

# IMPASSABLE

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## STAND-BYS

1974HN: Swies for Italy  
1975T: Cooper for Germany  
1975CS: Birsan for Germany

New standings: ~~Baker~~, Kador, Crowley, McIlvaine, Fujihara, Keller, McGee, Brooks, McDonough, Kelly, Kendter, Luft, Albano

## OPENINGS

FRIEDMAN LEFTIST, #7, Ben Grossman, 29 E 9 St., #9, NY, NY 10003. Mimeo. Has openings in regular Dippy: \$2 GF + sub. Variants: Colonia, \$3 + sub, Utter Chaos \$1 + sub, Middle Earth VIII, \$2 + sub. Sub: 8/\$2.00. RAGWHEEL, #18, Al & Tom Burkacki, 13201 Dwyer, Detroit, MI 48212. Openings in variant: Bioplomacy. GF \$1 + sub. Sub: 10/\$2.00. DYNASTY, #2, mimeo, Adam Gruen, 470 North St., Harrison, NY 10528. May still have openings in regular dippy. Intro sub is 4/\$1, remainder fee is 8/\$1.75. Regular fee is 12/\$2.50. Doesn't like my 12/\$2.00 sub rate! ARRAKIS, mimeo, #50. David Head, P.O. Box 1231, Huntsville, Ont., Canada POA 1K0. Reg. Dippy, GF: \$2.00 + sub. Sub: 1¢/page plus postage--they keep the books. THE EXPONENT, #19, mimeo. Fred Brenner, 2821 West 12th St., Brooklyn, NY 11224. Openings in Colonia variant: GF is sub, sub is 10/#1.50.

Sorry for the briefness of this column--I'll make it up next issue (I hope!). This issue is running late and may be necessary to postpone the deadline....maybe.

## VERHANDELN

By Lewis Pulsipher

This is a new column which will appear regularly in Impassable, Paroxysm, Speculum, and The Pocket Armenian. It will be about whatever seems interesting to me in the DIPLOMACY hobby. While I know of no exact precedent for the multi-zine format, TDA's practice of offering the same article to several publishers is close to it. I chose this format because I like a large audience, as any writer does. This column will have a circulation approaching that of Diplomacy World. The DW audience is larger, but I contribute far more than anyone else to that publication already. Also, some subjects of a political or semi-political nature are not suitable, in my opinion, for publication in the Games Research owned zine. It will be interesting to see whether other writers try out this format. There are many fine zines around which deserve article support, and we might also remember that 2/3 of the North American players do not receive DW, and consequently are not often exposed to articles about the hobby.

A North American GM/Pub Group?

Let me make clear as I begin that I am NOT forming a group as proposed below--in fact, I wouldn't even have a reason to be a member of it. There is a precedent for a GM/P only organization, known first as the National Fantasy Fan Federation Games Bureau Diplomacy Division and later, before it folded for lack of interest and leadership, as the Postal Diplomacy Congress. This group was fundamentally different from that which I propose, since all GM/P became members if they paid dues. Rod Walker's original orphan game rescue service began under the auspices of NFFFGDD; other than this, the group accomplished little. Recently the idea of a GM/P only org has been resurrected by me in the NADPS #2 results and by John Boyer in Impassable, though for different reasons.

At first, the organization would be somewhat akin to many wide self-regulating groups (e.g., UL, Comics Code Authority, Association of Small Magazine Publishers). Such groups establish standards of excellence that must be met before a company, publication, or what--  
(cont. page 7)

# CALL ME A DIPLOMACY NUT!

(Anonymous by Request)

I am a fairly recent convert to Diplomacy, being a P.B.M.'er for less than two years. I started slowly, playing in only one game. Naturally, I was very soon playing in three games, in three different zines. But not solely because of my love for my new hobby, but partially because of my disappointment with the editor and gamesmaster of my first game. I had decided to sub to a few zines, and start some other games, with other gamesmasters, and zines, where hopefully I would feel as though I were being treated fairly. What a joke (on me).

Game two started in, let us call it, "The New Yorker," (that should hide the zine's identity, as it is not my intent to castigate any GM or zine). This zine (and my game #2) has now had, three GM's and one change of the zine's name, and three editors. As for the game itself, I was stabbed by my two neighbors (one was my ally) in Spring 1902, and it is now 1907, and I am still only three pieces. Now don't say, "No wonder he doesn't like the zine," that didn't prevent me from continuing the game, did it?

O.K., onward and forward to better things, right? No, wrong! Game three found me playing Germany, in just about the fanciest magazine, (except maybe, for Diplomacy World) the other side of the Mason-Dixon line.

This "beautiful" zine (it even had pictures) lasted all the way through Spring 1902. But here, I lucked out, we had a guest gamesmaster, and he has a loyalty to the hobby, that is hard to match.

This game is now in Spring 1906 thanks only to the efforts and time, and even money, of this much maligned, prolific game player, strictly by carbon copy without any zine sponsorship at all. This guest gamesmaster, will get my vote for "anything" of the year. Of course the fact that I am eleven units in this game (owned two more) has absolutely nothing to do with my feelings. This beautifully done zine had piqued my interest so much, (before 1902), that I paid my four bucks and signed up for a second game, the first time for me, two games in one zine, "The pride of the Southland," my receipt for the gamefee was dated 8/14/74. And then there was nothing, until about April 1975, when all of a sudden, there appeared in my mail box, a strange zine, and there on page one, was my long lost game, assignments, players and all. Holy cow, golly gee, after only eight months, I get to finally start my fourth game. Fortunately for me, this editor and gamesmaster is not a mercenary type, when he took on this "orphan game" he added us players to his mailing list, at no charge. At last count, this "pocr" editor has a mailing list of 30, at least 6 of whom don't pay him. Now, I think, after 6 moves and 3 builds, that he has done me, the other players and the hobby a great service, however, I have found out, that he has a dreaded disease, that a lot of people in the hobby would like, and are trying to, stamp out. This dreaded disease will be examined more closely, later on in this article.

At this point, in my Diplomacy career, I was still in love with the hobby (don't ask me why!). In fact, I never got to read my dip mail first, as two other members of my family felt that Diplomatic messages were not personal mail, and were subject to, scrutiny, interpretation, laughter, crying, and a lot of other things. By the time I got to read the correspondence, the print was worn off. Well, I finally found a way to prevent one family member from reading my mail--I talked my 13-years old son into entering his own game. After all, he had played face-to-face at least 30 times, and after reading my mail for a year, both outgoing and incoming, he should do all right (after all, he is also my son). He very quickly entered into the first opening (in the most reasonable zine that I could find).

