which can be covered 'bout the game of Diplomacy, and so you are perhaps at least partially correct about repetitive articles, Lew. I think that I have two new topics which have not been discussed or written about much and when I have time, I will come up with my two contributions to the dippy archives....

Yes, it would be nice to have a novice handbook, but right now it appears that I would be the only one willing to do so. As it is, I have to worry about the 1975 Handbook publication as well as a possible Calhamer Awards publication! I have often thought of putting together all of the available stuff from Impassable back issues and write some extra material especially for the novice and market that for myself. But, that means work and time which I don't have. Sigh.

Well, that's it. I thank you all for writing. It has helped to make this issue a readable one. Perhaps I will get around to making a poll--it has been awhile since I held one for my own purposes. Maybe....

1974 HANDBOOK

The 1974 Handbook is an excellent source of reading material for the novice as well as for the more experienced player. Eighty pages of quality mimeo printing on good white paper produces the best single dippy publication in the history of the hobby!

8 The best writers such as Beyerlein, Birsan, Verheiden, Walker and many, many more have contributed their efforts to this outstanding effort of a publication!

Many topics from humor to the serious to the studios are included in this large second edition of the Handbook. Most are original and a few are some of the best reprints available! Get yours now before they run out or the price goes up! Only \$2.00 for IDA members and \$3.00 for non-members, postage included! Mailed in a protective envelope, this excellent buy can be yours! Send your money (made out to International Diplomacy Association) to: 1974 Handbook, c/o John Boyer, 117 Garland Drive, Carlisle, PA 17013 U.S.A.! Hurry!

NEWS OF THE DIPLOMACY HOBBY

News just came in on the status of both The Fighter's Home and El Conquistador. On the problems of TFH, I got a copy of the letter which went out to their game masters of which one was Ron Kelly. The problems stated were: 1) A breakdown in the printing press of their printer, and 2) The Bishop sending Dan Gorham to a series of International Church Conferences in Dublin, Ireland and Paris, France. It is stated that the next three series of moves will be run by carbon copy by the respective game masters and when Dan gets back, TFH will take up where it left off.

Then, just last week, I received a letter from Gordon Anderson including among other things, a statement to be printed in the next Diplomacy Review about El Con. He states that El Con has been temporarily suspended and the games will be continued by carbon copy. In early January, he expects to resume publication of El Conquistador. He did not give a reason why the zine was temporarily suspended.

Other news from Anderson includes an announcement of the dates and place for the 1975 CITEX convention.

Well, from the New York crowd, I hear they want to establish the next year's DipCon in New York! It seems that there might be some confusion if these conventions keep popping up....in the past, the official DipCon was established by the leading hobbyists which are, for the most part, either in New York or in the IDA as members. Whether this means that New York will be the next scene for the annual orgy is not known. From our viewpoint, they have some merits: 1) New York is centered in the heavily dippy-populated eastern seaboard, 2) A large group of long-standing hobbyists are available to help with the work involved, and 3) To finally bring the annual DipCon to the East Coast! After many years in California and then in Chicago, the DipCon should be held in the East!

I read that the TDA, an ancient dippy organization, is again collecting dues. Well, I've said very little about the TDA except in one early issue of Impassable when I jumped from TDA to IDA. The same reasons for my giving up on TDA to join IDA still stands today: 1) They're a bunch of New Yorkers who are not mainstream hobbyists, 2) They don't publicize their treasury expenditures, 3) They don't publicize their membership

records, 4) They don't hold public elections and 5) You don't know who runs it (they say that John Beshara does, but I can hardly believe that he exists or is capable of running even a private, closed dippy organization!). In overall perspective, they are to be avoided! How could you complain or know who to voice your opinions against? In the IDA at least you can trample over the "clique" that runs that organization and say your piece about how little you think about them. My opinion is that TDA should go from the scene as soon as possible!

Robert Lipton seems to be pushing an organization of North-eastern publishers to combat orphaned games. The idea is that the publishers band together to protect themselves from orphaned games. If one were to drop out the others will pick up his games and share them as equally as possible. Unfortunately, there is going to be a lack of publishers with time to spare in order to promise that he would share the orphans if someone else drops out! I for one applaud the effort, but I myself don't have the time to handle orphans! My time, at the least, is being devoted to some hobby services.

A weird version of the Calhamer Awards was just received here from Robert Sacks, 15-F Tang Hall, 550 Memorial Dr., Cambridge, MA 02139. It is for real and not a joke, so perhaps I should print the pertinent details?

