

IMPASSABLE



"Ho, ho. Merry Christmas!"

XMAS ISSUE 59

Issue #59, December 22, 1975, Christmas Issue

Impassable is a postal journal of Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9 and 10:30 p.m., E.S.T., any night except Wednesdays. Sub to Impassable is 12/\$2.00. Longer subs are no longer allowed. Shorter subs of 6/\$1 are available for newbloods. This is a tri-weekly gamezine, a subsidiary of Chapel Hill Publications, founded in March of 1972.

Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and copyright by Games Research, Inc., Box 18N, Boston, MA 02118.

A ZINE REVIEW

This issue I thought that I would give more than my usual comments on those zines which I receive in trade.

RUNESTONE. John Leeder, 208 Haysboro Cr. SW, Calgary, Alberta, Canada T2V 3G3. This ditto publication is one of the best around. An individual effort, John puts out a steady flow of issues. It is filled with something to read about which varies in content. Issue #99 was devoted entirely to his new rating system, ODDMOD. Creative, neat and reliable. Subscriptions are 1¢/page plus postage. Send lump sum, he keeps the books.

THE PREDAWN LEFTIST. Ben Grossman, 29 E 9 St. #9, New York, NY 10003. This mimeo publication is readable, that is, better than average, but not perfect. Always a lot of press and is New York oriented in content. Sub is \$2/8. Has openings in regular dippy (GF is \$2 + sub OR \$6.00 lump sum). Three dippy variants: Colonia (GF \$3 + sub), Near Utter Chaos (GF \$1 + sub), and Middle Earth VIII (GF \$2 + sub). Issues are generally 12 pages so there is something to read in it besides the press and games--such as D&D for those of you who are nuts about that game!

JANUS. Cal White, 1 Turnberry Ave., Toronto, Ontario, Canada M6N 1P6 is the guy who handles the money (subs and gamefees). John Gross, Kevin Dunsmuir and Mike Agnew round out their group. Well printed ditto publication that is relatively new, having done 8 issues so far. Regular dippy openings in the Dippy Tournament (see article elsewhere) at GF of \$2.50 + sub + the tournament fee of \$1.00 to anyone who is not from NY, WA or Ontario. Also has openings in another game for local Canadians. Good newcomer.

(cont. page eight)



Editorial ...

It is that time of the year that Impassable has a special issue. This one is the first issue to make use of the Gestefax machine. The results are various since I'm still learning how to use the machine.

Page three was typed on a corruseable paper and the typing was thick and turned out thick in the stencil. Closing the e's and a's, etc.

The map for The Maya was also copied by the gestefax from my original drawings. Not too bad, but it could have been better if my felt pens weren't so thick and mushy....

Page fifteen is probably going to be the best. There, I typed with a carbon ribbon (not the usual nylon ribbon) and the typewritten material was very neat as a result.

The cover was also by the Gestefax, but it was from their advertisement and that, of course, would be done well.

Several of the pages were run twice, the first time with red ink and this was done for those small pictures on various pictures. These are drawings done by hand on the stencil.

The total number of pages in this is going to be a whopping 30 pages. This includes 18 numbered pages (inc. cover), 5 sheets for variant, and an unnumbered enclosure. That enclosure, by the way, was also done by gestefax. The side with the report being poorer copy since I typed it on corruseable paper, and the picture side

(cont. page 12)



Well, it is that time of the year when Impassable has its special Christmas issue. This promises to be the best one yet! This page is the leading page for the regular report on Hobby news. I have been able to keep up with the reading of all trades I get and the news is piling up though it isn't all that earthshaking in content...might as well as to go ahead!

First, there is a plug overdue for the 1975 IDA HANDBOOK. This is the best collection of Diplomacy articles on the market today! It's cheap, too. You get nearly 60 pages of articles, including a brand-new variant with map. Articles like Edi Birsan's FAMOUS STABS IN POSTAL DIPLOMACY, Len

Lakofka's THE MAKING OF AN ALLIANCE, Lew Pulsipher's NADPS #2 RESULTS AND COMMENTARY, and more. A fine collection, well worth the \$2 price to IDA members, \$2.50 to non-members. Write Edi Birsan, 35-35 75th St., Apt. 302, Jackson Heights, NY 11372. Make checks payable to INTERNATIONAL DIPLOMACY ASSOCIATION.

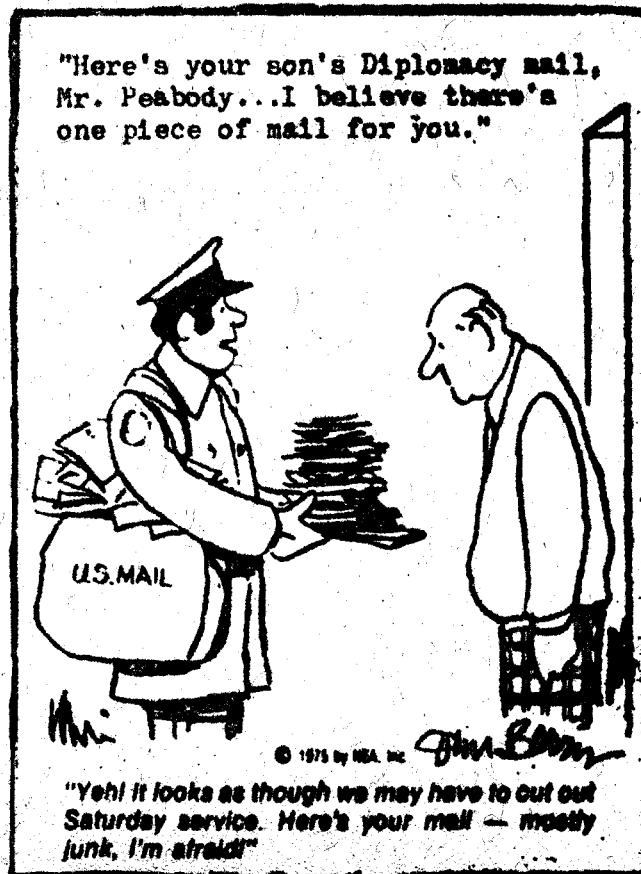
In Issue #42 of The Mixumaxu Gazette, Bob Lipton mentions the lack of any real guide in determining whether a dippy publisher was not going to fold without planning or without transferring his games in a decent manner. In the last issue of Impassable I briefly mentioned the same thing. All this goes to prove that there is still a problem of dippy publishers going DUD (to use a common NYC expression...), and the players losing the shirts off their games (Ugh! What a lousy metaphor!). In a step to correct this problem, I am thinking of organizing a publisher's group. It would be hoped that any such organization would be able to establish a reasonable standard of publishing and to advise publishers with problems. Eventually, it would be hoped that the worth of such an organization, run and operated by publishers themselves, would enhance the value of its members and thus indirectly encourage better publishing among non-members trying to become members. If any publishers see a need for such an organization along these lines, let me know!

On December 4th I received my first piece of mail from Canada, Issue #8 of Janus (John Gross, et al.), dated October 17th...so, it may still be awhile before Canada catches up on their mail. But, from another source, it appears that they may catch up rather quickly. Whatever, I am not taking any chances and will not force the deadline quickly for our Canadian players. So, the news is out that the strike is over!

Speaking of mail....the U.S. Post Office continues to deliver mail through rain, sleet, hail and snow, but at an ever increasing postage rate! But now, I'm getting mail torn up by the P.O.! For 13¢ an ounce they better stop tearing my mail up. The latest victim was The Master Machiavellian, #15 (Michael Homeier). It was torn down the middle with a ragged edge, placed inside an "official" post office envelope enclosed with an xerox copy of a small message, "Damaged in handling to the enclosed piece of mail was due to a malfunction in our mail cancelling/sorting equipment. Please accept our sincere regrets for any inconvenience you may have been caused by the Postal Service." Maybe I'll get original messages when they go up to 13¢? Doubt it.

Dinan, published by Brad Hessel, had a few comments from Rod Walker concerning past hoaxes and potential hoaxes that never went through. One such was one he and Conrad von Metzke had planned in setting up an entirely fake zine to cover a few issues at the least. Rod says the effort ended when he temporarily dropped out of the hobby.

(cont. on next page)



HOBBY NEWS, CONT.