He (Let's call him Ekim) very quickly found himself playing Germany, with the hobby's most "prolific" stabber, (Err-Player) as England. Ekim did make one very bad mistake. He didn't realize that the Russian player in his game was a very good friend of the GM in his game. This fact became quite evident just after Ekim had mailed his Fall 1901 moves, when a letter arrived announcing an all-out attack on his (Ekim's) positions, for reasons which at this point were only known to the GM and the other readers of dip mail in our house. I arrived at home, worn out from my daily work, to my wife's cry, "Someone double-crossed Ekim." Much to my chagrin, I decided that my ex-love probably meant Mr. Prolific. So, I sat down, and read somebody else's dip mail, and at first, I didn't quite understand. Then I reviewed his files of carbon copies (I had taught him to keep copies of his lies)

(cont. on page nine)

1970BJ, Winter 1917/Vote and Spring 1918

# AUSTRIA EVACUATES SEVASTOPOL

Vote on Concession to Russia: Defeated.

Winter 1917:

AUSTRIA(Beyerlein): B A Vie

GERMANY(Mahler): D A Bur

ITALY(Phillips): SP (B F Tun/imp)

RUSSIA(Kelly): B A StP

Spring 1918:

AUSTRIA(Beyerlein): A Sev-Ukr, A Gal S A  
Sev-Ukr, A Rum-Sev, A Gre-Bul, A Tyr H  
A Vie S A Tyr, A Tri S A Tyr, A Ser S A  
Tri

GERMANY(Mahler): F Hel-Nth, F Hol S F Hel-  
Nth, A Kie-Ber, A Ruh-Kie

ITALY(Phillips): F Apu-Adr, F Adr-Alb, A  
Pie S A Ven, A Ven H, F Lyo-Tyn, A Mar-  
Bur, A Pic S F Bel, F Bel S Rus F Nth-  
Hol/nso/, F Gas-Mid, F Eng-Iri, A Par-Bre

RUSSIA(Kelly): A Con-Bul, A Arm-Sev, A Mos  
S A Arm-Sev, A Pru-Sil, A War S A Pru-Sil,  
A StP-Liv, A Den H, F Nth S A Den, F Nwg  
S A F Nth, F Swe-Bal

FALL 1918 Orders are due Friday, November  
7, 1975 at noon, E.S.T.

Press--

Rome(F Tun): The Rome release labeled "A  
Tus-Pied" was a very remarkably timed piece  
of "black press" when you consider that I  
did write the other release. But in "the  
other game" I couldn't stab Kelly even if I  
wanted to, nor can he stab me (it's an east-  
west not north-south division, and only the  
latter is always unstable) and I'm not going  
to concede to anyone, Beyerlein! For future  
reference, if any press is labeled with a  
real move you know it's black. I always use  
shadow moves.

1971Dbu, Autumn & Winter 1915

Autumn 1915: Aus R A Clu-Rum; Ger R A Afg-  
Kas; Italy D F Jav.

Winter 1915:

AUSTRIA(Tilson): SP

CHINA(Swies): B F Can

ENGLAND(C.D.): SP

GERMANY(Proujansky): B F Kie, A Mun

ITALY(Osmanson): SP

JAPAN(Drews): B F Osa

SPRING 1916 Orders due Friday, November 7,  
1975 at noon, E.S.T.

COA: Tim Tilson, 39 E. Cambridge Arms,  
Fayetteville, NC 28303

Winter 1915 Positions:

Austria: A Arm, A Ira, A Bul, A Bud, A Smy,  
A Ank, F Bla, A Nej, A Rum; China: F Jav, F  
Cel, F SPa, F Sch, F Joh, A Bma, A Kan, A Tib,  
A Dec, A Cal, A Del, A Snd, A Afg, F Can;  
England: F Ire; Germany: F NAT, F Eng, F Nwg,  
F Nth, F Hol, A Kas, A Lon, A Bre, A Pic, A Tyo,  
A Vie, A Clu, A Gal, A War, A Sev, A Mos, A StP,  
F Bal, F Kie, F Kie, A Mun; Italy: F SAT OBB,  
F Mor, F SAT, A Ser, A Tri, F Sue, F Eas, F  
Ade, A Dan, A Jor, F Aeg, F Ein, F Mad, A Spa,  
A Ven, A Apu; Japan: A Sib, A OMo, A Skg,  
F NPa, F NPa OBB, F And, F SPa OBB, F Mal,  
F Osa.

1972BW, Winter 1918

Vote on Draw: Defeated. COA: See 1974HN.

Winter 1918:

FRANCE(Kelly): SP

ITALY(Swies): SP

GERMANY(Davies): SP

RUSSIA(Knudsen): B F StP(nc)

TURKEY(Abbott): SP

SPRING 1919 Orders due Friday, November 7,  
1975 at noon, E.S.T.

Winter 1918 Positions:

France: F Nwg, F Nth, F Hol, F Tyn, A Hol,  
A Ruh, A Bur, A Mar, F Tus; Germany: A Ber,  
A Swe; Italy: F Tun; Russia: F Ska, F Bar,  
F Nwy, A Pie, F Aeg, F Bal, A Mun, A Kie, A  
Sil, A Den, F StP(nc); Turkey: F Eas, A Tri,  
F Gre, F Ion, F Rom, F Nap, A Tyr, A Ven, A  
Apu, A Con.

1973AYeo, Spring 1929

COA: Tom Hubbard, Rm. 115, Spens-Black Dorm,  
2400 Durant Ave., Berkeley, CA 94720.

Note: If Ball misses again, Austria goes  
C.D. as I don't have anymore stand-bys for  
1921.