"To implement the foregoing declaration, all publishers and any other interested persons are invited to: a) submit a proposal for the name of one or all of the awards listed below; b) inform me of whether they will manufacture and distribute ballots and therefore wish to be informed of the nominations for the awards listed below; c) submit nominations for candidates for one or more of the awards listed below.

The seven most hated persons in the hobby.
The worst publication.
The worst new publication.
The worst reliable games master ~~//I think~~
~~he means most unreliable~~.
The least reliable (scratch the above comment) gamesmaster.
The worst single press release.
The worst press release series.
The worst regular game.
The worst variant game.
The worst variant design.
The least meritorious contribution.
(cont. next page)

The worst article.

Please respond to Robert E. Sacks, 15-F Tang Hall, 550 Memorial Drive, Cambridge, MA 02139, on or before February 28, 1975."

On the English Connection side of things we have a new trade in Craig Nye, 56 Meadow Drive, Lindfield, Sussex, England. His new publication, RETIEF is very promising, being well-written, well-printed, and having good artwork.

It is a shame that part of the problem in subbing or playing in English gamezines is the currency exchanges involved. What is the dollar worth in their currency, how do we get currency of their type? And so on, another problem, as far as games go, is the time involved for mail to travel the Atlantic, even by airmail. The postage is expensive, and though North Americans could afford it, the English could not afford our publishing fees since prices are higher here. Nevertheless, traders are finding that you can trade with English traders on third class surface postage which is in the U.S.A., 10¢, the same as for first class postage. Though it isn't more expensive to trade in this manner, it does take time to get there--about two months on the long side. There is no date on the first issue received here (he's only into his third issue and haven't learned to have the date in there, but is excellent on everything else!), but the date for the deadline was given as October 21st. So, you can figure out how long that took. Nevertheless, after the initial delay, each issue should arrive at the same intervals of the publication. I now trade with six British publishers plus other publishers in other countries.

That's all folks! #end#

DIPPY WORLD

Chapter 3: The Door is Opened

Buchanan of Hoosier stood up tall above the seated group. For some he was a tower of strength, for others, he was a tower of controversy.

"What is it, Walt?" BirSauron asked.

"I propose that we send an expedition to the Bad Lands to investigate this prophecy of Lew's." For most, the master of the most famous Hold of all commanded respect for his intellect and awesome practice in the practical matters of science.

(cont. next page)

SOLITARY CONFINEMENT

Anonymous Author

The unconsciousness of sleep rapidly gave way to the reality of wakefulness. Torgen's eyelids blinked once, twice, thrice, a fourth time before he was fully alert and comprehending. Slowly he arose from the lounge/bed, stretched his arms over his head, and yawned.

Torgen left the confines of his small bedroom, walked thru the gangway to the radio room and went in. "Damn," he muttered, "left the lights on again!" He sat down on the swivel chair, switched on the transmitter/receiver, and placed the headset over his ears. He flipped the "send/receive" toggle switch to the send position and began transmitting.

"Mayday, Mayday, Mayday. U-S-S-4-3-1-J-S calling Mayday. Come in please."

Returning the toggle switch back to "receive", Torgen sat back and waited hopefully, expectantly, and yet, dejectedly, knowing full well that he had gone thru this routine many times before with no results. All he heard thru the sensitive earphones was the constant hum of the receiver, interspersed with crackles of static.

Adjusting the volume, Torgen repeated the s.o.s. three times on three different space frequencies with the same negative results before shutting off the transmitter and removing the headphones.

He flicked the lights off as he left the radio room and silently cursed himself again for leaving them on yesterday, or whenever it was that he was last in the radio room. The zirodean lights used in the radio room consumed a vast amount of solar energy. In contrast, the psionic lights used throughout the rest of the ship used almost no solar energy at all. In fact, the psionic lights generated their own energy, despite the fact, or rather, because of the fact that they were constantly on. Torgen made a mental note to himself to explore the possibility of somehow tapping the psionic lights to replenish the ship's solar energy cells, should he ever need to do so.

After a quick breakfast of reconstituted bacon, eggs, toast, and coffee, Torgen made his way to the command room, the heart of the big spaceship. He turned off the psionic lights and sat down in the command chair. After several seconds his eyes

(cont. next page)

SOLITARY, CONT.

adjusted from the brilliance of the psionic lights to the eerie twilight of the planet Neptune. --to be continued....
 ((I was surprised to receive this offer in the mail. I can only hope he will follow up with the sequel!))

