

IMPOSSIBLE

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STAND-BY POOL

None are being called this time. The standings are: Fujihara, Brooks, Kelly, Kendler, Luft, Blank, Albano, Hyatt, Bear, Kador, McIlvaine, Gallagher and Hinmon.

NEW DEADLINE!

Due to the extra time used up for writing this issue's lengthy news report on the state of the hobby, and also due to the fact that this was, unfortunately, a holiday weekend, the deadline is being extended to Saturday, June 17, 1976, but try to get your orders in earlier, okay? Thanks!

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HOBBY NEWS

There is quite a bit of news since I took time to peruse a few of the trades I get for information worth repeating here.

First off, there's the notable celebration of Liaisons Dangereuses' 7th Anniversary published by Lenard Lakofka. My congratulations to Len for such longevity!

Talking about zines making a comeback, a ghost of an old-timer from dippy history is trying to revive Costaguana! This was and is once again being published by Conrad von Metzke, but on a very limited scale. Another famous (or infamous to some) old timer who has made a successful comeback is Rod Walker. Anyhow, Costaguana, Vol. VIII, Number 1, dated March 14, 1976 appeared on my desk May 13th. I was invited to play in a demonstration game, but since I've already entered one under Len Lakofka, I had to decline. So, welcome back, Conrad!

The Deck of Many Things, by Anthony Kniaz, 3975 Haverhill, Detroit, MI 48224 makes for interesting reading on wargaming in the Detroit area. It is also one of the cheapest around to sub to at \$2.00/16. The sub rate is subsidized, however, by the MDG/MGA so that accounts for the local wargaming news. This is a must for Detroit area players!

News From Bree is an interesting fanzine done by Hartley Patterson, 7 Cambridge Road, Beaconsfield, Bucks HP9 1HW, U.K. It is offset and photo reduced and in this manner is similar to DW, but the similarity stops right there! It is basically for Tolkien, Sci-Fi, and D&D fans, and it carries a lot of Tolkien artwork. Items such as book reviews, games and rules on D&D fill its pages to the brim. A lot of it is concentrated on what's happening in Britain, but a good bit is also from the USA such as pieces from Lew Pulsipher (can't we get away from Lew anywhere in the world?). I got mentioned in the last issue received for having printed that article on postal D&D a way back. Anyone running postal D&D should write to Hartley since he would like to trade or get subs. Strange, but he mentioned an American branch of the Tolkien Society for which \$5.00 gets you a year membership from Phil & Marci Helms, 1408 Caprice, Union Lake.
(cont. page 5)

DEFLECTING THE KNIFE: A REALISTIC LOOK AT ALLIANCES

by Eric Verheiden

John Kador recently wrote a rather interesting article on the usefulness (or lack thereof) of stabbing. After a lengthy preamble about how the game would be much better off without stabs, we have the passage, "The most delicate possibility is when one ally is prosperous but the other is stagnating...The alliance is effectively negated."

Here then is the rub. This in fact is the most typical situation in a successful alliance. One player gets a few more centers, a little better position or simply a little more greedy than his about-to-become-ex-ally. Under such circumstances, one should not leave the back door open and then be surprised by uninvited guests.

What then is to be done?

My feeling is that neither the completely trusting nor the utterly paranoid approach is the best answer. Instead, on the defensive side, the idea is to make the potential stab as unprofitable as possible and to use your diplomatic skills to get that point across to your ally. It will not always work; some players substitute emotions for intelligence with predictable results (how many games have you seen Allan Calhamer do well in recently?). However, if you play your cards right, more often it will work.

The first thing to do is to leave a defensive unit or two near exposed positions. For instance, a French owner of England allied with Germany might well have an army in Edinburgh and a fleet in, say, Wales. This might not be enough to stop an invasion in its tracks, but it might slow it down long enough to bring up rearward units and renegotiate alliances. In practice, this should not slow the alliance up significantly. Exposed positions are usually near to home centers, where new units have to be built anyway. If, as frequently happens, building of new units outruns capability of bring them to the front lines, you lose essentially nothing. Finally, crumbling of the opposition tends to be an irreversible process. Once the breakthrough is made, a relatively modest investment in forces is enough to keep it going.

