

IMPASSABLE

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Impassable is a journal of postal Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, after 9:00 p.m. weekdays (eastern time). Don't call after 10:00 p.m. any night, and no calls will be accepted on weekends.

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ABOUT THIS SPECIAL ISSUE

Every now and then I publish a special non-suscription issue of Impassable. This happens to be the fourth such special issue. As always, these issues are typed extemporaneous--so please excuse my typing and english. Thank you. This issue covers several things of interest, but mainly it covers Scotice Scripti III.

SCOTICE SCRIPTI III MOVES!

Just the other day I received a request from Chic Hilliker to play in this game if it wasn't already filled. I, of course, said sure, but he still owes me money for the game. I normally don't announce the beginning of a game without having all the money on hand, but since you guys have been waiting a long time, I thought that we rush this a bit.

You all have been getting Impassable and thus you all should have had the chance to read Charles Reinsel's good article on the SSIII gameboard. So, I will allow anyone to revise their preference list. Besides that, I need preference lists from Hilliker, Cooper, and Hollingsworth.

Besides calling for preference lists, I have decided to ask for a vote on something important. The question here is whether to carry your game in Impassable, or not to do so. If not, the game would be carried in my new zine to be, Lost Horizons. This zine will probably not reach the size that my other zine, Impassable, has reached, but it won't be crowded like Impassable. Plans are to carry no more than 7 games--both orphans

as well as variants such as SSIII. As for variants, I will be pushing my own creations and variations, but will include other interesting variants.

So, I am asking for your vote as to where you want SSIII to be published--either in Impassable or in Lost Horizons. Be assured that if I don't have a vote of at least 6-2 for Lost Horizons, the game will remain in Impassable. The only advantage to having your game in Lost Horizons would be more room for press releases as well as the possibility of more articles from me and others. Other than that, you will get the same quality, format, and 3-week deadlines. DEADLINE FOR THIS VOTE AND FOR REVISING OR SENDING IN YOUR PREFERENCE LISTS IS JANUARY 26, 1973.

If the vote goes for Lost Horizons, I'll publish that weekend. If for staying in Impassable, then it will wait until Impassable #1.

Chic, send your money soonest so I'll know we have a full roster as soon as possible. Thanks.

Good luck, gentlemen, and may the best man win the game.

NEWS ON AQUARIUS

Aquarius is another new zine to be published by Chapel Hill Publications. This zine will be different from most other zines on the market. How it will be different? All of you who have expressed interest have received the sample sheet which explains the principle behind the new format. Since then I have carried a round-robin discussion with several people on the rules for both the Bourse and C. of N. games. I could finish them today and run it off for you, but I don't feel like doing it today, and besides, the game(s) aren't to begin before the end of January anyhow.

The newest developments on Aquarius is my tentative decision to try for having 3 types of subbers. Depending on the length of the subscription, subbers will receive privileges in playing in the Bourse, C. of N. games as well as to write press releases for the minor powers in the regular Diplomacy game. As you all know, the zine will be
(flip quick to the other side)

press release oriented, although I will hope for good play also. Since we want good press writing, I will be allowing more people to write--one for each country on the gameboard! Naturally, this should encourage some good press writings when you don't have to worry about the minor powers' press release--other than in the C. of N. game where they have a vote! Also, the Bourse game will be tied indirectly to the regular Diplomacy game by virtue of the fact that currency ratings will be reflected in number of supply centers owned at the end of the game. This is a change from other Bourses--the fact that surviving countries' currencies will be worth something to the investor! Previously, only the winning country's currency was worth anything at the end of the game and the guy who had the most of that currency won that game--my rules will make it more close and more exciting.

So far, I have enough interest to start at least one game in Aquarius, and at the rate it is going, the other game also! Now, in the event I have too many applications and since this zine will be press oriented, I may have to ask for sample press releases from those who want to play! The best will get the chance to play in the first game. Others will get first crack in the second game.

I have several people who I have invited to play on the strength of their reputation for press writing, but I still have at least four other positions to give out, and a press contest might as well apply to all 7 positions. If you don't make it, it will still be possible to get in the second game, and if you don't want that, you can always sub for \$5 or 30 issues and get 1st stand-by position for a country in the regular Diplomacy game as well as to play in both the Bourse and the C. of N. games....and to write press also!