Rod's comments reminded me of my own hoax which I tried to pull in the first six issues of Impassable. I started a game of anonymous Diplomacy in issue one and it ran until issue six when I simply dropped it for lack of time and desire. I was making all the moves and writing all the press! The game even got a Miller Number: 1972Fcy! I had a few good laughs, but the main reason at the time for doing it was to fill up space and for something to do (remember, this was before the days of Impassable's empire period!). There have been numerous hoaxes which have been pulled throughout the past many years of postal Diplomacy (13 years!). I invite anyone in the know to write for this gamezine an article on all the hoaxes pulled--it would be interesting reading. One of these days, in a similar line of historical research I would like to write an article on the past "great gamezines" of the hobby. One of these days....

A whole batch of issues of John Leeder's Runestone arrived recently--proving the Canadian strike is truly over--containing an interesting series of calculations made of various gamezines of the hobby. He studied the costs of the gamezines and even broke it down to cost per page. As you might have guessed, Impassable didn't do all that bad, coming in third behind the cost leaders Exponent and Zeppelin. One which I had hoped to see listed wasn't there: Diplomacy World, but then it isn't a gamezine. I once had calculated that Impassable and Diplomacy World gave about the same number of articles for the same cost, but with Impassable taking longer at a cheaper rate to catch up with DW. However, the quality of the articles, printing and layout is another thing (sob!). Also from John Leeder is a first compilation of a new rating system he designed (just what we all needed....) done while Canada was on strike. Called, ODDMOD, it is a pretty complicated system, but can be summed up as "Anti-Calhamerian", that is, it rates other finishes which aren't wins. I was surprised to find my name on the top board along with others the likes of Walt Buchanan, Brenton Ver Ploeg and our very own Walter Blank (of Impassable fame as well as 1975 DipCon Tournament Co-Champ). The new rating system will not be kept up by John as he won't have enough time. Anyone interested or insane, let John Leeder know (his address is: 208 Haysboro Crescent, SW, Calgary, Alta., CANADA T2V 3G3).

The news is out that IDA has accepted Avalon Hill's offer to hold the next Diplocon (no longer to be DipCon) in Baltimore next July or early August. The other news is that this was accomplished only with the Lake Geneva, Wisconsin convention group being nice enough to give up their bid. Lake Geneva have been holding large conventions every year and they do a good job from what I have heard. So, they will most likely have a "lock" on the 1977 convention site. Then, it can only be fair to send the convention to California for 1978. So, the era of organized rotating conventions has arrived for Dippydom! Watch Impassable for developing news of Origins II!

Just in is a news article from Jim Cooper on Dungeons & Dragons by mail. It follows in this column!

D&D News Flash! By Jim Cooper

This is a report on the state of the D&D hobby, through the eyes of one of its members. Jim Cooper is in the majority of games of which he knows; but not nearly all nor do I expect to be. Nor do I really expect to know of every game going. Thus, I cannot claim an omniscience over this fandom any more justifiably than anyone could of another. What I DO know is this:

At present, there are approximately 10 postal Dungeons & Dragons games running. There are a couple of others of a fantastic nature, but not all are run by the D&D rules, nor were they initially inspired by them--these are the postal D&D GMs:

Charles Gaydos, 1016 Center St., Pittsburgh, PA 15221

John Brennick, 192 Curtis Ave., Stoughton, MA 02072

James Hayes, 1409 E. Flora St., Stockton, CA 95205

Fred Bolin, 841 Cleveland, Albany, CA 94706

Tom Corke & Assoc., P.O. Box 2357, Youngstown, OH 44509

Steve Marsh, 456 Sixth St., Niagara Falls, NY 14301

John Arbogast, 1133 Cresthaven Lane, Virginia Beach, VA 23462

Steve Tihor, 122 Henry Hall, Princeton U., Princeton, NJ 08540

Brad Stock, 156 Lighthorse Dr., Chesterfield, MO 63017

Bill Hartley, 804 8th St., SE, Medicine Hat, Alta., Canada T1A 1M8

Jim Lawson, Rm. 556 Henday Hall, Lister Hall, 116th St., & 87th Ave., Edmonton, Alta., Canada T6G 2M6

Since there shouldn't be enough space to (cont. page nine)

19703J, Autumn & Winter 1918

Autumn 1918: Austria R A Tyr-Boh; Germany R A Ber OTB

Winter 1918:

AUSTRIA(Beyerlein): D A Ukr

GERMANY(Mahler): SP,

ITALY(Phillips): B A Cly/imp/, SP

RUSSIA(Kelly): B F StP(nc)

SPRING 1919 Orders are due on Thursday, January 15, 1976 at noon, E.S.T.

Winter 1918 Positions:

Austria: A Rum, A Gre, A Tri, A Ser, A Gal, A Vie, A Boh; Germany: A Mun, F Hel, F Hol; Italy: F Ion, F Alb, F Adr, A Ven, A Tyr, A Ruh, A Bur, A Pic, F Bel, F Eng, F NAT; Russia: F Nwg, F Nth, A Den, F Bal, A Sil, A War, A Mos, A Sev, A Con, F StP(nc), A Ber.

Press--

HUN'S FABLES: Andy the Eagle and Ron the Bear had agreed to split two pies. However, Howard the Daschund and Doug the Ostrich also had some claim to one of the pies. Being a greedy bird, Andy tried to get more of the pie than was his share, but Ron being a placid bear just accepted it without even trying to enlist Howard or Doug's help. Moral: The best laid plans of cross-game dealers oft go astray!

Rome(Cly)NB: "The premium thus placed on mindless unflagging persistence is echoed." Not that it's particularly important to note that, but I might as well say that as "Avoid traps."

1971Dbu, 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, 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.

SPRING 1916 Orders are due Thursday, January 15, 1976 at noon, E.S.T.

What's the most difficult train to catch?
op nol 11 1 04 01 s, 11 esneq, '05:21 eul 'v

1972BW, Summer & Fall 1919

Error: Spring 1919, France's F Nwg H/r/. In light of current French orders, GM D F Nwg. Summer 1919: Fra NMR. GM D F Nwg, A Ruh, and F Tus.

COA: David Davies, c/o L. J. Scribner, 1236 Oakwood Dr., Arcadia, CA 91006.

Fall 1919:

FRANCE(Kelly): F Nth H, F Hel H, F Tyn H/r/ (Wes, Tus, OTB), A Hol H, A Bur H, A Mar H

ITALY(Swies): F Tun S Fra F Tyn

GERMANY(Davies): A Den-Kie, A Ber S A Den-Kie

RUSSIA(Knudsen): A Sil-Gal, A Mun-Boh, A Pie-Tyr, A Kie-Mun, A Ruh-Bel, F Swe S F Ska-Den, F Ska-Den, F Nwg-Edi, F Nwy S F Bar-Nwg, F Bar-Nwg, F Aeg-Con

TURKEY(Abbott): A Bul-Rum, A Apu-Ven, A Ven-Tyr, A Tyr-Vie, F Rom S F Nap-Tyn, F Tus-Lyo, F Nap-Tyn, F Gre H, A Tri-Bud, F Ion-Tun

AUTUMN/WINTER 1919 Orders are due Thursday, January 15, 1976 at noon, E.S.T.

Fall 1919 Supply Center Chart:

France: Hom, ~~Bel~~, Spa, Por, Hol, Lvp, Lon, ~~Edi~~ (8) B2

Germany: Kie, Ber, ~~Swe~~ (2) SP

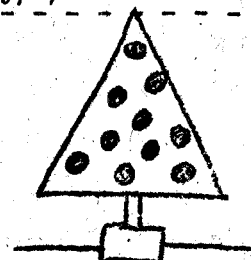
Italy: Tun (1) SP

Russia: Hom, Nwy, ~~Ann~~, ~~Bud~~, ~~Vie~~, Mun, Den, ~~Vie~~, Swe, Edi, Bel, Con (11) SP

Turkey: ~~Con~~, Ank, Smy, Gre, Bul, Ser, Tri, Ven, Rom, Nap, ~~Vie~~, ~~Bud~~, ~~Ann~~ (12) B2

1973AYec, Spring 1729 Positions

Austria(C.D.): A Hol, A Pom, A Mil, A Ven, A Gal (GM D A Mor, A Kra); England: F Por, F NAT, A Ast, F Nth, F Ska, F Chr, A Est, F Bot, A Den, F Bal, A Sco; France: A Gra, F Cen, F NTy, A Sav, F Lyo, A Rhe, A Net, A Ara, F Tun, F Sar, A Swi; Ottomans: A Vie, A Mol, A Mor, F NAd, A Tra, F Nap, A Ser, A Cau, A Sin; Poland: A Pos, A Lit, A Kra; Russia: A Ang, F Sto, A Var, A Kie, A Bes, A Ast; Spain: F STy, F NTy/r/?