On the diplomatic front, without being overly insolent about it, it should be made clear to your ally that:

- (1) you will not drop out whatever happens,
- (2) if stabbed, you will drop everything else and use all means at your disposal to respond to the attack.

Such statements, to remain credible, must be backed up when necessary of course. Some means which might be reserved for such occasions include xeroxing of incriminating documents, etc.

For your own part, you should keep your eyes and as many options open as possible. If your ally is sowing discord behind your back, perhaps you need a new ally. If your ally is moving into a predominant position where you become more of a rival or--worse yet--a target of opportunity, than a comrade-in-arms, perhaps a pre-emptive strike is in order.

A few other hints:

Don't volunteer information. If you need to coordinate with your ally on something, fine. But otherwise, such information only serves to encourage your ally to move now rather than later.

Try to be a little unpredictable. Any little doubt you can put in your ally's mind as to whether that space will really be open or not will discourage him from trying anything.

Don't hold grudges (though "once burned, twice shy" is something else again). If your ex-ally seems like a sensible person and there is good reason to do so, don't hesitate to re-ally. This business about never allying with someone who attacked you is more suitable for grade school than the Diplomacy board and should remain there. ((That was a very interesting article, Eric. I must say that I agree with what you have said, but I would add that your standpoint on alliances seem to be of a practical sort. That is, alliances are good to have, in fact, they're necessary to win games, but one should not hesitate when allies are gaining on you or threatening your positions. After the breakthrough is the most crucial period of an alliance because a breakthrough may be only one ally's front while your front has no breakthrough. Keeping an alliance from breaking apart requires a lot of work. I suspect more draws are caused by end-game alliances than by alliances started at the beginning.--Ed.))

1970BJ, Spring 1921

WHAT DO WE HAVE HERE? ANOTHER COLD WAR??

COA: Howard Mahler, 135 Bayard Lane, Princeton, NJ 08540.

Spring 1921:

AUSTRIA(Beyerlein): A vie s a tyr, a tyr s a tri, a bud s a tri, a ser s a bul, a tri s a tyr, a bul s peace in europe

GERMANY(Mahler): f hol s f kie, f kie s f hol, a mun s f kie/r/(ruh, bur, otb)

ITALY(Phillips): f lvp-nat, a yor h, f lon s a yor, f eng c a bel-wal, a bel-wal, a bur-bel, a /par-bur/nsu/, a pie-mar, a ven-pie, a rom-ven, f adr s a rom-ven, f ion s f gre, f adr s f gre, f gre h

RUSSIA(Kelly): a edi-den, f nth c a edi-den, f nwg s f nth, f nwy-swe, f bar-nwy, f bal s a edi-den, a boh-mun, a ber s a boh-mun, a sil s a ber, a arm-sev, a smy-arm, a con h

SUMMER/FALL 1921 orders are due June 17, 1976

Press--

Marseilles(Mar): "Avoid traps."

1971Dbu, Drawn!

GERMANY FORCES 5-WAY DRAW

GM Notes:

First, an apology for the lousy example of a vote in last issue as I didn't count them up right! Anyway, the position was made clear enough and with not one complaint this GM succeeds in pressuring some sort of end to this dying game. I didn't really want to do what I did, but I felt the players all wanted it ended, but couldn't agree on how to end it.

Only three players voted with Japan having voted yes on all proposals. This left the decision up to Germany and Italy. Germany having more weight, his choice of the proposal won out. So, proposal #1 won with a 5-way draw being the official end of 1971Dbu. The choice of Italy was proposal #4, a two-way draw between Italy/Germany, but it didnt get enough votes. As it was, it was 52-18 in favor of #1, 47-23 in favor of #4 while all other proposals were defeated 29-41.

I will not be printing any end-game report because I do not have complete records due to the fact that I picked this game up as an orphan and with very few original players. Unfortunately, it did not generate an enjoyable game and in that I am sorry it was so.