Spring 1929:

AUSTRIA(Ball??): NMR. A Hol H, A Pom H, A  
Mil H, A Ven H, A Mor H/r/, A Kra H/a/,  
A Gal H

ENGLAND(Hubbard): F Sev-Por, F Mid-Nat, A  
Ast H, F Nth C A Lon-Got/nsu/, F Ska C A  
Lon-Got/nsu/, F Chr S A Lon-Got/nsu/, A  
Got-Est, F Bot C A Got-Est, A Den-Pom,  
F Bal C A Den-Pom, A Lon-Got/nsu/, A Scot  
H/u/

FRANCE(Drews): A Mad-Gra, F STy-Con, F Lyo-  
NTy, A Tou-Sav, F Sav-Lyo, A Rhe H, A Net  
H, A Ara S A Mad-Gra, F Tun S F STy-Con,

F Sar S F Lyo-MTy, A Swi S A Tou-Sav  
 OTTOMAN EMPIRE(Osmanson): A Vie S A Bud-Mor,  
 A Mol S Pol A War-Kra, A Bud-Mor, F NAd S  
 A Vie, A Tra-Gal, F Nap H, A Ser-Bud/imp/,  
 A Cau H, A Sin S A Cau H  
 POLAND(Swies): A Pos-Pru, A Lit-Pru, A War-  
 Kra  
 RUSSIA(Monahan): A Lap-Ang, F Sto H, A Var  
 S F Sto H, A Est-Kie, A Kub-Bes, A Ast-Cau  
 SPAIN(Kadlecek): F Sic-STy, F NTy S F Sic-  
STy/r/(Pap, Sic, OTB)

SUMMER & FALL 1729 Orders due Friday, Novem-  
 ber 7, 1975 at noon, E.S.T.

1973BU, Fall 1921

NEW EMPEROR TAKES THRONE IN AUSTRIA; ITALY'S  
 A HOTBED OF MELTING POT ACTION OF WAR!

Note: New player for Austria is Richard  
 Kovalcik, Rm. 304, Bexley Hall, 52 Mass.  
 Ave., Cambridge, MA 02139.

Vote on Draw: Defeated.

Fall 1921:

AUSTRIA(Kovalcik): A Tyr S Ita A Pie/r/(Ven,  
Tri, OTB), A Vie S A Gal, A Ukr S A Gal,  
A Gal S A Vie

ENGLAND(Greenwell): A Spa-Tus, A StP-Mos,  
F Bot-Bal, A Yor-Nwy, F Tyn C A Spa-Tus,  
F Tun S F Tyn, F Wes C A Spa-Tus, F Mid-  
Mat, F Nth C A Yor-Nwy

GERMANY(Barents): A Mar-Pie, F Lyo S A Mar-  
 Pie, A Ber-Sil, A War S A Sil-Gal, A Sil-  
Gal, A Mun S A Boh-Tyo, A Boh-Tyo, A Liv  
S Eng A StP-Mos, F Eng-Mid

ITALY(Hulland): A Pie H/r/(Ven, OTB), A Tus  
S A Pie, A Rom S A Tus

RUSSIA(Hendry): A Sev S A Mos, A Mos S A Sev

TURKEY(Blank): F Nap S F Ion, F Ion C A Bul-  
 Apu, F Aeg C A Bul-Apu, A Bul-Apu, F Bla  
 S Rus A Sev

AUTUMN & WINTER 1921 Orders due Friday, Nov-  
 ember 7, 1975 at noon, E.S.T.

Fall 1921 Supply Center Chart:

Austria: Vie, Bud, (Tri?), Gre, Ser, Rum  
 (5 or 6 depending on retreat) Bl  
 England: Lvp, Edi, Nwy, StP, Swe, Bel, Tun,  
 Por, Spa (9) SP  
 Germany: Hom, Den, Hol, Par, Bre, Mar, Lon,  
 War (10) Bl, was 1 short  
 Italy: Rom, Ven, (Tri?) 2 or 3 depending  
 on Aus retreat.  
 Russia: Sev, Mos (2) SP  
 Turkey: Hom, Bul, Nap (5) SP

1973Ccz, February 1872

AQUARIUS SIGNALS ERA OF PEACE AS WAR ENDS!

Vote on Canadian-Italian Joint Alliance Passed.  
 In accordance to rules of this game, it is  
 over with!

February 1872 retreats: Germany NMR, GM D  
 F Nth, A Aus.

February 1872 moves:

CANADA(Monahan): All units hold

FRANCE(Greenwell): All units hold

GERMANY(Ricci): NMR, all units hold

ITALY(Davis): F Mar-Pie, A Tyr-Mun, A Bur  
 S A Tyr-Mun, A Aus-Boh, F Ser-Yug, F Ser-  
Yug, F Mag s Fra F Jac, F Mor-Spa(sc),  
F His-Sat, F Bah S F His-Sat, F Ion-Gre

FINAL SUPPLY CENTER CHART:

Canada: Hom, Man, PEI, NFL, Gnl, Ice, Ire,  
 Edi, Bos, NYo, Phi, Myl, ~~Spa~~, Ric, Cha, Swe,  
 Nwy, Ken (19); France: Azo, Lvp, Jac, Por,  
 Mau, Fin, Bel, Spa (8); Germany: Kie, Ber,  
~~Wes~~, Hol, Den, Par, Bre, Kar, Lon, ~~His~~ (8);  
 Italy: Hom, Gre, His, Cub, Mar, Mor, Tun,  
 Lou, Aus, Mun (12).

END-GAME REPORT AND PLAYERS' COMMENTS due  
 Friday, November 7, 1975 at noon, E.S.T.

1973CZec, Spring 1728

Vote: Defeated.

Error: Ottoman Empire built A Cau, not A Con.  
 Also, it should be noted that A Kas-Han failed  
 last season.

Spring 1728:

AUSTRIA(Drews): A Tyr-Boh, A Bav S A Tyr-  
 Boh, A Kas-Sax/r/(Tyr, OTB)

ENGLAND(Kadlecek): F Lon-Nth/nsu/, F Eng S  
F Lon-Nth/nsu/, F Hel S F Lon-Nth/nsu/,  
F Lap-Var/nsu/, F Nwg S F Lap-Var/nsu/,  
F Iri H, F Arc H/u/, (Note: You don't have  
F Lon or F Lap)

FRANCE(Monahan): A Net-Cal, A Ndy-Net, A  
Rhe-Rhi, A Tou S A Sav H, A Sav H, F Bor  
(SC)-Ara

OTTOMAN EMPIRE(Mahler): A Cau-Ast, A Mil S  
 A Pap-Ven, A Pap-Ven, A Mor S Pol A Boh/  
otm/, A Bud S A Vie, A Vie S A Pap-Ven,  
F Bis S F Bar-Mid, F Bar-Mid, F Wes-Gib,  
F LyoWes, F Sar S F Lyo-Wes, F STy S F  
Lyo-Wes, F NTy-Lyo, F Cen-Tun, A Kie H  
 POLAND(Rocamora): A Min-Est, A Mos-Est, A  
War-Kra, F Lit-Bal, A Ang-Fin, A Var-Lap,  
F Den-Nth, F Ska S F Den-Nth, F Chr S F  
Den-Nth, F Bal-Den, A Han-Col, A Pom-Han,  
A Bra-Pom, A Boh-Kas, A Sax S A Boh-Kas,

A Kra-Sil  
SPAIN(Swies): A Ast-Mad, F Gra-Ara, F Sev-  
Wes, F Gib S F Ser-Wes, F Mid S F Gib

SUMMER & FALL 1728 Orders due Friday, Nov-  
ember 7, 1975 at noon, E.S.T.