SUMMER/FALL 1729 Orders are due Thursday,
January 15, 1976 at noon, E.S.T.

1973BU, Fall 1921 Supply Center Chart

Austria: Vie, Bud, (Tri?), Gre, Ser, Rum
(5 or 6 depending on retreat) Bl or Bl and
be 1 short.

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

Two retreats are due: Aus A Tyr and Italy's
A Pie.

AUTUMN/WINTER 1921 Orders are due Thursday,
January 15, 1976 at noon, E.S.T.

1973CZec, Spring 1728 Positions

Austria: A Boh, A Bav, A Kas/r/?; England:
F Eng, F Hel, F Var, F Nwg, F Iri; France:
A Net, A Ndy, A Rhi, A Tou, A Sav, F Bor(sc);
Osmanians: A Ast, A Mil, A Ven, A Mor, A Bud,
A Vie, F Bis, F Mid, F Wes, F Lyo, F Sar, F
STy, F NTy, F Tun, A Kie; Poland: A Min, A
Mos, A Kra, F Bal, A Fin, A Var/r/?, F Nth,
F Ska, F Chr, F Den, A Han, A Pom, A Bra, A
Kas, A Sax, A Sil; Spain: A Mad, F Gra, F
Wes, F Gib, F Mid.

SUMMER/FALL 1728 Orders are due Thursday,
January 15, 1976 at noon, E.S.T.

1974HII, Autumn & Winter 1905

Autumn 1905: Germany R A Ber-Kie; Russia R
A Liv-War; Turkey R A Ank OTB.

Winter 1905:

AUSTRIA(Osmanson): B A Bud

ENGLAND(Fuji-hara): SP

FRANCE(McKeon): SP

GERMANY(Kelly): SP, will be 1 short

ITALY(Swies): SP

RUSSIA(Blank): B A Sev

TURKEY(Davies): Out of game

Spring 1906 Orders are due Thursday, January
15, 1976 at noon, E.S.T.

Winter 1905 Positions:

Austria: F Aeg, A Gre, A Ser, A Vie, A Tri,
A Bud; England: A Liv, A StP, F Nwg, F Bar,
F Pru; France: F Ion, F Tun, F Tyn, A Tus,
F Pie, A Mun, A Tyo; Germany: F Bot, A Ruh,
F Hol, A Kie; Italy: A Ven, F Rom, F Nap;
Russia: F Con, F Ank, A Mos, F Ber, A Sil,
A Boh, A War, A Sev; Turkey: Out.

1974HY, Fall 1905

AUSTRIA(Callahan): A Sev-Mos/r/(Ukr, OTB),
A Gal S Ger A Sil-War

FRANCE(McLendon): A Mar H, A Spa H, F Lyo-
Wes, F Eng-Mid, F Nwg S A Yor-Nwy,

A Yor-Nwy, F NAF S F Lyo-Wes (lousy typing)

GERMANY(Fanelli): A Edi-Lvp, F Nth-Lon, F
Den-Nth, A Kie-Ruh, A Sil S A Liv-War,
A Liv-War, A Mun-Bur

ITALY(Kendter): A Bud-Gal, A Tri-Vie, A Ser-
Tri, A Pie H, A Tus S A Pie, F Nap-Rom,
F Ion-Nap, F Alb-Ion, F Tyn-Tun

RUSSIA(Gallagher): A Fin S F Nwy, F Nwy H,
F Swe-Den, A Mos S A War, A War S Ita A
Bud-Gal/r/(Ukr, Pru, OTB), A Arm-Sev, A
Ank-Arm, F Bla S A Arm-Sev, F Rum S A Arm-
Sev

AUTUMN/WINTER 1905 Orders are due Thursday,
January 15, 1976 at noon, E.S.T.

Fall 1905 Supply Center Chart:

Austria: ~~Rum~~, ~~Sev~~ (0) R2, out of game

France: Hom, Spa, ~~Lon~~, Por, ~~Lvp~~ (5) R2

Germany: Hom, Hol, ~~Den~~, Bel, Edi, Lvp, Lon,
War (9) B2

Italy: Hom, Tun, Tri, Vie, Gre, Ser, Bud
(9) SP

Russia: Mos, StP, Sev, ~~War~~, Swe, Nwy, Bul,
Ank, Con, Smy, Den (10) B1

1975G, Summer & Fall 1905

COA: Alex Sabo, 2302½ Donald, Youngstown,
OH 44509

TCOA: Tom Cooper, 6192 Preston Haven Dr.,
Dallas, TX 75230 (till Jan. 6 and then
returns to school)

Summer 1905: Austria R F Tri-Adr; France R
A Gas-Spa; Germany R A Bur-Bel.

Fall 1905:

AUSTRIA(Hinmon): A Tyr-Tri, A Vie S A Rum-
Bud/r/(Tyr, OTB), A Ser S A Tyr-Tri,
A Bul S F Gre, F Gre S A Bul, F Adr-Ven,
A Rum-Bud

ENGLAND(Cooper): A Nwy S Ger F Ska-Swe,
F Nwg-Bar, F Gas-Bre, F Iri-Mid, F Lon-
Eng

FRANCE(Kirk): A Pic-Par, A Bur S A Pic-Par,
A Spa-Gas, F Mid-Bre
GERMANY(Amer): A Par-Pic, A Bel-Bur, A Kie-
Ruh, A Mun-Boh, F Ska-Swe, F Den S F Ska-
Swe
ITALY(Young): A Boh-Vie, A Tri S F Ven/r/
(Alb, OTB), F Ven S A Tri, F Ion-Adr
RUSSIA(Sabo): F Bar-StP(nc), A Ank-Con, A
Gal S Ita A Boh-Vie, F Aeg-Bul(sc), F Swe
H/r/(Fin, Bot, Bal, OTB), A Sev-Rum, A
Ukr S A Sev-Rum, F Bla S A Sev-Rum

AUTUMN/WINTER 1905 Orders are due Thursday,
January 15, 1976 at noon, E.S.T.

Fall 1905 Supply Center Chart:

Austria: Vie, Bud, Tri, Ser, Bul, Gre, Nth
(5) R2
England: Hom, Bre, Nwy (5) SP
France: Mar, Por, Spa (3) R1
Germany: Hom, Hol, Den, Par, Swe, Bel (8) B2
Italy: Hom, Tun, Vie (j5) B1
Russia: Hom, Ank, Con, Smy, Rum (8) SP

Press--

Turkey has fallen; Austria will be the next
to go. If luck's with me, I just might win!

1975T, Spring 1904 Positions and Press

Austria: F Gre, F Adr, A Pie, A Ven, A Tyr,
A War, A Liv, A Ukr; England: A Nwy, F Nth,
F Bot, F Swe, A Yor, A StP, F Den; France:
F Naf, F Tyn, A Ruh, A Hol, A Bur, A Mar;
Germany: A Mun, A Kie, F Bal; Italy: F Nap,
F Rom; Russia: A Mos; Turkey: A Apu, A Arm,
A Sev, F Aeg, F Ion.

Fall 1904 Orders are due Thursday, January
15, 1976 at noon, E.S.T.

Press--

The Return of the King and the Downfall of
Birsauron (#21):

Queen Caladriel, like her domain beautiful
yet perilous, welcomes Gene, "Bane of the
servants of evil, it is good to see you again.
However, it does not take one of the wise to
know where your thoughts lie. Go, your
heart's desire awaits you atop the hill of
Elanor!" As Gene departs, Caladriel turns
to Arn, "Although we have met before, enemy
of The Enemy, this is your first visit to my
humble abode. Come, I've much to show you,
and even more to discuss."

As Arn departs with Caladriel, Howard
discovers himself to be the object of close
scrutiny by Walterborn. Finally, the King

asks the hobbit, "What's your name?" "Mail-
Baggins, sir." Walt turns to Jimdir, "What
in the dwarfden's kind of name is Mail-
Baggins?" "Why it's Mail-Baggin's name sir."
"We don't like wiseguys around here. Watch
it, or when I get through with him, you'll
be next. Now Mailbag it's clear you're no-
body, but is anyone in your family anyone?"
Howard meekly nods no. "Good, now you're
really in for it!" --to be continued.