Many thanks to all the players who stuck it out with Dbu to the very long, drawn-out end. May 1971Dbu R.I.P. Amen.

1972BW, Autumn/Winter 1921

Autumn 1921: France R A Hol OTB.

Winter 1921:

FRANCE(McIlvaine): R A Bur

GERMANY(Davies): NMR, will be 1 short

RUSSIA(Knudsen): B A Mos, A StP, will be 1 short

TURKEY(Abbott): B F Smy, A Ank, will be 1 short

SPRING 1922 orders are due Thursday, June 17, 1976.

Winter 1921 Positions:

France: a mar (1); Germany: a mun, a kie (2); Russia: f hol, f nth, f con, a bre, a ukr, a war, a tyr, a boh, f mid, f nat, f iri, a mos, a stp (13); Turkey: f por, f wes, f tyn, f adr, a ven, a tri, a gal, a rum, a vie, a sev, f ion, f aeg, f bla, f smy, a ank (15).

1973BU, Fall 1923

COA: Walter Blank, eff. June 1, Box 411, Trempealeau, WI 54661.

Note: A 2-way draw has been proposed by Austria between Germany-England.

Fall 1923:

AUSTRIA(Kovalcik): a vie s a boh, a bud s a gal, a rum s a gal, a gal s a boh, a tri s tur a ven, a boh /a/

ENGLAND(Greenwell): a mos s ger a ukr, a stp-liv, a wal-spa, f eng c a wal-spa, a lvp-wal, f nwy-nth, a tus-ven, f tun-ion, f tyn s f tun-ion, f wes-tun

GERMANY(Barents): a war-gal, a ukr s a war-gal, a sil-boh, a ber-sil, a mun s a sil-boh, a tyr-vie, a pie-ven, f lyo-pie, f mid c eng a wal-spa, a kie h/u/

ITALY(C.D.): a rom h

RUSSIA(Hendry): a sev holds defiantly

TURKEY(Blank): f ion-tyn/r/(apu, alb, gre, aeg, eas, otb), f adr-ion, a ven s f nap-rom, f nap-rom, f bla-con

WINTER 1923/SPRING 1924 orders PLUS 2-Way Draw vote all due Thursday, June 17, 1976

Fall 1923 Supply Center Chart:

Austria: hom, gre, ser, rum (6) lost 1, no open center, will be 1 short
(cont. next page)

England: lvp, edi, nwy, stp, swe, bel, tun,
por, spa, mos (10) sp
Germany: hom, den, hol, par, bre, mar, lon,
war (10) sp
Italy: rom (1) sp
Russia: sev (1) sp
Turkey: hom, bul, nap, ven (6) bl, lost 1

Press--

England to Russia: I guess I'm "chicken" I don't see any reason to wipe you out!

Constantinople: BONZAI!!! (How's that for spirit?)

1973CZec, Fall 1730 Never arrives... GM
Allows Draw Vote to Succeed!

GM Note: Since only Poland and the Ottoman Empire sent in orders/votes, and particularly since they have far more than half of Europe and since Swies and Kadlecek both were replacement players with little chance of any survival except in a draw I felt that as GM I could approve the draw between Ottoman Empire and Poland because of their massive weight in centers. So be it. The game ends in a 2-way Draw between Poland and the Ottoman Empire. My congratulations go to everyone for a fine game. Next issue I hope to not only have an end-game report, but my suggestions for a third and final version of 1721 based upon the experience of four postal games completed.

1974HN, Spring 1908

COA: Walter Blank, off. June 1, Box 411, Trempealeau, WI 54661.

Spring 1908:

AUSTRIA(Osmanson): a gre h, a tri h, a tyr-vie, a boh-war/imp/, a gal s a boh-war/imp/
ENGLAND(Fujihara): a stp h, f bar s a stp h, f lon-eng, f nth / ger f hel h/otm/, f edi-cly

FRANCE(McKeon): a ber s ger a ruh-mun, a bur s ger a ruh-mun, a par-gas, a bel-pic, f mid-wes, f eng-mid, f nap-apu, f rom-tyn, f tun-ion, a tus-pie, a ven s fra a tus-pie

GERMANY(Kelly): a ruh-mun, a kie s a ruh-mun, f hel-den, proposes concession vote to Russia

RUSSIA(Blank): a mun W/r/(sil, tyr, otb), a pru-war, f swe-ska, f smy-con, a war-ukr, a liv-mos, a mos-sev, f sev-bla

SUMMER/FALL 1908 orders due + Concession Vote to Russia on Thursday, June 17, 1976.