1974HN, Spring 1905

Error: Tur D F Ank, not A Arm.

Spring 1905:

AUSTRIA(Osmanson): F Aeg C A Smy-Gre, A Smy-  
Gre, A Gre-Ser, A Bud S A Tyr-Vie, A Tyr-  
Vie

ENGLAND(Fujihara): A StP-Mos, F Bar-StP(NC),  
F Nwy-Nwg, A Edi H, F Bal S Ger A Kie-Ber

FRANCE(McKeon): A Gas-Bur, A Mun S Eng F  
Bal-Ber/nso/, A Mar-Tus, F Pie S A Mar-  
Tus, F Lyo C A Mar-Tus, F Wes-Tyn, F Tun-  
S F Wes-Tyn

GERMANY(Kelly): A Ruh S Fra A Mun, A Kie-Ber,  
F Den-Hel, F Bot S Eng A StP-Liv/nso/

ITALY(Tonnesen): NMR. A Vie H/r/(Boh, Tri,  
OTB), A Ven H, F Tyn H/r/(Rom, Nap, OTB),  
F Ion H

RUSSIA(Blank): A Ber-Sil, A Sil-Gal, F Pru-  
Bal, A Sev-Mos, A Liv-Mos, F Bla S F Con,  
F Con H

TURKEY(Davies): A Arm-Ank

COA: David Davies, 2385 Lawrence Ave., San  
Bernardino, CA 92404.

Autumn & Fall 1905 Orders due Friday, Nov-  
ember 7, 1975 at noon, E.S.T.

1974HY, Winter 1904

Error: France ordered F Eng-Mid

Winter 1904:

AUSTRIA(Callahan): SP

FRANCE(McLendon): SP

GERMANY(Fanelli): SP

ITALY(Kendter): B A Ven, F Nap

RUSSIA(Gallagher): B A Mos

SPRING 1905 Orders due Friday, November 7,  
1975 at noon, E.S.T.

Winter 1904 Positions:

Austria: A Rum, A Sev; France: F Nwg, A  
Wal, F Lon, F Mid, A Spa, A Bur, F Lyo; Ger-  
many: F Nth, F Hel, A Edi, A Liv, A Mun, A  
Ber, A Kie; Italy: A Bud, A Ser, A Gre, A  
Pie, F Tri, F Tyn, F Aeg, A Ven, F Nap; Russia  
A Smy, A Ank, F Bul(ec), F Con, A War, A Swe,  
F Ska, F Nwy, A Mos; Turkey: Out.

1974Nd1, Winter 1020

Error: Munster ordered F TrB-Mid, not NAT  
Winter 1020:

ENGLAND(Osmanson): SP

MUNSTER(Hyatt): B F Cor

ORKNEY(Sokolitsky): D A Sut

SCOTLAND(Fanelli): SP

SPRING 1021 Orders due Friday, February 7,  
1975 at noon, E.S.T.

Winter 1020:Positions:

England: A Mon, A Der, A Che, F CaB, A Shr,  
A Car, F Brk, F Bri, F Dyf; Munster: F WMi,  
F WIF, A Dub, A Mou, A Uri, A Ang, A Ros, A  
Oma, A Don, F SlB, F SIS, F StG, F SSG, F  
Mid, F Cor; Orkney: A Arm, A Ern, F Man,  
F Kin, F Isl, A Dal; Scotland: A Lis, A Dun,  
A Dow, F NIS, F DrB

1975G, Autumn & Winter 1904

Autumn 1904: Fra R A Bre-Pic; Rus R FNwy-Bar

Winter 1904:

AUSTRIA(Hinmon): B A Bud

ENGLAND(Cooper): B F Lvp, F Lon

FRANCE(Kirk): D F BEL

ITALY(Young): SP

RUSSIA(Sabo): B A War

SPRING 1905 orders due Friday, November 7,  
1975 at noon, E.S.T.

Winter 1904 Positions:

Austria: A Ser, A Vie, F Tri, A Rum, F Gre,  
A Bul, A Bud; England: A Nwy, F Nwg, F Bre,  
F Lvp, F Lon; France: F Mid, A Pic, A Gas,  
A Mar; Germany: A Bur, A Mun, A Kie, F Den,  
F Nth, A Par; Italy: F Ion, F Ven, A Tyr,  
A Boh; Russia: F Swe, F Smy, F Con, A Mos,  
A Sev, A Arm, A War, F Bar; Turkey: Out.

Press--

Paris, France: Having been stabbed thrice  
in this game, once by Germany and twice by  
the GM, I am on the verge of collapse. In  
the spirit of Napoleon, however, I suppose  
I'll continue. It's a heck of a gamesmaster  
who answers a question in the same letter  
that contains the moves and then loses them!  
GM--France: I'll admit to the error in Fall  
1902 adjudications (which you should have  
noted earlier and which Germany shouldn't  
have takened Belgium...), but I still say  
that your letter had no orders in them. I  
always file every letter in the file when I  
open them. Please keep carbons for your own

reference as well as to safeguard your own games! I keep on file all orders for at least two seasons afterwards for my own reference. Many players send me duplicates, general game orders and allow me to call them collect. You don't do anything of this nature! If I sound tough, I apologize!

-----

1975T, Spring 1904

# TURKS JUMPS INTO BIRSAURON'S LAP OF EVIL!

AUSTRIA(Mahler): F Gre S Tur F Ion, F Adr  
S Turk A Con-Apu, A Pie-Tus, A Ven S Tur  
A Con-Apu, A Tri-Tyr, A Sil-War, A War-  
Liv, A Gal-Ukr

ENGLAND(Drews): A Edi-Nwy, F Nth C A Edi-Nwy,  
F Swe-Bot, F Ska-Swe, A Lon-Yor, A StP S  
Rus A Mos, F Den S Fra A Hol-Kie/nso/

FRANCE(Lawson): F Mid-WAF, F Tyn-Ion, A Bel-  
Ruh, A Hol S A Bel-Ruh, A Bur-Mun, A Mar-  
Pie

GERMANY(Warden): NMR. A Mun H, A Kie H,  
F Bal H

ITALY(Birsan): A Apu-Ven/a/, F Nap S Fra F  
Tyn-Ion, F Rom-Tus

RUSSIA(Lakofka): NMR. A Mos H

TURKEY(Hulland): A Con-Apu, A Arm-Sev, A  
Sev-Mos, F Aeg C A Con-Apu, F Ion C A  
Con-Apu

FALL 1904 Orders due Friday, November 7, 1975  
at noon, E.S.T.