1975AF, Autumn & Winter 1904

COA: Robert Johnson, 229 6th St., NE,
Washington, DC 20002

Autumn 1904: Austria R F Ven-Adr; Germany
R F Nth-Eng

Winter 1904:

AUSTRIA(Johnson): B F Tri
FRANCE(Carlton): NMR, will be 1 short
GERMANY(Eddy): B A Mun'
ITALY(Keller): NMR, GM D F Tyn, F Ion
RUSSIA(Goldston): SP
TURKEY(Morphy): SP

SPRING 1905 Orders are due Thursday, January
15, 1976 at noon, E.S.T.

Winter 1904 Positions:

Austria: A Gre, A Ser, F Nap, F Adr, F Tri;
England: F Nwg; France: A Edi, F Wal, F Pic,
F Bre, A Mar, A Pie, F Tun; Germany: F Kie,
F Bel, A Gas, A Ruh, A Par, F Eng, A Mun;
Italy: A Ven, A Rom; Russia: A Bul, F Bla,
A Rum, A Sev, A Tyr, A Swe, F Nth, F Ska,
F Nwy; Turkey: A Con, F Aeg, A Arm

1975CS, 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 StP(nc); Turkey: A Con, F Smy.



SPRING 1903 Orders are due Thursday, January 15, 1976 at noon, E.S.T.

1974Nd1, Fall 1021

ENGLAND(Osmanson): A Mon H, A Der-Oxford, A Che, F CaB S F Car-NGC, A Shr-Her, A Mer H, F Bri S F Car-NGC/r/(Deh, Mor, Gwe, Brk, OTB), F Dyf S F Car-NGC, F Car-NGC

MUNSTER(Hyatt): F WHe-Heb, F WMI-Min, F IAt-WIF, A Bre-Ern, A Ros S A Bre-Ern, F SlB S A Don, A Don S A Oma, A Tyr-Ama, A Oma S A Tyr-Ama, A Mou S A Tyr-Ama, A Dub H, F WAt-Wex, F NGC-Bri, F SSG S F NGC-Bri, F StG-NGC

SCOTLAND(Fanelli): A Lis-Sut, A Dun-Alc, A Dow S Ork A Arm, F Iri-SIS, F DrB S F Iri-SIS

ORKNEY(C.D.): A Arm H/a/, A Ern H/a/, F Man H, F Kin H, F Isl H, A Dal H

AUTUMN/WINTER 1021 Orders are due Thursday, January 15, 1976 at noon, E.S.T.

Fall 1021 Supply enter Chart:

England: Hom, Bue, Mon, Car, Shr, Pow (9) SP

Munster: Hom, Lei, Tua, Mea, Ros, Sli, Tar, Kil, Cor, Wex, Don, Dub, Oma, Arm, Heb (17) B2

Orkney: ~~Wex~~, Sky, Man, Kin, Dur, Cai (5) SP

Scotland: Hom, New, Dow (5) SP

Neutral: Derby

ZINE REVIEW, CONT.

EVERYTHING, #24. Doug Beyerlein, 240 Hawthorne, Apt. F, Palo Alto, CA 94301. Offset. Zine containing report on new Boardman numbers assigned and completion of games with game reports. Also carries other sundry news. Sub is \$4.00 for 10 issues. Send check made out to Chintimini Enterprises to Chintimini Enterprises, 2115 N.W. Elder St., Corvallis, OR 97330. Recommended for rating people and publishers.

LORD OF HOSTS, #8. Robert Sacks, 4861 Broadway, 5-V, New York, NY 10034. Offset. Variant dippy gamezine. Sub is costs plus postage rounded up to the nickel. Issues are published quarterly; more frequently if there is sufficient material or games. Also combines news and reports from his position as Miller Number Custodian.

VALINOR, #4. Michael Muchnik, 2520 Hyacinth Court, Westbury, NY 11590. Ditto. Sub is \$2.00 for 10 issues. Has one game open. GF is \$1.50 plus sub. Pretty good new one.

IMLADRIS, Son of Pouch, #4. Jeremy S. Paulson, Apt. c-19, 63-60 98th St., Rego Park, NY 11374. Mimeo. Sub is 8/\$2.00, may be opening games in the future, if so, GF will be \$3.00 plus sub. Typical New York quality.

REBUS SIC STANTIBUS, #1. The New England Society of Cynics, 65 Winter Avenue, Staten Island, NY 10301. Mimeo. Impressive first issue. Beautiful cover, excellent typing and perfect English. Done by a group of three people (Drew McGee, Chris McLenoan, and Arne Eastman). Will be a monthly. Main game will be their Grand Tournament Diplomacy variant with two levels of diplomacy--each country will have several players and rules allows players to break away from these countries, etc. Also will have regular dip games. GF will be simply a sub of \$3.00 a year plus \$1.00 for each additional game. For their variant game, players sub at the rate of \$2.50 a year and will be able to play any number of games in the publication (experimental status receiving favored circumstances). If a brand-new publication can be highly recommended on physical quality alone, this is it.

BOAST, #73. Herb Barents, 1142 96th Ave., Zeeland, MI 49464. Ditto. This ditto zine has a large circulation of 92, and so my trade copies aren't very good, but I suspect players get the earlier copies with better printing. Prompt and full of news on wargaming and Michigan area conventions. Subs are \$3 per year (17 issues). No game openings.

BLACK HOLE, #29. Douglas Reif, 67 Grosvenor Rd., Kenmore, NY 14223. Ditto. A little gamezine that concentrates on the games and apparently does a good job with gamesmastering. Printing's good for ditto. Sub is 7/\$1.00. No openings.

CLAW & FANG, #61. Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Mimeo. Sub is 11/\$3.00. Has a variety of articles and games. Reliable and the printing is good. Recommended.

CENTURION, #14. Russel C. Fox, 5160 Donna Ave., Tarzana, CA 91356. Mimeo. Sub is \$2/8 issues. That is also the gamefee for your first game (sub only). For each additional game, it is sub + \$1.00 (the buck for the additional game). Was I clear on that? He meant, for two games it would be a sub plus \$1.00. One game requires only a sub. Okay? Some coverage of D&D in this one!

HOOSIER ARCHIVES, #181. Walter Buchanan, R.R. #3, Box 324, Lebanon, IN 46052. Ditto. (cont. page ten)

HOBBY NEWS, CONT.

go too deeply into these games, anyone who is interested is advised to write any of the above, or me (6192 Preston Haven, Dallas, TX 75230) for information. Meanwhile, perhaps a little history won't be too sorely begrudged. Note however that I have learned of these games only recently, and was at their inception in only a great few cases (i.e. this probably won't be worth the paper it's printed on, with none of the attendant conclusions to hopefully approach your kindly publisher). First, there was Midgard. But that's altogether entirely a completely different story, so we'll proceed by saying that, because there was Midgard, Jim Lawson started the first PBM game of this nature; half Midgard II and half D&D; it was a game with that troublesome player--the Ruler. Next to come on the scene after a while was Tom Corke, and his friends, another FTF group, another game with Rulers, but faster, smaller, and with more individual characters; the backbone of the D&D game/world. Soon after Charles Gaydos set up shop with the first authentic PBM D&D game; no Rulers anywhere, and some very good PBM rules that made things that much faster/easier/better. (Corke's was with all D&D rules, but the prior existence of countries casts a shade of evil over...). Then came James Hayes, former FTF GM and a full-fledged gamer in his own right, John Brennick, using Gaydos rules (like Hayes), and somewhere in there Fred Bolin and Steve Tihor opening up sections. Tihor's is a branch of the NYC world(s), Bolin is using rules adapted from the latest masterpiece from TSR: Empire of the Petal Throne. Also, 'way back before D&D even appeared on the market, Steve Marsh got his world to being created, somewhere along the line John Arbogast got his town/world running along with a few players, and Bill Hartley was conducting Starlight, the multi-scenario, multi-rules, multi-game galaxy (wherein one may lead a starship, a party, a massive phalanx, thoats, or whatever else any can dream up) that may or may not be a part of Jim Lawson's Fantasia; there's something fishy about the latter which I haven't quite discerned yet. NOW, Brad Stock is starting up his game of Geu-Ramysh; countries, part FTF, but with many individual characters and what looks like great momentum where it's needed almost the most.