1974HY, Autumn/Winter 1907

Autumn 1907: Germany R A War-Pru
Winter 1907:

FRANCE(McLendon): R A Lon

GERMANY(Fanelli): SP

ITALY(Kendter): B A Ven, A Nap

RUSSIA(Gallagher): B A Mos, A Sev

SPRING 1908 orders are due Thursday, June 17, 1976.

Winter 1907 Positions:

France: f edi, a lvp, f eng (3); Germany: a yor, a bre, a hol, a bel, a kie, a ber, a pru (7); Italy: f mid, f por, a spa, a gal, a bud, a scr, a bul, f aeg, f eas, f ion, a gre, a ven, a nap (13); Russia: a war, a ukr, a ank, f nth, f den, a swe, f bal, f bla, a rum, a mos, a sev (11).

1974Ndl, Summer/Fall 1023

MUNSTER WINS WAR!!

Summer 1023: Munster R F NSG-Wic

Fall 1023:

ENGLAND(Osmanson): a mon h, a oxf h, a che h, f cab s f nsg, a bue-car, a mer h, f dyf s f nsg, f bri/ssg, f nsg s f bri-ssg

MUNSTER(Hyatt): a spe-sut, f isl c a spe-sut, f min s a spe-sut, f sky s a spe-sut, f nmi/dur, a don h, a dal h, a dow h, a dub, plu, tar, kil all h, f wex s f wic, f wic h, f stg s f ssg, f ssg h, a wat h, f trb-mid

ORKNEY(C.D.): f man h, f kin h

SCOTLAND(Fanelli): a lis-sut, a dur / a lis-sut, f sis s eng f nsg

End-game comments and report due Thursday, June 17, 1976.

Fall 1023 Supply Center Chart:

England: hom, bue, mon, car, shr, pow, der (9) sp

Munster: hom, lei, tua, mea, ros, sli, tar, kil, cor, wex, don, dub, oma, arm, heb, sky, dow (19) Wins Game!

Orkney: man, kin, cai (3)

Scotland: hom, new, ~~dor~~, dur (5)

Press--

Stonehenge: The huge black stones of which there were now five, emanated a high, screeching sound that pierced all ears near them. The people thus struck were speechless and walked as if in a peaceful bliss....

1975G, Summer/Fall 1907

Summer 1907: Austria R A Vie-Boh

Fall 1907:

AUSTRIA(Hinmon): a boh/mun

ENGLAND(Cooper): a stp h, f nwg-edi, f lvp
h, f mid/por, f wes-spa(sc)

FRANCE(L. Kendter): f cly-nwg, a por s a
spa, a spa s a por/a/

GERMANY(Amer): f wal-eng, f fin s eng a stp,
a ber s a sil-pru, a mar s eng f wes-spa(sc)
a bur-mun, a gas s eng f wes-spa(sc), a
tyr s a bur-mun, a sil/pru

ITALY(Young): a ven-pie, a tri-ven, a ser-
tri, f tyn s rus f tun-wes, f ion-tun,
f gre-bul(sc)

RUSSIA(Sabo): a liv s a war-pru, a war/pru,
a rum-gal, a bud s a vie h, f tun-wes,
a mos/stp, f con-aeg, a vie s a rum-gal,
a sev-ukr

WINTER 1907 orders due Thursday, June 17, 1976

Fall 1907 Supply Center Chart:

Austria: ~~fl~~ (0) rl, out of game

England: lon, edi, lvp, bre, nwy, stp (6) bl

France: ~~fl~~, por, ~~spa~~, ~~lvp~~ (1) rl, lost 2

Germany: hom, hol, den, par, swe, hol (8) sp

Italy: hom, tun, tri, gre, bul (7) bl

Russia: mos, war, sev, ank, con, smy, rum,
~~fl~~, ser, bud, vie (10) bl, was 1 short

1975T, Fall 1906

TWO DOWN, THREE TO GO?