In case the press should falter, I will step in with my own in hopes of stimulating the press releases. Also, by having up to 12 minor players besides the major powers, we should have enough press to fill the whole zine. If this should be the case, I won't start a second game! However, I don't think that this will be the case, at least very unlikely.

Nevertheless, there will have to be some rules regarding press releases and I haven't made any except that it should be good and in the atmosphere of the time period. Also, I will be allowing conditional press releases provided conditions are clearly stated. It is possible that I may have to restrict the

length of press releases, but I don't think that I'll have that good fortune considering all the space we'll have.

To wrap up, I really am enthusiastic about Aquarius myself, and I have received several enthusiastic replies from other people. I guess this is a first of its type--that is, a series of interrelated games of which one may be a first (C. of N.), and all of which will be press oriented. Not only that, I think it will be a nice balance and not overly complex like Hypereconomics. A fun combination coupled with several new features in zine format, etc.

More news plus the final rules will be published at end of January to everyone with interest. Until then, work on your press samples! (It may be advisable to perhaps list your country preferences, when called for, in order of your historical knowledge for benefit of press writing). Last, the game fee will remain at \$8 and the possibility of having a \$2 deposit for return at end of game with deductions for missed moves is very strong.

OTHER NEWS INCLUDING CLUE

The Christmas issue of Impassable brought a lot of replies from the readers. I want to thank all for commending my "Sermonnette" article, and especially so because this was my first attempt at non-Diplomacy topics. It won't be done often, however, and will only be done on special occasions. The next big issue is being planned for March 16, 1973--believe it or not because it will be my 1st Anniversary issue for Impassable! So, with this announcement, I am asking for guest writers to write special articles, normal game articles or almost anything that I will accept. I will attempt to make this a full 24 pages, and it would help if you'd send your stuff in early so I can type and run it off early. Thanks.

I also got several replies about my PBM idea for Clue. Well, this will have to wait until Aquarius gets underway and will probably be carried in Lost Horizons. Rules and maps will be made later when I get several more interested people. I need six for this game, and the current variation I have calls for 8 people! Well, this is open for discussion, and anyone is welcomed to send in their ideas.

This concludes this special edition, and I think I have covered everything and so I'll end with a quote: "The desire of knowledge, like the thirst of riches, increases ever with the acquisition of it." --Sterne.

This is SUNBURST (how about SUNRISE OR RAINBOW?), the zine that will cover the game of Clue. What follows are the first round of rules developed for playing Clue by mail. These rules are experimental, and therefore we will not be requiring any game fees. All you need to do is to subscribe to SUNBURST for the length of the game. The current sub rate is 6 issues for \$1. We will start with just one game limited to a maximum of seven players and with a minimum of five players. The rules follow:

- 1) There will be a preference list required from each prospective player for his starting room location. We will not start more than one person per room. Starting in a room will allow you to stand still and ask questions during the first turn.
- 2) Rather than using dice to move, we will allow any movement up to 6 squares. This should speed up the game somewhat and thus compensate for mail time. Movement is either horizontal or vertical, and stand-offs are possible if the last square is being contested. You will be required to give your 'route' of travel. In order to 'plot' the moves of the game, we will have to use a grid system for identifying the squares. Putting the board in correct position with Hall at the top and Ballroom at the bottom, we read from left to right with alphabetical letters from 'a' to 'x', and from top to bottom with numbers from 1 at the very top to 25 at the very bottom. Thus, Professor Plum's starting square for the regular game would be 'A6' and the space just outside of the door to the kitchen would be 'T18'. When you record your movement, you write the letter and number for each square you plan on passing through. Remember that rooms are considered as one space by their respective names. If a stand-off occurs on the last square of your movement, you then will be placed on your next to last square of planned movement unless another stand-off occurs in which case we continue with the process until we don't have a stand-off. You can otherwise pass through other players during your movements with one exception: If a player chooses not to move, no one can pass through him (in the hall squares). One is allowed to 'stop' for one turn at a time. You will be required to move at least one square every other turn. However, I feel that everyone will want to move rather than block squares to doors, etc. All movements and asking of questions are simultaneous. You are asked to submit questions conditional upon entering a room, although you can skip asking questions, if you like.
- 3) Cards will be distributed equally among the players with odd cards becoming common knowledge to all at the start of the game.
- 5) Another rule change is in the manner of asking for clues. In the postal game, each player will be allowed to ask any of the other players for clues to one of his questions. Thus, you are not restricted as to whom you can ask for clues. You thus can ask the same player each turn until you know what you want to know.
- 6) You will know which clues you have, and thus you can send in General Orders for the GM to decide which clues to give up if a choice is available. Your general orders can include directions for each of the opposing players and can be changed every turn. Also, you can direct the GM to never show a particular card unless necessary. If no general orders are on hand, or they do not cover the special circumstances, the GM, if there is a choice, will give the clue with the lowest alphabetical letter ('a' is lowest). Thus, Kitchen would be given before knife.
- 7) Those are the basic rules of this postal version. All other rules of the regular game will apply. If anyone sees a loophole or contradiction, please report it to me so I can make a new ruling. Deadlines will be every two weeks until we can decide how fast to make the game go. Last, you can choose any name for your position. You can be General Halfwit or whatever you want, I don't care as long as you stick to it for the entire game. Propaganda will be allowed on an experimental basis.
- 8) Last, I cannot stop anyone from attempting to trade clues, but I should remind you that it would not be hard to lie about what you have, and thus it should be clear that it wouldn't be practical to try it. If this happens in this game, I will be forced to have future games played anonymously.