As I seem to be rapidly annihilating empty spaces on a page's worth, it looks like any mention of good D&D zines will have to be cut short. Corke, Lawson and Tihor have zines

accompanying their games; The Strategic Review from TSR is a must if they'll get down to some serious stuff (?) and for any FTFers looking for previously developed ideas; Alarums & Excursions at \$1/1 from ~~Jack/Hartness~~ make that Lee Gold, 2471 Oak St., Santa Monica, CA 90405 is terrific!

Entering PBM D&D games is usually quite easy, and cheap to play; return postage is usually it, plus cost of any accompanying zine, plus perhaps a small entry fee usually no more than \$1. To tell the truth, most of the listed games are rather full; however, Brennick, Bolin, Stock and perhaps Hayes, Tihor, Corke and Marsh can use more players. Average number in a game would probably be 25 or 30.

To finish, anyone interested feel free to write (and then wait while it gets digested in my room)--I'd be glad to hear from you!

--Jim Cooper, alias Demetrius Illigus, Ta-Usyl e Khal, Aerelden.....

I've just finished running off copies of the 1975 Calhamer Awards for distribution. The design is that of the conference map with large, black lettering for the words. Two spaces are provided for signatures of the current IDA President and Allan Calhamer. Next year's design may be changed, if so desired by IDA's Council...

Speaking of awards, Robert Sacks says that there is a proposal before his Diplomacy Variant Commission to establish awards for variant publications, gamesmaster, design, article and general contribution. Persons who are interested in serving on the panel to select the awards winners for DVC's awards should contact Robert Sacks (4861 Broadway, 5-V, New York, NY 10034). Sacks, by the way, is the Miller Number Custodian, and if any of you publishers who runs variant games, or want to run some, write to him for a number. If I have the room and time, I will be printing Sacks sequel in his Ablehnen series....

Everything #24 just plopped into my lap with a report on the 8th Beyerlein Player Poll. Unfortunately, the deadline was shifted at the last minute from December 15 on Impassable ballots to December 4th for Diplomacy World's convience (to report in its Winter issue), but I think I'm getting the jump on good ole Walt, so here's the listing:

Top Board: 1. Walter Buchanan, 2. Michael Rocamora, 3. Edi Birsan, 4. Doug Beyerlein, 5. Len Lakofka, 6. Ronald Kelly, 7. John Boyer (blush!)

Second Board: 8. Tom Eller, 9. Eric
(cont. next page)

HOBBY NEWS, CONT.

Verheiden, 10. Don Pitsch, 11-12 Rod Walker, Lew Pulsipher, 13. Marie Beyerlein, 14. Andy Phillips

Third Board: 15. Steve Brooks, 16.-17. Tim Tilson, Jeff Powers, 18-19. John Stevens, Joel Klein, 20.-21. Bruce Schlickbernd, Arnold Vagts

For more details such as points for each and points for others not listed above, see Diplomacy World!

If you want to purchase a sub to EVERYTHING, send \$4.00 (10 issues) to Chintimini Enterprises, 2115 N.W. Elder St., Corvallis, OR 97330. Make the check out to Chintimini Enterprises. Chintimini Enterprises is Doug Beyerlein's printer, John Weswig.

Well, that's all for news in this issue. I'm getting cramps in my fingers from all this typing!

ZINE REVIEW, CONT.

Has one good game going on with some press attached to it (like my own...). Highly recommended far and above everything except DW and a lot of others with other than a single superb demonstration game. That is, if you want to read my press (or the oppositions) before the current game ends and I'm out of a stand-by job, or if you want to actually follow the obscure, unobvious moves of the geniuses who play in demonstration games, then you might want to sub. Sub is 10/\$2.00. The printing, by the way, is good since the typing is good! Walt, by the way, also publishes another zine, this wonder of wonder is called, Diplomacy World. Unfortunately, it carries no games, just a lot of articles and ratings and news, etc. All for the staggering fee of \$4.00 a year (4 issues) with \$1 discount to IDA members if specifically requested. If you'd ask me, I'm cheaper.... Highly recommended for both zines.

QUO VADIS, #53. Dick Vedder, c/o Dept. of History, U. of Arizona, Tucson, AZ 85721. Ditto. Variant gamezine. Just games and press, but reliable. Sub is 8/\$2.00. No openings, but stand-bys are needed. Inquire. Recommended for variants.

DYNASTY, #4. Adam Gruen, 470 North St., Harrison, NY 10528. Mimeo. Monthly. Sub is .2/\$2.50 (introductory is 4/\$1.00) Has openings in rog. dippy. GF is simply a sub. The printing is neat.

EREWON, #92. Rod Walker, Alcala, 1273 Crest Dr., Encinitas, CA 92024. Ditto. A lot of



things from California are a bit weird, even our relatives, but this zine is different. Find how different for yourself by subbing at 5/\$1.00. Always has a lot of something to say, even if he seems a bit flammatory at times...things like TDA, John Beshara, Eric Verheiden, etc. pop up often enough you begin to wonder if he's being secretly financed by TDA to keep them in the limelight! If I were drunk, I'd recommend it, if I were insane, I'd go crazier, but all in all it is worth trying....readable!! VICARON, #4. c/o Chatham Arts, 12 Commerce St., Chatham, NJ 07928. Not a dippy zine, but it does carry Starforce: Alpha Centauri. If you're interested, write to them for their rules. GF is to be \$1.50 for the 15 turn game. This will be run by postcard, however, if you really want to play diplomacy, they do have some openings at \$3.50 gamefee. If you have an orphaned game, or one about to be orphaned, try these people. Good printing (offset, I think).

THE MIXUMAXU GAZETTE, #42. Robert Lipton, Box 1962, Lafayette College, Easton, PA 18042. Mimeo. Definitely New Yorker in attitudes and style (just in Pennsylvania for courses on sanity....). Funny, I'll have to admit, but the laugh's on us as the sub is 10¢ each issue plus postage. Not bad if you like his humor (pity the poor soul, he thinks he is a writer.) All this sarcasm is mainly to assuage my own lack of humor and so don't take it too seriously folks (I'm having a spell of insanity from reading all these gamezines over two or three times to find their sub rates....)

Recommended, especially for non-New Yorkers who want to find out what a Pennsylvania Education will do to one of them...

THE EXPONENT, #21. Fred Brenner, 2821 West 12th St., Brooklyn, NY 11224. Mimeo. Sub is 10/\$2.00. No openings at this time, but they charge no gamefee--must subscribe, trade or be a writer for them!

EGADS! There's more! Oh.....
CINMERIA, #24. Steve Nozik, 308 Lisbon Ave., Buffalo, NY 14215. Subs are 10/\$2.00. Ditto zine which is interesting and always has something on the U.S.A.'s political scene. Needs stand-by players. Just subscribe! Excellent printing for ditto. Rats, another New Yorker! Sigh....

(cont. page 11)



CARN DUM, #20. Ray Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418. Mimeo. A bit strong on D&D, but also runs dippy games and especially variant dippy games. Subs are 8/\$2.00.

THE POCKET ARMENIAN, #24. Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432. Mimeo. Excellently printed (bought a mimeo recently) and makes me envious, a bit. Subs are 8/\$2, 9/\$2.00 to IDA members. No openings. Did a lot of work in putting out the 1975 Handbook (welcome to the club, Scott) and it shows in TIA! Help support Israel by subbing to this excellent New York gamezine, hmn, on second thought, he may be a Jew, but he's also a New Yorker and that is a debateable quality! Try it anyways. Recommended.

DIMAN, #10. Brad Hessel, 15 Oak Ave., Tarrytown, NY 10591. Ditto. Has lots of letters with some from Rod Walker who is a superb letter writer (depends on your point of view). Has no openings, but subs are 20¢ per issue (that comes to \$2.40 for 12 issues).

LIAISONS DANGEREUSES, #65. Lenard Lakofka, 644 West Briar Place, Chicago, IL 60657. Game openings for novices only at GF of \$7. Sub rate is 9/\$2.00. Ditto. A real old-timer who has been around for a long time. Reliable, but has his own notation system for games.

BUSHWACKER, #13, Vol. IV. Fred C. Davis, Jr., 3012 Oak Green Ct., Ellicott City, MD 21043. Mimeo. A variant gamezine. Has been around a bit longer than I have. Utterly reliable. Has openings in Abstraction, and Atlantica II-R, but they are limited. GF is \$7.00. Subs are \$2.50 for 12 issues. If you want to be a stand-by, the fee is \$3.50. A very tidy little gamezine.