COAs: Howard Mahler, 135 Bayard Lane,
Princeton, NJ 08540; Jim Lawson, 620 Park-
valley Road SE, Calgary, Alberta, T2J 4V8,
Canada.

Error: Austrian order A Pru-Sil succeeded
and no retreat to Sil is necessary.

Fall 1906:

AUSTRIA(Mahler): a sil s ger a mun, a ukr s
a war, a war s rus a mos/nsu/, a pie/mar,
a boh s ger a mun, a tus s a ven, a ven s
tur a rom, f gre s tur f aeg-ion, f adr
s tur f aeg-ion

ENGLAND(Fujihara): a stp s a liv h, a liv s
f bal-pru, f bot s a liv, a pru/sil, f
ber s f bal-pru, f bal-pru, f hol s f nth,
a edi-den, f nth c a edi-den

FRANCE(Lawson): a mar-pie, f tun s f tyn,
f tyn s ita f nap h/otm/, a bur s a ruh-
mun, a kie s a ruh-mun, a ruh-mun, f mid-
wes

GERMANY(Warden): NMR, a mun h/a/(no center)

ITALY(Birsan): f nap/rom/a/

TURKEY(Brooks): a mos s aue a war, a arm-
sev, a apu s f ion-nap, a rom s f ion-
nap, f ion-nap, f aeg-ion

WINTER 1906/SPRING 1907 orders due Thursday,
June 17, 1976

Fall 1906 Supply Center Chart:

Austria: hom, ser, gre, rum, ven, war, bul
(9) sp

England: hom, nwy, stp, den, swe, hol, ber
(9) sp

France: hom, spa, bel, kie, tun, mun (8) bl

Germany: ~~mun~~ (0) out of game

Italy: ~~nap~~ (0) out of game

Turkey: hom, sev, rom, mos, nap (7) bl

1975CS, Winter 1904

COA: Walter Blank, eff. June 1, Box 411,
Trempealeau, WI 54661.

Winter 1904:

AUSTRIA(Blank): R A Bud

FRANCE(Stephens): B F Bre

GERMANY(Bear): NMR, will be 1 short

ITALY(Kador): SP

RUSSIA(Albano): B F StP(SC)

TURKEY(Kendter): SP

SPRING 1905 orders due Thursday, June 17,
1976

Winter 1904 Positions:

Austria: a ser, f bul, a tri, f alb, a vie
(5); France: a par, f lon, f wal, f mid, a
mar, f bre (6); Germany: f edi, a lvp, a
hol, a ruh, a kie, a ber (6); Italy: a tyr,
f ven, a tun, f wes (4); Russia: a ank,
a smy, a gre, a rum, f bla, a sev, a war, a
swe, f den, f nwg, f stp(sc) (11); Turkey:
a con (1).

HOBBY NEWS, CONT.

MI 48085. One other interesting tibit: for
D&D a new monster: a giant chess set in
which the white pieces attack chaotic
characters....! Ah, I could think of a whole
dungeon populated with chess monsters, sigh.

Hmm...news from IDA includes the resigna-
tion of Edi Birsan as President of IDA!
I've known this, but wouldn't believe it
until it was confirmed by other people.
Well, it must be true! Len Lakofka will be
taking over the reigns as President. It
seems as if Edi is gradually pulling out or
changing emphasis on the dippy hobby. The
(cont. next page)

HOBBY NEWS, CONT.

same is true for all of us sooner or later. The old guard is slowly but surely giving up its guard to another "generation". For more news on I.D.A. see article by John Baker elsewhere...).

Vicarion is a small gamezine put out by John Malay, c/o Chatham Arts, 12 Commerce St., Chatham, NJ 07928. It is only on wargames with an extremely limited coverage on dippy, but the point to be made is that I have at last found another gamesmaster to run a multi-player, limited intelligence wargame of the Civil War period! Now I can take part in a game system I've developed and wanted so badly for so long to play as a player...my thanks to John! The game will be Shiloh and further news of this will be gotten when John is ready.