DIPPY-WORLD CONT.

"Okay," answered Edi the Wizard (also as BirSauron or Birsan the Cruel), "I'm with him, what do you all say? Let's take a vote." They all showed hands thumb'd up for the proposal and it won easily. With that settled, BirSauron asked for ideas on how and who should make the dangerous trip. By total agreement, it was decided that Boyer, Beyerlein and Mahler would lead the foray into the Bad Lands. Though arduous and dangerous, the trip would not be long in completion. It was decided that they should leave soon and be able to return before the cold of winter could set in. Plans were readied for the trip south and afterwards, the Council discussed the Dorsai case. The Dorsai was introduced.

"Today, Francis the Lion-Hearted, as he is known among his people, came to me in the great Hall to ask that he be allowed to say something of great importance to the Council." John the Impossible was enjoying his moment of control and was reluctant to give it up. "So, I leave the floor to him."

The diminutive Dorsai rose to take the stand by the window. Framed by the light of a rosey sunset, his black attire enhanced his prescence of doom. With his quiet manner and in his soft voice he spoke.

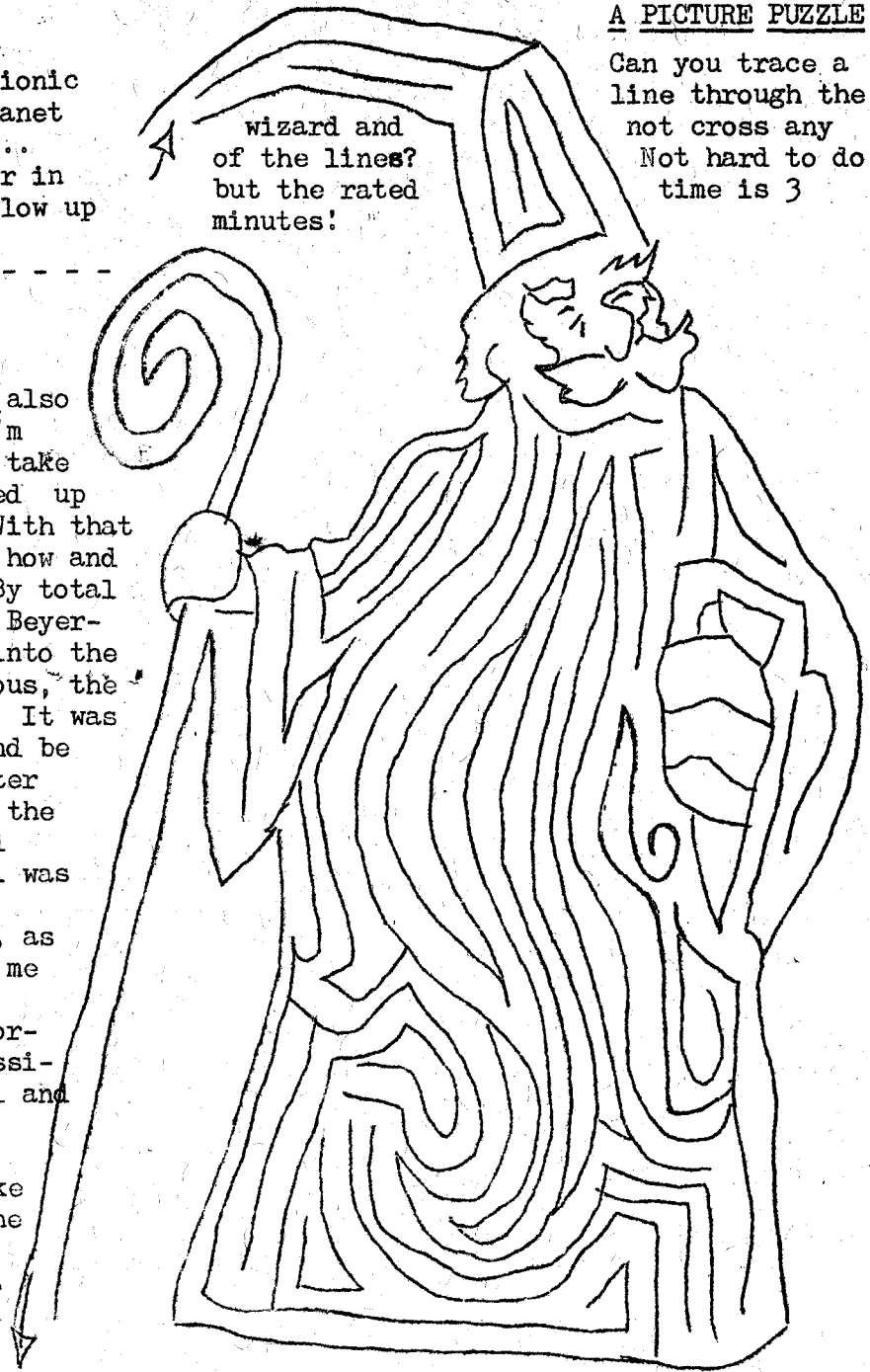
"For many years beyond which any man can recall, my people have been at peace with all of their neighbors. We have tilled the land, milked our cows, planted crops, and have led serene and contented lives. Now a dark shadow is beckoning to overtake our people and their land. I, as heir to my father's throne, have had many opportunities to travel the length and breadth of our part of the world, and I have seen with my own eyes the encroaching gains of the Treeticks to the West. These semi-humans have invaded our borders, raided our towns, raped our women, and have done more than I can tell you here. They have become a great danger not only to us, but to our whole world...." the Dorsai began to speak in earnest, "For they have a fury and a hunger I have never known them to possess. Death they seem not to fear and they continue to come! I greatly fear that some black force of evil has put them to their new rampage of unaccountable costs. Brave as our people have been in the defense of their homes and villages, we have failed to stave off their gains. We are humbling ourselves to ask for your help." His emotional force spent, the Dorsai abruptly halted his speech. His lilting beseeching had captured the empathy of the entire audience in the room and the sudden end snapped some invisible wire holding reason and