***ED Kollner, Box 151, Mahopac, NY 10541, runs a carbon-copy zine for a few games. The typing is excellent. The GF is cheap at the sub rate of \$1.30 or 10 13¢ stamps for 9 issues. For those who wants just to play games with no frills, you can try Ed.

THE DIPLOMACY BARON, #3. Rod Zaccalini, 23 Toluca Estates, N. Hollywood, CA 91602. Mimeo. Has openings in reg. dip at a \$1 refundable deposit plus sub. Also has variant openings in Global Variant at \$2 GF plus \$1 refundable deposit plus sub, and Anonymity variant with the same gf. Sub is \$2.00 for 8 issues. Good printing. Good typing. Trying to fill its pages with more games and articles. They're trying, so help them.

Am I finished! Happy New Year!!

A CHRISTMAS QUIZ...

The following was taken from my company's newsletter for its employees. It was a lot tougher than I thought! So, for your own entertainment, here are the 20 questions (see if you can top my 8 correct answers...)

1. Who sang the original recording of "Rudolph the Red Nose Reindeer?"
2. What notable American deed was performed on Christmas in 1776?
3. Name the three wisemen.
4. Who wrote, "A Visit from St. Nicholas?"
5. What film did the song "White Christmas" come from?
6. What did "my true love give me" on the eleventh day of Christmas?
7. What famous gifts did the three wisemen bring to Bethlehem?
8. Who sent the first Christmas card?
9. What is the title of the story by Charles Dickens in which you read about Scrooge and Tiny Tim?
10. What is the name of the ancient Roman holiday from which many customs were derived for the celebration of Christmas?
11. Who originated the image of Santa Claus with rosy cheeks, white beard and round belly--who was the first cartoonist to so illustrate Santa?
12. Name the famous Christmas film about a Santa Claus who works at Macy's Department Store.
13. What was the forerunner of the Christmas tree?
14. In the language of flowers, what does Mistletoe mean?
15. What country gave us the Yule log tradition--what did it symbolize?
16. Name Santa's reindeer.
17. What children's opera is always presented at Christmas?
18. What classical ballet is usually performed during the Christmas season?
19. What do bad boys and girls find in their stocking on Christmas morning?
20. Who popularized the Christmas carol as we know it?

Answers are to be found on page 14.

FUTURE OF DIPLOMACY

by Lewis Pulsipher

In June I wrote to several persons asking them to contribute to a composite article on the future of our hobby. The resulting articles follow. I had hoped that this would lead to other composite articles, but I am not optimistic in view of the low response. I chose the future as the topic because so little has been said about it. We tend to be very conservative, traditionalist, and shortsighted in this hobby. This composite article will be worthwhile, I think, if it stimulates people to plan ahead more than in the past.

The people I asked to contribute were the ten considered "most important" in the hobby by DADPS #2 respondents: W. Buchanan, D. Beyerlein, E. Birsan, A. Calhamer, L. Pulsipher, J. Boyer, R. Walker, J. Beshara, and G. Warden. Owing to travel, lack of time, and illness, only three of the ten contributed. No doubt all would have written more, but I was forced to limit contributions to one typed page in case the response was large.

I recommend a reading of Doug Beyerlein's "Future Growth in Diplomacy: Is it Desirable" in the 1975 IDA Handbook, since it is closely related to our subject. Walt Buchanan and Allan Calhamer need no introduction, and I'm not about to introduce myself, so we'll get right to the articles. (If you wonder why your editor does not comment in this issue, it is because all those who publish the material were asked not to comment in the issue of publication.) ((ONE COMMENT: I only have Buchanan's and Pulsipher's "future" articles.--Ed))

* * * * *

WALTER BUCHANAN

My pipe dreams on "The Future of DIPLOMACY Fandom" have to a large degree been molded by my previous 9-year participation in the postal chess hobby. That had been my main hobby when I first discovered postal Diplomacy in October 1970. At that time my entrance into the hobby was unique since I was the first to respond to the initial "Play Diplomacy By Mail" flyer that GRI introduced into Diplomacy sets in the fall of 1970. Up to that time practically everyone had entered postal Diplomacy through Science Fiction fandom or the wargaming hobby. This tended to color their concept of what the postal Diplomacy hobby would be like. The science fiction fans were hot on press releases and the wargamers were big on tactics. And so when I entered the hobby, it was natural that my views on what it should be like would be colored by my prior experience too. It may be no great exaggeration to say that I would like to see postal Diplomacy molded in postal chess's image. But let me expound on that.

When I entered postal Diplomacy I found a delightful little hobby where chaos was the rule. About the only thing that held the hobby together was the Boardman Numbers and the many projects of Rod Walker. John McCallum also played a very important role in introducing newcomers to the hobby. Although complete anarchy didn't reign, at the very least we had controlled bedlam. But it didn't seem to matter too much then since the population of Dippydom only numbered around 250 and the old-timers still had time to tell the newcomers what was going on. A delightful little fraternity existed and I still think of those times as the "good old days of Postal Diplomacy".

Of course this state of affairs couldn't last as the hobby grew. There were just too many newcomers entering for the old-timers to be able to write them individual letters. Also as time went on, more and more players were concerned about the concepts of good play. I was one of them.

When I entered the Diplomacy hobby from the chess world, what I immediately noticed was the lack of books on good play. In chess, books of games with analysis and openings by the masters are very common. In postal Diplomacy of 5 years ago, all that existed in the way of this type of material were a very few articles scattered among a few of the better zines. In an attempt to change all this the idea of the Hoosier Archives was born. It was my idea to compile all the existing Diplomacy literature so that completed games could be analyzed and existing articles could be reprinted. My zine HOOSIER ARCHIVES was started so that these reprinted articles could be made available in one place. It was also a vehicle to build up the Hoosier Archives. Little did I dream at the time where it would all end.

Although little has been done in the way of compiling and analyzing completed game records (due to the time pressure) the reprinted articles acted as a catalyst for original articles on good play. As Hoosier Archives evolved and was eventually incorporated into

(cont. on next page)

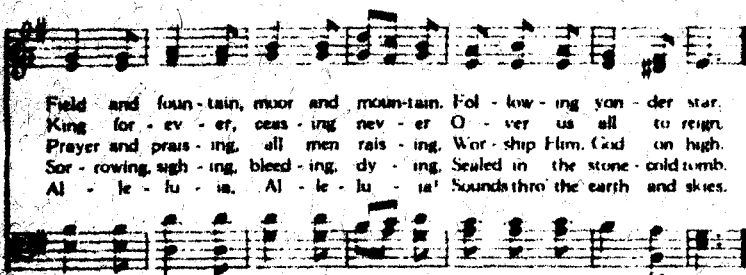
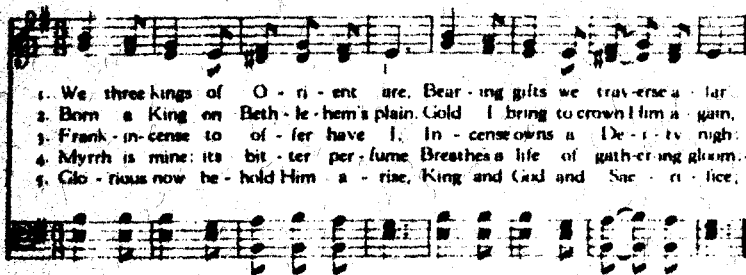
A SMALL REPORT

This page and the reverse represent attempts at the use of a combination of two machines and typing on eraseable paper. I now own one of the two machines to which I will refer, that is, I own a 3M Model "51" Copier Machine. The other machine, the Gestetner 444, one of their "Gestefax" machines, I do not yet own. I am going to purchase one, but ironically, it is time rather than money which is holding up the purchase! The Christmas carol has been 'copied' out of a small collection of such songs and has been pasted onto this page. That is, pasted onto an eraseable sheet of typing paper. I am typing these very words in the normal process without the fuss of typing on a wax stencil. Errors are very easy to erase and there is no problem with corflu (the stench which I cannot stand!) such as being too dry or too wet (in the latter case, it seeps through the stencil and does not do a good job of covering up the error).