Press--

## The Return of the King and the Downfall of Birsauron (#20):

As our three travellers approach the elves of the Lorien Woods, a high, clear, almost musical, voice shcuts from among the trees, "Halt in the name of Walterborn and Caladriel who rule here! Identify yourselves!" Gene calls forth in a voice used to receiving obedience, "I am Gene of the Lying Brook, and have always been welcomed in this fair land." The voice replies, "If you are who you appear to be, there is one who eagerly waits within. But we must be careful in these troubled times, who are your two companions?" The first is that renowned wizard Arn the Cerulian Blue, while the other is a steadfast hobbit Howard Mail-Baggins. I personally vouch for them until they present themselves before the throne."

The owner of the voice reveals himself to be lithe and slender, as is usual among the elves, "I am called Jimdir son of Lawdir. I will guide you to our city for an audience

with our rulers." Although Jimdir seems to have no difficulty finding landmarks among the tall and verdant trees, his charges would be hard pressed to find even the faintest trace of a trail. Finally they come to a high palisade. They perceive the wall of logs to be part of a huge circle, as they walk with it on their right for over a mile before coming to a gate. The opening of the gate reveals a carefully tended and laid out pattern of especially noble trees, which since the elves make their homes on platforms in the boughs, is appropriately the Royal City.

Jimdir conducts his guests through the magnificent capital to its center, where out of deference to the non-elvish tastes of their expected visitors, Caladriel and Walterborn sit enthroned beneath rather than within the mightiest of the trees. --to be cont.

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1975AF, Spring 1904

Tom Keller phoned saying he is to take over Italy as Bettencourt is resigning. If Bettencourt misses again, Keller takes over. Keller's orders are being used this turn.

Spring 1904:

AUSTRIA(Johnson): A Gre-Nap, F Ion C A Gre-  
Nap/r/(Nap, Apu, Adr, Alb, OTB), A Ser-  
Gre, F Tri-Ven

ENGLAND(Carson): F Nwg-Cly

FRANCE(Carlton): F Lvp-Cly, A Yor-Edi, F  
Pic-Eng, F Bre-Mid, A Mar-Pie, A Spa-Mar,  
F Wes-Tun

GERMANY(Eddy): A Bel-Pic, A Mun-Bur, A Ruh  
S A Mun-Bur, F Den-Nth, F Kie-Hol, F Bal  
C Rus A Liv-Den

ITALY(Keller? Bettencourt?): A Ven H/r/  
(Rom, Apu, OTB), A Pie-Tus, F Lyo-Tyn,  
F Eas-Ion

RUSSIA(Goldston): A Sev-Rum, F Rum-Bla,  
A Bul H, A Tyr S Aus F Tri-Ven, F Nwy S  
Ger F Den-Nth, F Swe-Ska, A Liv-Den, F  
StP(nc)-Bar, A Mos-Sev

TURKEY(Morphy): A Con-Bul, A Ank-Arm, F Aeg  
S Ita F Eas-Ion

SUMMER & FALL-1904 Orders due Friday, Novem-  
ber 7, 1975 at noon, E.S.T.

Press--

England today established some kind of order from the recent chaos caused by the complete disappearance of the Gout + High Military leaders. A Young man named Rodney Sumpter has apparently taken hold of a grass roots pilgrim movement. The aim of this organization is to build a fleet of "Mayflower" class ships for trip to the New World.



1975CS, Autumn & Winter 1902

Note: Lee Kendter is new Turkey player (see last issue for address)

Autumn 1902: Ger: NMR, GM D F Den; Rus: A  
Bul R Rum

Winter 1902:

AUSTRIA(McGee): B A Bud

ENGLAND(Strittmatter): SP

FRANCE(Stephens): SP

GERMANY(McDonald): SP

ITALY(Leahy): SP

RUSSIA(Albano): B A War, F StP(nc)

TURKEY(Kendter): D F Aeg

SPRING 1903 Orders due Friday, November 7,  
1975 at noon, E.S.T.

Winter 1902 Positions:

Austria: A Tyr, F Tri, A Bul, F Gre, A Vie,  
A Bud; England: F Den, A Liv, F Wal, F Eng;  
France: F Mid, F Wes, F Iri, A Bre, A Spa;  
Germany: A Bel, A Ruh, F Nth, A Bur, A Ber;  
Italy: A Tun, F Ion, F Tyn, A Ven; Russia:  
A Ank, F Bla, A Rum, A Sil, A Nwy, F Swe, A  
War, F StPNC; Turkey: A Con, F Smy.

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VERHANDELEN, CONT.

ever can be admitted to membership or approval. By the pressure of public opinion, by and large, such membership or approval is valuable in attracting customers. Transferring this institution to the less formal DIPLOMACY publishing hobby, the GM/P group would establish membership requirements, standards of fair and reliable GMing and publishing. As players came to realize that a member of this group was much more likely to be a good person to trust than a non-member, non-members would be forced by "pressure of public opinion" either to meet the standards of the organization or to eternally struggle to find players. This may sound undesirable at first hearing; but recall that right now an informal system of this sort operates in DIPLOMACY, but with extremely low standards. Only someone guilty of repeated inexcusable offenses, such as Charles Reinsel, or someone who has actually dropped out, becomes subject to public opinion pressure so that they have a hard time finding players. I would like to see the informal standards formalized and raised, not by compulsion (which is probably impossible), but by recognition of the value of membership in a GM/P group. Each GM/P would strive to meet the group's standards so that he could

say, "member of \_\_\_\_\_" in his colophon and his "advertisements". Players would look for that phrase in plugs and reviews.

Of course, the group could be more than a standard-setting organization, but there are many things it need not be, at least not at first. No insurance or guarantee, and no orphan rescue, need be involved. Guarantees are available from regional groups, which are easier to administer than any national group would be. Greg Warden operates an orphan rescue service that is sufficient at present. The group would not be concerned with copyrights, since there is nothing pernicious about such things. If a person copyrights his material, presumably he wishes to retain control over who prints it; in that case, he wouldn't give reprint permission even if the material wasn't copyrighted, and I do not think anyone would advocate forcing a person to give permission for reprint in order for him to get it printed in the first place.