I've found a roommate for the hotel room I've reserved at Origins II. He will be John Hendry. If anyone inquire about the room, I may add him, but no more than three! As it is a third roommate would cut down a lot on the room charges since they add only \$5 for an additional person.

Turnabout is suffering from moving around. Peter Berggren's parents are moving from New Hampshire to Florida and in the process Peter will be moving around in NH before going to Floriday and then returning for school back in NH in September. That sort of wandering kills your time as well as your access to printing equipment. Right now Turnabout is asleep and is replaced with a ditto zine called, The Glory Gazette to carry the games.

Brad Hessel is just about the only guy in the whole hobby who is complaining everytime I use my new format for Impassable! He's mumbling about hard to file in his filing system, but all I can say is to unfold those new format issues and file them flat! This brings up a need for artwork for the new format when I'm ready to go with it. There's plenty of space for artwork--especially on the covers and any budding artist can apply to me directly for staff status and get free subs to Impassable while you're a staff member.

Now I've figured out why the hobby is quiet! It is because New York is quiet!! And, they're quiet because their dippy activities have been eroded by postal or face-to-face D&D!!! Funny though, Dennis Agosta, publisher of Command (9 Finlay Pl., Newark, NJ 07106) visited Walter Buchanan recently and the only thing he did besides looking through the famous Archives was to

play D&D! Well, I suppose two D's might be better than one...

The reason you don't hear more than the dribble I have given you on D&D is that if I got involved at all with D&D it would destroy me. D&D is a potent game--too potent for me.

A whole lot of news comes from Everything #26 (Doug & Marie Beyerlein, 240 Hawthorne, Apt. F, Palo Alto, CA 94301), a lot of it has to do with Avalon Hill's purchase of Diplomacy.

First, I should congratulate the work of the Beyerleins and those of their associate custodians, Richard Walkerdine of U.K., and Doug Ronson of Canada. Also figuring in the workload is Walter Buchanan as director of information retrieval. Finally, the Diplomacy game record compiler is Russell Fox (of Centurion fame). All of these people have successfully transformed the once rickety and shaky business of assigning Boardman Numbers into a well-oiled and smoothly running bureaucracy that gets the job done.

Greg Warden has turned over control of the Orphan Game Bureau to Raymond Heuer. Those whose games are orphaned should contact Ray at his address, 102-42 Jamaica Ave., Richmond Hill, NY 11418. The future of Everything is at an historical cusp, so to speak, in that a decision has to be made on how to continue the magazine. A survey was enclosed with issue #26 which asks for a vote on the available options. The options are caused by the offer from AH to publish Everything together with Diplomacy World. Fact one that should be remembered is that Everything took \$400.00 in subsidies each year to publish with \$200.00 from Games Research and \$200.00 from I.D.A. With AH doing it all, they would save I.D.A. Money (although it isn't clear whether I.D.A. would still pay a share to retain a partnership in control) and do it themselves. However, this would cause the Boardman Number custodians some problems in obtaining trades to process the information they need to have to do their work. Doug did not say how he would get the necessary trades if AH ends up producing Everything along with DW. So, all the publishers have gott a copy of the questionnaire and some result should come out of it, but final work will not be decided until Diplocon at Origins II. If you ask me, quite a lot of important announcements will be made at this year's Origins!

STILL MORE HOBBY NEWS!

An interesting item brought up by Doug in Everything is a proposal before the IDA Council by John Gross and Calvin White of providing a zine for novice gamesmasters who would gm the games and be guest gms of the zine to carry the games. The cost of the publishing would be financed by IDA and game-fees. In this way a means will be available to handle the increased numbers of new players wanting to enter postal games. If you're interested and/or have ideas of your own, write to John Gross (32 Gordon Rd., Willowdale, Ont. M2P 1E1, Canada) or Cal White (1 Turnberry Ave., Toronto, Ont. M6N 1P6, Canada).