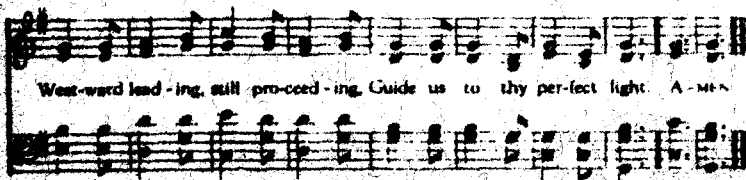
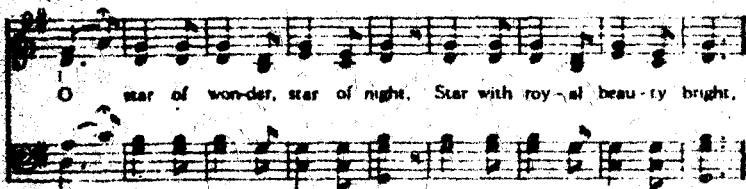
Once the paste-up is made, it can be burned by the Gestetner 444 onto a plastic or paper stencil--both designed for the purpose of burning images. The plastic stencil has a much longer run and is twice as expensive as the paper. Of course, if the paper stencil can print enough copies, that is what I will be using.

As you can imagine, the purchase of these two machines adds greatly to the capabilities for varying the layout of Impassable and Glory Road, my current two existing gamesines.

WE THREE KINGS OF ORIENT ARE



REFRAIN



Exactly what changes can be expected with this increase in layout capability? First, it must be understood that the expenses for these machines must be paid for to some extent or it would have to be considered as a too great of an expense for a 'hobby'. Actually, I am hoping to start a small business in printing small jobs for organizations--whether in the postal Diplomacy hobby or in the 'outside' world. The fact that these two machines are solid state for the most part will ensure a long life-time of use. The way I look at it, I don't desire to pay more money to own a Cadillac, and the money is, instead, going into these two machines. Personal preference, I suppose. In anycase, my several editorships of local clubs will provide enough demand for the use of these machines.

So, if extensive use is made for these postal gamesines, the subscriptions and gamefees must go up. However, I am not at this time planning extensive use of the machines for Impassable--not until the number of games is reduced to a more manageable number and is taking up less space. Space is an essential item for really good layouts and I don't have that much extra space. My current layout has been designed to look neat and at the same time efficient with the use of space.

As you might guess, I am seriously thinking of converting Impassable from a gamesine to a genzine--somewhere between Diplomacy World and the defunct The Fighter's Home. How fast that happens depends a lot on the games and my desire to convert. Cheers!



Painting by Thur De Thulstrup — From Library of Congress collection.

Pickett's Charge at height of assault. Gen. W. S. Hancock is shown directing the Union defense.

The above picture is part of an experiment employing two machines which I am interested in purchasing. The picture was taken from, Gettysburg On Your Own, printed by Battlefied Gulde Publishers for the Gettysburg National Military Park, Gettysburg, Pennsylvania. The first picture, the original, was made using the 3M copier machine, a portable, table-top model. Then, the copy and this sheet of paper was made into a "paste-up" to be electronically stencilled by the use of the Gestetner 444 model. The final result from printing copies off the stencil on my Gestetner model 300 mimeograph machine, I hope, will be sufficiently good to use more often. If so, I will most likely go ahead and purchase the two machines allowing future use of interesting drawings and coarse photographs.

Just in case that the wording underneath the picture doesn't come out, here it is: Painting by Thur De Thulstrup, from Library of Congress collection. Title: Pickett's Charge at height of assault. General W.S. Hancock is shown directing the Union defense.

The original was inferior copy in that contrast was poor as a result of using grey and black tones rather than black and white. The 3M copier changed that grey to a white. Hopefully, this will allow the 444 to do a good job:

The Gestetner 444 model scans the picture at a rate of 200 lines per inch. That is, 200 lines per inch are burned onto the stencil to reproduce the copy. Interesting little machine:

DIPLOMACY WORLD, other things happened along the way such as the demonstration games, rating lists, publisher surveys, etc.

Well, this is enough background. The question is where will it all lead? It is my hope that Diplomacy will some day have some of the things that are now taken for granted in chess. It has always been my dream to see books published on Diplomacy, and I hope that the archives will help in making this possible. Much can be done with the archives if there is only the time and researchers to do it. The IDA Diplomacy handbooks are a step in this direction. And as the hobby grows there will be a larger base to make larger projects possible.

At the present time the population of the postal Diplomacy hobby stands at around 1500. Already many things have been done that I originally thought would happen only far away in the future. Hotel-based tournaments have been held and, in IDA, an effective hobby-wide organization has been set up. Many worthwhile service projects are operating and through DIPLOMACY WORLD, I have tried to make the information in the archives available to the hobby at large so a big picture of the hobby can be maintained. This is really my hope for the future of the hobby, i.e., that we can grow and yet not disintegrate. Maybe someday a paid administrative staff will be possible? #end#

* * * * *

LEWIS PULSIPHER

I have decided to concentrate on what I think is the most serious problem we face. This is the tendency of those most involved in hobby activities (other than the actual play of games) to look at all problems in terms of personalities rather than on the merits of the situation--that is, very subjectively rather than objectively. We must cultivate a new attitude, a bureaucratic attitude in the older sense of the word: each person serving the hobby in any capacity must deal impersonally, fairly, objectively with each problem that arises. Each person must make the utmost effort to step outside of himself. The attitude which considers the ad hominem argument to be superior to any other can only ruin our image to non-players and to new players.

The subjective reasoning which dominates hobby circles commonly follow this pattern: such-and-such an activity does not meet with someone's approval (often for very personal reasons); consequently, the person who is responsible for that activity (call him "A") is categorized as "evil", "inimical to the hobby", "completely self-interested", or is in some other way regarded as harmful--the activity is not considered of itself, but only insofar as it is connected with the individual. Often the initial "unworthy" activity is not present--someone simply takes a dislike to A, and thereafter A's activities are resisted, obstructed, ignored, etc. In the extreme, A is considered so destructive or whatever that any activity which destroys or reduces the capability of or respect for A is automatically good and consequently something that ought to be supported. I have seen many examples of this kind of "thinking". This can go to great extremes of pettiness, as for example when someone answering a survey rates a zine published by A in the worst possible terms, knowing this will reduce a zine published by A in the worst possible terms, knowing this will reduce the published result, even though anyone halfway objective would say that the zine has some good points, if only reliability or repro quality.

The most common examples of thinking of this type are that TDA or IDA is bad for the hobby because "A" (John Beshara, Walt Buchanan, Edi Birsan, Rod Walker--take your pick) is closely associated with the organization. Even if you despise A, it does not follow that the associated organization does no good for the hobby. (IF in fact it does no good, this arises from the activities of the organization, not from its association with one person or even with a group of people.) Another extreme example of this fallacious "reasoning" is this actual statement: "The necessary and sufficient evidence for its [an article] being a lie is that it is signed" so-and-so. The article may be "a lie", but it does not matter a whit whose name is at the top. Each action, such as the article, ought to be judged on its own merits, not with an eye to the worst possible construction. It is easy to find dark motives or "evil" if you're looking for it. In fact, we might find that if this kind of silly argument goes on (on ALL sides) that the arguments are self-fulfilling prophecies.

This kind of faulty reasoning may be fun for some, but it does not make for consistency or fairness. How can we establish precedents so that the many essential hobby functions can be carried out smoothly, no matter which person happens to be filling the post at the moment, if we think in terms of personalities? Each person being different, each decision will have

(cont. on next page)

FUTURE OF DIPLOMACY

to be made in isolation from any other decision, depending in large part on such truly irrelevant factors as how well those involved know each other and whether they like each other or not.

I do not advocate covering up our differences, acting as though they are not there; I do not advocate "moderation" per se. There are substantive issues which must be discussed so that some resolution can be reached; but they ought to be discussed in terms of the merits of the arguments, not in terms of who advances or opposes the argument. We will be much better off permitting our differences to surface so that they can be resolved rather than letting them fester in cliques and private letters.