How would it work? The group would establish a set of standards which would guide its membership selection. Such standards might include anything the members think is necessary to responsible, reliable, fair publishing and GMing. The number of games GMed or published per person might be limited to 6 (or 9 guaranteed), or whatever. Publishings might be limited to only one regular zine (that is, say, published more often than quarterly). Some rule regarding lateness would be necessary. A rule about number of GM errors might be established. No doubt 9 months or a year of successful GMing or publishing would be a requirement. Guarantee of games alone would not be sufficient to get a person admitted. No one wants to go through orphanization, whether they know it will be picked up quickly or not. The object is to attack the orphan problem at the source, which guarantees do not do. If a majority (or whatever is required to establish a standard) of the membership agrees, certain house rules might be required. Presumably the members could be trusted to establish reasonable yet effective standards with the ultimate object that there would be virtually no burnouts and dropouts among GM's and publishers if everyone met the standards. Members would be admitted by vote of current members (co-optation), perhaps as many as 2/3 of those voting (and an absolute majority) being required for acceptance. While most publishers trade and could be expected to be familiar with anyone applying for membership, the group might establish a small

(cont. next page)

## VERHANDELN, CONT.

committee to examine a candidate thoroughly and advise the membership at large. Small annual dues would provide funds for an occasional publication by the organization, especially if it became active in discussing problems GM/P face, and would provide for mailing of membership lists to GRI, DW, the IDA Novice Committee, etc. A periodic vote of current members would be required in order to expell those who no longer met the standards. Perhaps another small committee would be established to investigate complaints against current members.

As you may have noticed, novices would not meet membership standards. Most dropouts have been publishing only a short time, and it would be irresponsible to permit unknown quantities to become members. It would be the much higher reliability of members over non-members that would make the organization effective in the first place. But what can be done for people who are just starting out? Yet another committee would be established to help out aspiring publishers and GM's. This committee would give advice (and perhaps some kind of handbook) to novices and answer their questions. It would also attempt to obtain orphan games for the aspirant to start out with, perhaps by carbon copy or as a GM in someone else's zine. In this way the person just starting out would be able to learn whether he enjoys the non-publishing aspects of running games. If he lost interest, only one or two games would suffer, with the organization ready to find a new place for the affected games. When the novice begins actual publishing, if he has approval of the committee he could be designated an apprentice member (or whatever) of the organization.

I emphasize that no one would be compelled to participate in the organization. No doubt some could get along without membership. Hopefully membership would come to be so important (as, say, the UL listing) that players would seldom join a game under a non-member. Initially, considerable publicity would be necessary to educate players as to the purpose of the organization. It would always be necessary to have the purpose explained in the IDA Novice zine and in DW so that people new to the hobby would understand what was going on before they entered many games.

Insofar as I have explained this to several people, they thought it a good idea. I can imagine, however, that there

are some who are horrified by the introduction of a semblance of organization into apparent anarchy. Remember that an informal system somewhat like this already exists; unfortunately, it does not operate to raise the present abysmal GMing/publishing standard, nor does it save many people from getting burned. It operates well after the damage is done. So long as we more or less condone sloppy publishing and GMing practices (especially through irresponsible and misleading "plugs") we will always have the dropout problem, and we'll lose uncoun- ted players who get burned by poor GM/P in their first few games so that they leave the hobby. The organization I suggest is the only scheme I know of to insure, in the long run, that hobby standards will rise. The IDA GM Evaluation comes closest, but it is more limited (and passive), does not give special treatment to novice GM/P, and probably will not gain the necessary recognition because it is attached to IDA, which at present opens it to all sorts of potential controversies. ((Next issue: Variants, IDA, DVC, and MNC))

PART TWO: TACTICS, STRATEGY AND GRAND  
STRATEGY: A PROBLEM IN DEFINITION  
by Ron Stephens

I am not saying that Diplomacy players as a group lack the ability to adequately formulate grand strategy. What I am saying is that not enough players rely on negotiations, diplomacy, player morale and other psychological factors to achieve their ends bloodlessly! Ask yourself how many times you have seen a two-way alliance expand much to the advantage of one partner and sat back helplessly awaiting the inevitable stab, feeling very frustrated that you were unable to do anything about it?

On the other hand, I have seen many skilled strategists defeated in games because of their reliance in their strategic skills at the expense of grand strategy. A good example of this is what I term the "invincible expansionist" who moves from three units in Spring 1901 to six units in Fall 1901. Yet as the same time he does not seek to reduce the psychological threat he has created in the minds of the other players. He invariably succeeds in uniting his enemies and some of his friends against himself.

Perhaps an even commoner example is that inflated-ego, Colonel Blimp--I call him, "the sabre rattler." He is the strategic genius who bullies, threatens and successfully antagonizes other players initially  
(cont. on next page)



TACTICS, STRATEGY, CONT.

and is surprised at his isolation in Spring 1901.

A more subtle variation and less easily spotted example is what I call "the byzantine poisoner." He seeks to keep too many alternatives open with a complex web or plot, counter-plot, and counter-counter-plot. In so doing, he becomes too indirect and runs the risk of losing all his primary objectives in the mazes of subterfuge. This player is usually recognizable by (a) his willingness to provide information (usually false) or even copies of other players' correspondence, (b) constant efforts by him to misinform you as to his and other players' designs amounting to trouble and distrust for their own sake, and (c) his invariable attempts to convince you that he alone is your only reliable ally. I find as a general rule that a player who personally attacks another player in the same game in a letter to me usually turns out to be the least reliable as well as least desirable player to ally with.

Occasionally, the "byzantine plotter" is discovered. More often than not he is successful because of the presence of "the sabre rattler" or "invincible expansionist." He is more effective than either of these players because he does have a grand strategy of sorts: confusion.

However, in the long run this player is ineffective because unless he is very careful (which he is not inclined to be), he ends up in other games with those he has duped before. Finally, he reaches the point where his credibility is nil. None of us like to be underestimated and most of us tend to learn from our experiences.

While this article has tended to ramble on a bit, I'd like to close with some sort of a summation. I believe that understanding the scope and limitations of the terms tactics, strategy, and grand strategy will allow a Diplomacy player to focus on each as a distinct entity. In so doing, a player will be better able to successfully deal with the necessities and contingencies of each. This will lead to a more informed and more successful game for the player.

((Our thanks to Ron Stephens for this article! Someday I hope to be able to write fully on my own experiences as a player. You might sum up my style of play as: being very sensitive to the game's balance, but more on that when I get around to writing about it! Again, an excellent article, Ron! It should please our readers for you to continue! writing!))