(cont. page 12)

A PICTURE PUZZLE

Can you trace a line through the not cross any Not hard to do, time is 3

wizard and of the lines? but the rated minutes!



DIPPYWORLD, CONT.

emotion apart. As one man, the crowd roared for action against the Treeticks. Almost beyond control they were once again roped into manageable obedience by BirSauron.

"It is my thought that the Diplomacy World, as we know it, face great dangers from two corners of the world. Perhaps they are one and the same, perhaps not, but I say we send a second expedition to accompany the Dorsai Francis back to his people. This is war and I ask we send a force of several thousands to drive back the inhuman Treeticks. Who will help the Dorsai!" BirSauron's voice was commanding. Literally blasting those in the room to obedience, the response from the crowd was great and immediate. Contributions in men and arms were promised for the fight. For all purposes, it would seem that the organized Diplomacy World would win and force back the forces of evil. Everyone was in a fighting and victorious mood when suddenly the door opened as if a tremendous wind blew it open.....

--to be continued!

THEM THAR CHESS GAMES

Not having received any moves from the players, I suppose the games are over. No one has any interest left. So be it, I declare Fish Harbor as the victor by default in Game #1 and Fobby Bisher loser in Game #5 also due to default. ?????? wins that game. That was a quick one. The player has been missing his other moves and so that is that. Congrats to Harbor and ??????.

POLAND
Part Four

On September 17, Soviet troops invaded from the east. Polish resistance, though gallant, was soon crushed. Germany annexed western Poland, Russian the east; the central portion ("Government General") was placed under German occupation. When Germany attacked the USSR (1941) all Poland came under German occupation. Though all Poles suffered cruelly, none fared worse than the Jews, nearly all of whom (c. 3 million) were exterminated. Polish forces under a government in exile continued to fight alongside the Allies. In Poland itself there arose an effective underground army. Polish charges regarding the Katyn massacre, Russian demands for cession of east Poland, and the creation of a Russian-sponsored provisional Polish government at Lublin created a tense situation. Early in 1945 all Poland was in Russian hands, and the Yalta Conference prepared Allied recognition of a somewhat broadened Lublin government. The Polish-Russian border was shifted considerably west, while the Potsdam Conference transferred large parts of east Germany to Polish administration, pending a general peace treaty. Most of the German population was expelled. Poland joined the UN in 1945. By 1947 Communists and left-wing Socialists had gained full control of the government. Poland became a "people's democracy" within the Soviet orbit and in 1952 adopted a new constitution on the Soviet model. Poland joined the Warsaw Treaty in 1955.

--End of history course

IMPASSABLE 43

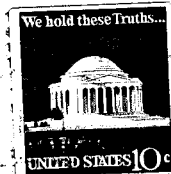
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