Inevitably, in a hobby of this size there will be many views, sometimes contradictory. Unless we can put aside juvenile personality and anti-personality cults and cliques, until we can step outside ourselves to view hobby problems objectively and in a broad, foresighted manner, we are doomed to squirm in an immature rut, and we will be treated by the "outside world" (and ultimately even by GRI) with the contempt we will deserve. #end# ((Anyone who wishes to add to the above can write letters to the Editor and it will be printed--those that are worth printing. Ed))

1975-76 POSTAL DIPLOMACY TOURNAMENT PROGRESS REPORT #2 by John Baker

Shalom. I am John M. Baker (of General Delivery, Gradyville, KY 42742), the 1975-76 Postal Diplomacy Tournament Administrator, and this is the second carbon copy progress report of the PDT. I will not have any copies of this available after initial distribution, but these reports will be reprinted in TURNABOUT, whose Publisher, Peter A. Berggren, Davistown Schoolhouse Rd., Orford, NH 03777, will make them available for postage. (Peter also has copies of the official Rules and Procedures (I do not), available from him free of charge.) All publishers either receiving this or seeing it reprinted elsewhere are urged to reprint this, as that is the only way most people will ever see it.

Please do not send any foreign funds to me, not even Canadian money. Instead, foreign funds can be deposited directly into the PDT account at the International Subscription Exchange. The British end of this is Dave Johnson, "Savani" Gorelands Lane, (cont. next col.)



Tweet, tweet! Mwherry Chwreetmeet!

CHRISTMAS QUIZ ANSWERS

1. Gene Autry.
2. George Washington and his troops crossed the Delaware.
3. Gaspar, Melchior, Balthasar
4. Clement Clark Moore
5. "Holiday Inn"
6. Eleven lords a leaping.
7. Gold, frankincense and myrrh
8. The first Christmas card, as we know it, was sent by W.C. Dobson, one of Queen Victoria's favorite painters.
9. "A Christmas Carol"
10. Saturnalia
11. Clement Moore modeled Santa after an old Dutch gentleman he had met. Thomas Nast first drew Santa Claus in the now-popular fashion.
12. "Miracle on 34th Street"
13. Thousands of years before Christ's birth, German tribes brought evergreens into their homes to protect them from evil during the coming year.
14. Give me a kiss.
15. Scandinavia. The burning of the log commemorated the return of the sun, thus symbolizing the sun's life-giving qualities.
16. Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, Blitzen.
17. "Amahl and the Night Visitors"
18. The Nutcracker Suite
19. Coal
20. St. Francis of Assisi

Chalfont St. Giles, Bucks., H08 4HQ, U.K., and the American end is Edi Birsan, 35-35 75th St., #302, Jackson Hgts., NY 11372. Alternatively, foreign publishers may use International Money Orders (but not checks).

The deadline for rating first-round games will not be arbitrarily extended. However, deadlines will be extended as necessary because of special cases, such as orphaned games, or postal strikes.

They will first be extended for the Canadian postal strike, which has recently ended. The new deadline for first-round games to be opened is March 1, 1976, and

(cont. page 17)

VERHANDELN

15

by Lewis Pulsipher

The Diplomacy Rating Service

Misinformation and even violent denunciation of the Diplomacy Rating Service (DRS) has appeared in the Diplomacy press. DRS has tried to correct some mis-conceptions in letters to editors, but much of this isn't reaching print. I intend to clarify the DRS purpose as I understand it from their letters, to comment on the success they are likely to meet with present methods, and to examine the actual rating system DRS uses.

Most of the printed comment about DRS has mentioned postal rating, condemning the \$1 per game costs, without recognizing that DRS is primarily a FTF rating organization. In fact, DRS recently withdrew its original offer to rate postal games. \$1 per postal game would be prohibitive compared to the present free rating by so many ratingmasters; but face-to-face play presents problems not encountered by the postal ratingmaster, and some per-game cost is justifiable. The FTF rater must obtain records of the games from individual GM's; there is no Everything to collect data in one easily accessible publication. The Boardman Number Custodian, who compiles Everything, is subsidized by IDA so that he can better afford to collect postal data. In the same way the \$1 per game (or 40¢ if discount offers are used) subsidizes the collection and publication of data for FTF games. In addition, the full account of each postal game is printed as the game progresses, so there are few worries about persons resorting to non-competitive means of raising their ratings (but see Rod Walker's article in Diplomacy World II-3 (24) for charges of postal shanani-gans). In postal play there are also many people who find DIPLOMACY enjoyable for non-competitive reasons. These people tend to foul up results as a measure of skill. The per-game charge by DRS may help turn away non-competitive players while giving GM's a greater sense of responsibility than if no money were involved. But DRS accepts the likelihood that the system will be abused by those who become too ego-involved, just as the USCF Chess rating is abused. Finally, the DRS apparently expects many of the rated games to be in tournaments, where the players will be asked to pay an entry fee anyway, and the extra money for the rating will not seem significant.

My own suggestion for a FTF rating (see NADPS #2 results) included a once per year fee per player, with several rules designed to prevent unfair manipulation of the ratings. One which I think DRS would then adopt is a limitation on the number of games that may be rated per year in which three or more players are the same. This would help prevent padding, and might serve the purpose of the "factor" (see below) without decreasing the validity of the rating.

An important thing to notice, though it was not clear at first, is that DRS is interested first in promoting FTF DIPLOMACY, not in rating FTF playing skill. Consequently, they use a cumulative point system rather than an evaluation system--apparently similar to using the Calhamer Point Count rather than the Averaged Calhamer Point Count. This means that persistent players will score higher than occasional players, no matter how good the latter are. In addition, DRS has introduced a "factor" into its ratings. This is a multiplier that will increase all ratings in a game in accordance with the number of players who have played FTF for ratings under the presiding GM. Players in a game under someone new to the DRS register have their results multiplied by 1.00; under a GM who is experienced the multiplier is increased by .01 per person who has played under that GM. The "factor" is designed to encourage GM's to introduce more players to FTF DIPLOMACY. While one could argue that results of play are more likely to be accurate reflection of skill when more persons are in the playing pool, certainly the difference is much less than given in the DRS factor. I think that once people become aware of this "factor" they will tend to discount DRS ratings (assuming they think much of ratings to begin with); whether the factor will be effective in its intended purpose, I greatly doubt.

Another serious problem with the DRS rating system is that it is apparently perpetual, like every postal system. That is, no matter how many years ago a person played
(cont. on next page)

EDITORIAL, CONT.

out freely and completely. Lew Pulsipher has been one of the mainstays of IMPASSABLE in recent issues and for that I thank him. In the future, as Impassable converts to a genzine content, we will need more contributors besides Lew. Time will tell if we get them.

Getting back to the sermon, Impassable has tried to avoid controversy and has tried to prevent starting of false rumors and incorrect news. It is tough to not to make a mistake in reading information from one of many trades or not to make a crucial error in typing. I have been fortunate in having Lew correct some of them. For the most part, I have been getting praise on the news and this will remain a part of Impassable.

HAVE A HAPPY NEW YEAR!

The hobby, as I've said before, continues to march on with various publishers being added and others leaving the scene one way or another. Whether we reach the maturity we are capable of, I'm not going to say as that would be to comment on the Future of Diplomacy. I hope I don't forget to say my piece in next issue.

Oh, my sorrow is extended to both Robt. Jacks and Ron Stephens, both of which I promised to print their material--but, space and time and costs forbids me from adding your material! Hopefully, I'll get around to printing them in the next issue or two. Much thanks for the contributions!

I wish for the new year of 1976 that the hobby will see a revitalization of the old spirit of the hobby--that of creativity and spontaneity. We are lacking, today, those qualities of a tightly-knit group of fans of postal Diplomacy. Let us draw together more in 1976! Peace and Cheers....

INSIDE! THE MAYA, A DIPLOMACY VARIANT! VERHANDELN BY PULSIPHER! A CHRISTMAS QUIZ (TOUGH!), HOBBY NEWS, THE FUTURE OF DIPLOMACY! ZINE REVIEW (LONGEST ONE YET FOR IMPASSABLE)! AND MUCH, MUCH MORE! ALL GAMES ARE REPORTED IN THIS ISSUE! BE SURE TO CHECK OUT ALL OF YOUR GAMES! (note, 1974nd1 is out of alphabetical/numerical sequence, having been typed last in order)
HOPE YOU HAD A MERRY CHRISTMAS AND WILL HAVE A HAPPY NEW YEAR!

IMPASSABLE--THE GREATEST DIPPYZINE FROM CENTRAL PENNSYLVANIA!

IMPASSABLE #59
117 Garland Drive
Carlisle, PA 17013
UNITED STATES OF AMERICA

Your sub is up!____
All games are reported
inside this issue! ✓

Scott Farley
12682 Swidler
Santa Ana, CA 92705

8-65