CALL ME A DIPLOMACY NUT, CONT.

and I began to get my good wife's point. It certainly did appear as though the Russian player had an awfully good history of my son Ekim, his age, this is your first PBM game, etc., etc.

I readily assured Ekim that it made no difference, that he was Germany, Mr. Prolific was England and Russia probably had his baby picture (you know which one). But to go on to victory!!

Well, to make a long story shorter, the next move, France's moves arrived 10 days late. The GM decided after the zine had been published, "to allow France's moves" because of the influence of the U.S.P.S....and "to keep the game moving." Ekim immediately challenged the GM's ruling and was advised that, "There were many precedents in the GM's favor," and then our beloved GM resigned his position and a brand-new GM took over. He very "forcefully" concluded that the previous French late moves were valid, and the next move could not be delayed or postponed, "Because some people had already found out the next moves."

To his credit, Ekim quit this game. What would you have done? Like a dumb fool, I considered taking over as Ekim's sub, but the more correspondence that I reviewed, the sicker I got. So, scratch Ekim's first Dip game. If you have a young teen-aged Dip fan in your house, shop around before you start him in his first game. In fact, this game is now in the hands of the I.D.A. Ombudsman, but not because of any complaint from this Dip house, but as a result of one of the other players in this game, who also read between the lines, resigned, and went to a higher authority!

At this point, I hope you are not all bored stiff, because, that could mean that you have all been through this before and I certainly hope that was not the case.

Now to go on to the conclusion, or whatever....My next Dip experience was in Aug. 1975, at the "DipCon," (This word "DipCon" is now a registered trademark, I understand, belonging to Gordy Anderson). ((Ed--It's still pending a trademark))

It was there in the Windy City that I was really exposed to the aforementioned "Dreaded Diseases." Yes, there are two of them. One is called, "I.D.A." and the other is simply, "T.D.A.". (In alphabetical order). I also uncovered a minor disease known as the "N.Y. Conspiracy". Unfortunately, for me, I was exposed to the "NY Con" twice, once in

(cont. next page)

## DIPLOMACY NUT, CONT.

a tournament game (where as Germany I was eliminated by F-E-R), and once in my own room, in a variant game testing session.

I think, that I have found an antidote, for this minor disease. You take one old T-shirt, put some holes in it, and with a magic marker you write the word DUD, and someone elses name, and you are cured. But now let us get back to the two major diseases, and the GM who is (perhaps unknowingly) afflicted with one of these diseases. In spite of the fact, that he has taken this orphan game to his holley bosom, without any additional charge to us seven players, this much delayed game, became a "tug of war" between the two "D.D.'s", (No, not Dungeons and Dragons) "Deadly Diseases."

All I care about is the fact that this game has finally gotten off of the ground and is now in Fall 1903. The fact that I am France and have 8 centers has nothing to do with my feelings toward the zine, GM, or the two D.D.'s.

Now, don't think that this tale will end with everybody living happily ever after, read on.

This past week, has produced three of the strangest, weightiest letters I have ever received. In fact, my mailman is complaining of a double hernia. Book #1 (with 30¢ postage) was a copy of a letter to the Ombudsman, complaining about the game which Ekim had recently resigned from. It seems that Ekim wasnot the only player in that game who felt off-ended. The twelve pages, listed the most serious charges against a zine and a GM that I (and maybe you) will ever see. I felt bad in that Ekim had merely resigned, perhaps he too should have protested to the Ombudsman.

Now, to letter #2. This one consisted of only one page, an xerox copy of a letter to a player, the letter states, "I will find out what other Dippy games you are in and offer the other players money to stab you," quote and unquote. This letter was sent to me, with the message, "Bill, for your info. just in case you ever run into this creep." I can't believe that this sort of letter was what Alan Calhamer had in mind when he invented this wonderful game.

Then came letter #3, across the entire country, weighing approximately the same as one of McDonald's "Quarter-Pounders" with one lone ten cent stamp (what a bargain). This letter consisted of a letter of warning to me, about some players in my two newest

games (Oh yes, I am still trying to find that mythical thing, a zine and a GM that I feel comfortable with).

According to this letter writer, he is and has been the target of a complex series of what he calls, "Cross Game Alliances" all intended to hound him out of the hobby. This letter included a series of charts and tables listing all of this player's games, countries and opponents. There are twelve games in all, and the conspirators are involved in all of them, always allied against letter writer #3, at least so he says. I have not yet attempted to verify his statements, but I have met this player and I think he is honest.

Now what is the point of all this rambling on? Very simple, I embarked on my Dip carrier with the idea of enjoying some of my leisure time. The idea of challenging six other people in a game of wits, referreed by a supposedly neutral party. The idea intrigued me. Being a salesman (for a living) I felt as though I could match words with the best. It really sounded simple, and yet great. As far as I could determine, the only drawback was having to deal with the U.S. Postal Service. Boy, was I naive. It seems that like in so many other things it is not what you know, but often, who you know. It is not always, being honest, but rather dishonest that pays off. Alright, enough said except that there are some practices and people in this Great Hobby that we would all be better off without.

I will not presume to attempt to answer the problems that I have mentioned, but rather, I would ask that we all do a little "soul searching" and work towards improving this wonderful hobby. In spite of all of the complaints that I have listed, this hobby continues to grow. Let us hope that the future will bring fewer stories like Ekim's and the others that I have mentioned. I know that there are many honest, dedicated and good people in this pastime; I have met and corresponded with quite a few of them. It is my hope that they will become more numerous and will dominate the hobby in the years to come. #end#

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 RIPLEY'S BELIEVE IT OR NOT--

President John Tyler (1790-1862) Called to Wash., DC to be sworn into office upon the death of Pres. Harrison, could not make the journey from Williamsburg, VA to the capital UNTIL HE HAD BORROWED THE FARE FROM A FRIEND. Well, it seems he was too poor to get elected!

# HOBBY NEWS

There really ain't that much news this time around, but I'm going to print what I know of plus ramble around a bit this time.

First, the biggest piece of news is the Canadian postal strike. As of this typing, the U.S. Post Office will not forward any mail to Canada and it will be returned. When I first heard the bad news, I decided to stop working on Impassable--the reason why this issue is very late. I would have had it out on time, but I wanted to get as much information as I could about the strike in Canada. Apparently, it is more serious than last years and rather than being off a rotating system, it is a complete closedown all across Canada.

Five of my fourteen postal Diplomacy games (one just ending) has at least one Canadian player in it. So, this plus the fact that I also have Canadian players in my Glory Road's Civil War battlegames will slow me down in an effort not to handicap the Canadian players.