Thank you. The first game will start as soon I have seven subscribers. Other games will start as decided by this GM/publisher. Tentative deadline will be February 28, 1973. If we have enough (5 players) by that date, we'll start with those five. This will be a fun game and I hope that it will prove to be only the beginning of a whole new area of postal gaming.

keep smilin'

John

AQUARIUS

Spring, 1914

Chapel Hill Publications

Introductory Sample

SERBIA IS INVADED BY AUSTRIA-HUNGARY, SERBIANS VOW TO FIGHT TO THE BITTER END AGAINST THE AUSTRIAN-HUNGARIAN INVADERS

Serbia (API)--Austrian forces from Budapest marched into the little country of Serbia without any opposition from the Serbian people. The President of the Serbian Republic said that they were caught unprepared by the overwhelming attack. The Serbian Parliament voted to declare war against Austria-Hungary, but the session was broken up by advance units of the Austrian Budapest Army. A spokesman for the National Freedom Party, one of the smaller, more radical parties in Serbia, said that they would retreat to the hills and fight a guerrilla war. It was reported from the Serbian capital, Skopje, that the Austrian Trieste Fleet has occupied the neighboring country of Albania at the same time the invasion of Serbia took place. Rumors of Austrian invasion plans for Greece circulated here in the city, but were vehemently denied by the Austro-Hungarian officials.

ENGLISH GRAND FLEET MOVES TO PROTECT ENGLISH INTERESTS

London--The official statement from the English Government said that English Fleets moved into the North Sea and into the Norwegian Sea to protect England from any possible sea invasion. It was stated that the English First Army of Liverpool moved to Yorkshire, but its eventual destination was not given. It has been rumored in London that Norway was going to be occupied by the English Grand Fleet and protected from any invasion by aggressive nations inimical to English interests. But, the King would not comment on the rumor nor on the Government statement concerning English war efforts. It was reported that another

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DENMARK AND SPAIN ARE BOTH OCCUPIED BY ENEMY FORCES OF GERMANY AND OF FRANCE! WAR! Berne, Switzerland (API)--The Swiss Government's officials announced that the two countries of Germany and France have seized Spain and Denmark this Spring. From Berlin, it was learned that the First German Fleet took control of Denmark as the German Berlin Army moved into a back-up position in the German province of Kiel. The Paris Embassy gave out a report that Spain was occupied by their Marseilles Army. They also reported a French Army moved into the province of Burgundy from Paris. The French First Fleet was said to have sailed out into the Mid-Atlantic, but no details were given as to its final destination. Rumors have it that Portugal would be next on its list of ports of call. If this be true, then Portugal will join the growing list of subdued minor countries as the war grows larger and more vicious.

RUSSIAN GOVERNMENT PLEDGES ITS HELP TO SERBIA AGAINST AUSTRIA

St. Petersburg--The Czar made a public statement for all of Europe to hear and act upon. He condemned the Austrian-Hungarian occupation of Serbia and said he has ordered the

(cont. on col. 3)

Russian Warsaw Army to invade Austria-Hungary and apply a military pressure to help the Serbian Government to survive the crude and demonic act of the despotic government rule in the Austro-Hungarian Empire.

RUSSIAN FORCES MOBILIZES ON A LONG FRONT FROM THE BLACK SEA TO THE GULF OF BOTHNIA

St. Petersburg (API)--Swiss Embassies in Russia reported on the latest mobilization of the Russian Armies and Fleets. The Russian St. Petersburg Fleet was sighted in the Gulf of Bothnia just off the shores of Sweden. The other Russian Fleet was sighted in the Black Sea and surprised the Turkish Government. It was reported in the city of Warsaw that the Army located there moved into the Austro-Hungarian province of Galicia and met no resistance. Also, the Moscow Army moved into Ukraine, but its final destination was not reported. Rumors have it that the movements of the Russian military were signs of an offensive against both Austria and the country of Turkey. But, these rumors were not confirmed.

MAP OF INVASIONS OF SERBIA, ALBANIA AND PROVINCE OF GALICIA



Explanation of Aquarius

Aquarius is a new concept in postal play of Diplomacy. For the higher gamefee of \$8, the players can write more press releases in an historical attempt to recreate the flavor-able atmosphere of the time period of World War I. In an effort to increase that atmosphere, the first year of the game will be changed to 1914. This does not make the game a variant because all other rules will remain the same.

In Aquarius there are no losers! Players may lose control of their country, but they can continue to participate as neutral press writers, as governments in exile in the Council of Nations (a fictitious organization for peace), and as speculators in the game's bourse. Only two games will be run in Aquarius which means that with no other material, each game will have 6 pages for coverage.

Coverage will include a newspaper report of the moves actually made by the players. The correct and guaranteed reports will be made by API (Aquarius Press International), usually with the help of Swiss Embassies on the scene of the fighting as well as roving Aquarius "reporters." Players will be allowed to write any kind of press release, be it funny, satirical or serious, but it all must be plausible and related to the history of the game. You may use fictitious names and towns, but you must identify your press release with the appropriate province, sea space, town, or any well-known geographical names of territories you control. An added feature is that conditional press releases will be allowed! Let's say you are Russia and you made the move of A War-Gal, but you don't know if you succeeded or not. So, you write up two press releases, one for each possible result, and set a condition for me to follow to use whichever press release you would want printed. Practically any kind of conditions may be used--even that of an enemy press release's particular claim.

Joint statements by two or more countries will be allowed provided each player submits identical statements signed with his own name, and with the note that it is a joint statement.

The actual moves will be given in the back in the hopes the players will figure out the results by reading the front pages written in newspaper reporting format. The players will be allowed to submit propaganda slandering others in any plausible way, but no black propaganda will be allowed. As to how far we can become delirious and fictitious will have to be considered by me. I will have the power to edit or reject extreme cases of press writing that is not in accordance to the historical atmosphere of this gamezine.

In addition, maps and drawings will be used to enhance the newspaper reporting style of Aquarius. The players may submit line drawings for print. Restrictions are that it be related to an article and the atmosphere of the gamezine. Size will have to be no more than the width of a column, $2\frac{1}{2}$ ", and no more than 4" high. Maps will be produced by the GM to cover any interesting battles, and a Fall map of the supply centers owned by each country. Thus, you will be able to "watch" the rise or decline of your country.

The Aquarius will carry two other phases of the game in addition to the regular game. There will be Council of Nations (powerless, of course) in which each player can add a resolution to the agenda for voting each game year starting with the Spring season. For each resolution passed, the sponsoring player(s) will win points in accordance to his priority list. The player with the most points at the end of the regular game will win the C of N game. Naturally, players will be allowed to trade military deals for deals on C of N votes. This is, in effect, the political phase of the game.

The economic game will be the bourse. Here, the players will be able to bid on currencies and win this game by amassing the most money through gains on rising currencies while cutting losses on currencies being undercut by military failures of that country. Rules for this and for Council of Nations will be published later along with the complete rules for Aquarius.

Overall, Aquarius is not for the casual Diplomacy player. It requires a higher gamefee and requires greater involvement of the players. In fact, it may be required that players submit press releases each season. Also, you have the other two phases of the game, and the fact that you continue to play until the game is over. Last, I may ask for a deposit besides the gamefee which will be returned if you do not drop out, and that missed seasons will result in reducing your returnable deposit by a fixed amount for each missed season. If you are interested in Aquarius and its new concept of postal Diplomacy, you can contact me for more information. Please, don't send any money! When final plans are made (with enough prospective players lined up), I will ask for your gamefee and deposit (most likely about \$2.00). Thank you.

John Boyer, Chapel Hill Publications