At first, my thought was not to publish at all--to wait until the strike was over, but this would have been unfair to the American players in those games without

Canadian players. So now I will publish late and set the deadline way ahead to hopefully cover the strike (I don't think it will last all that long). The new deadline for all games will be:

NOVEMBER 21, 1975, at noon, E.S.T.

This will give you a month until the next deadline. If the Canadian strike is not over by then, those games without Canadian players will continue and issue #58 will be printed on time. Those games with Canadian players will be, therefore, suspended until their strike is over.

The publication, even this late, of this issue of Impassable, will cause some problems as I will not be able to mail it to those players living in Canada (one exception for my Glory Road games). This will present some diplomatic disadvantage to the Canadian players, but all of the affected games are not new and therefore, not subject to as much change in alliance structures. All of my Canadian players have been very reliable and those American allies should stand by them in their post office crisis (you may never know when our post office will go on strike!).

Finally, the strongest reason for going to print, after all, was to calm suspicions of what happened to Impassable, even though it will give some advantage to American players over the Canadian players if they so choose to stab them.

Howard Mahler, (c/o Math Dept., Princeton University, Princeton, NJ 08540) informs me he still needs players for his Winner's Only game. He has been a most reliable player for me and I'm sure he will be a most reliable gamesmaster--especially when he will only be running this single special game.

Lew Pulsipher writes to correct some of my news of last issue:

"I don't enjoy having to correct your news column, but inaccurate news is worse than no news at all. I am the only one who taped the General Meeting. Rosenberg taped the Council meeting. Anderson said he has a trademark pending. Walker says that he and Buchanan think they can thwart him; right now, Anderson doesn't have rights to the name ((DipCon)). And I don't see what else I might need that tape (or the tapes of any of the meetings) for, though I'm not erasing them.

Minor point--I didn't 'translate' the tape, I 'transcribed' it."

My apologies, Lew, for those errors! I certainly don't want to earn any 'reputation' for erroneous news! But, let's carry on....

(concluded next page)

## DIPLOMACY WORLD

Diplomacy World is a quarterly magazine on Diplomacy which is edited by Walter & Buchanan, R.R. #3, Box 324, Lebanon, IN 46052. It is owned by Games Research, Inc. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play. In short, anything of interest to the Diplomacy community is fair game for Diplomacy World.

Subscriptions sell for \$4.00 a year (\$1 discount for IDA members if it's specifically requested.) All six back issues in Vol. I are available for 75¢ each. (Indiana residents add 4% sales tax.)

The magazine is the best in the postal hobby. Offset with heavy paper covers, it has 38 printed pages, excellent graphics, and many, many excellent articles by the best writers of the postal hobby! (Sob! Where does that leaves Impassable?) Sorry! It is not a controversial pulpzine--but it is educational and very informative. Great for the newcomer and even better for the rest of us! I recommend it highly!!

## HOBBY NEWS, CONT.

Another error in last issue was in the mailing list. I printed the wrong address for Jim Lawson, one of our Canadian players: the correct address for Jim is, Rm. 556 Henday Hall, Lister Hall, 116th & 87th Ave., Edmonston, Alberta, CANADA T6G 2H6. Sorry, Jim!

Another I.S.E. report from Edi Birsan.... the previous balance was \$163.01 and the current balance is now \$165.54. I still have the grand total of \$2.00 bankrolled in the I.S.E. (New York connection). The prize money for the Postal Diplomacy Tourney, to be headed by John Baker, will be deposited in I.S.E. for safe keeping...

There's a progress report on the 1975-76 Postal Diplomacy Tournament, but there is not enough space to print it here. But, four gamezines are currently running games for the PDT: Liberterranean (c/o Jim Bumpas, 948 Loraine, Los Altos, CA 94022); The Diplomatic Journal (c/o Roger Oliver, 67 Franklin, Denville, NJ 07834); Zeppelin (c/o Laurence J.P. Gillespie, 23 Robert Allen Dr., Halifax, Nova Scotia, B3M 3G9, CANADA); Centurion (c/o Russel Fox, 5160 Donna, Tarzana, CA 91356); Janus (c/o Calvin White, One Turnberry Ave., Toronto, Ontario M6N 1P6, CANADA), and Turnabout (c/o Peter Berggren, Davistown Schoolhouse Rd., Orford, NH 03777). You can write to these publishers for information, or to John Baker, I believe, for a copy of the latest report. However, I shall endeavor to print the report in next issue, so, hang on tight!

IMPASSABLE #57  
117 Garland Drive  
Carlisle, PA 17013  
UNITED STATES OF AMERICA

You are asked to stand-by, see page one

NEW DEADLINE FOR ALL GAMES:  
Friday, November 21, 1975



You are mentioned on pg. \_\_\_\_  
Your sub is used up, please resubscribe before you miss any of the issues! \_\_\_\_

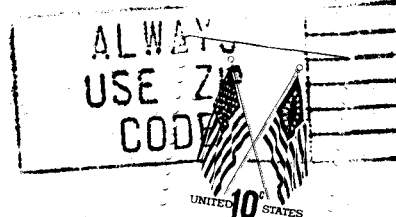
The readers may have noticed a lack of continuity in Solitary Confinement and in my own series, Dippyworld. According to the recent poll, serials of a non-dippy nature was third from bottom (puzzles and non-hobby articles being lower) which was a blow to my own ego-riding Dippyworld series. So, as I have been putting them off until last, and as I have not been having enough space to print everything (damn! Too many games!!), these series have been falling behind. Well, I'm going to have to axe Solitary Confinement and I still have trouble fitting Dippyworld into Impassable, I will axe that also.... (You're born lucky BirSauron....)

Let me see now, rather, think....yes, the Glory Road publication, as mentioned previously is being slowed down due to the Canadian strike (there's no way around it for either Articetam or Cemetery Hill). But, there are still openings left in Cemetery Hill (for those of you who already know about GR). It is hoped that eventually we'll be able to move to doing ACW in a strategic level with battles fought on the tactical level with the available Civil War games.

Lew Pulsipher is running a contest for the best Variant Design, that is, original variants designed for the contest. I am stating now that I will submit a free sub to Impassable as a prize for the winning entry. (Lew, can you fill me in on the details? I just can't find that letter on your contest....)

Next issue may be a big one, but I'd like to have some variant to print, if not, then I'll do the best with articles, etc.

Hang on til November!



Scott Marley  
12682 Suidler  
Santa Ana, CA 92705

S-65

FIRST CLASS MAIL

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