Still more from Doug includes the fact that Robert Lipton, Mixumaxu Gazette, has discontinued his trade with Doug for Everything. This increases the number of people who won't trade to two, the other being Charles Reinsel.

Doug has for sale a limited number of photocopies of the Terminus Listing (game finishes 1963-1970) for \$6.00 a set and game results from Everything #1-18 (selected pages) also for \$6.00 a set. Write to him if you're interested. Finally, Dave Staples (P.O. Box 651, West Fargo, ND 58078) is looking for early Rigot Press publications prior to his fire of January 1974. He is willing to buy, borrow to make copies or buy copies. Write him if you think you have something he may need.

That was a quite of bit of news from one source, but news is one thing that shouldn't be copyrighted...

As far as it now stands, Diplomacy World will be published by Avalon Hill and AH is trying to get Everything. Editorial control, however, will remain with Walter Buchanan and it will not be merged with their the General. We are fortunate in that AH has become our new "landlord".

From Runestone, published by John Leeder, that indefatigable publisher from Calgary, we learn the following details regarding the fine art of "spacefillers". According to him, he and Robert Lipton are the best spacefillers in the business. I must digress. What about my spacefillers? I mean, must a space filler be or look like a spacefiller? Must it look like something that was cleverly written, or beautifully drawn to fit the sacred spaces left over on the bottom of each page? When you do it that way it is too obvious! Space filler should never be seen as spacefiller! What do you have to say

about that, John, Robert?? No, I'm not overlooking the point of adding spacefillers as a subtle art, but it is just that I'd rather be more subtle about it than you guys! Dull, aren't I?

Well, I've finally received more inquiries about those wax stencils ((Ugh! He's taking up more space about them stencils again!)) and it is looking more promising all the time. So, it may not be too long before we can switch to the new format. Unfortunately, I don't feel I should reveal the names of the prospective buyers, but their names will be a surprised when finally announced!

That has gotten me thinking again about costs and the future of Impassable. With the new format, that is, center-staple/fold with white paper and using vinyl stencils all the way through, the new sub rate will have to go up to at least 9/\$2.00. This is based on the current circulation. However, as the number of players and games decrease, circulation is going to fall (and it has fallen fast lately), but I hope to pick up circulation when the switch has been made and word of mouth advertising gets me more subscribers. I only have 35 subscribers at this time and only one staffer (Lew Pulsipher), but if I can get that up to around 50 and maintain the traders I now have, plus perhaps continuing to run a few games on a demonstration basis, a circulation of 100-150 shouldn't be too hard to make. So, it should be noted that circulation plays a big part in overall sub rates since those vinyl stencils are expensive and the more people get Impassable, the more that cost can be divided up and spread around.

I have just begun another round of buying supplies and the first stage was purchasing \$246.45 of ink. Next is probably going to be about \$300.00 of paper and after that those vinyl stencils at around \$350.00 or maybe as much as \$400.00. As you can see, hitting 1,000.00 isn't that far off when it comes to buying supplies!

At my last visit to the local mimeo supply dealer I learned of a new machine they have capable of taking two plastic strips, cutting them and melting them into one whole, solid piece, binding up to 200 sheets of paper through 11 small holes for a permanent bind of good quality. What made my mouth drool was that they also had available a hardback cover to fit right over their plastic binding and it looks just like a regular book! But, I should point out, Impassable won't come in that sort of bind...

The big drawback, however, is the cost of
(cont. next page)

MORE YET OF HOBBY NEWS:

the machine itself: a cool grand. At least the cost of the plastic is only 13¢ for each binding, but as of today they haven't sold a machine yet...

Some hobby Chapel Hill Publications is becoming! I now own two electric typewriters, one used Gestetner 300 mimeo, 1 used Gestefax, several filing cabinets, a manual collator (good for six sheets and one Impassable issue) a 3M Copier machine (a lot slower than xerox, but better) and assorted other things like my superduper heavy duty Swingline 13 stapler which everyone has come to split their finger-nails on its huge staples. One favorable aspect of the new format is that I will be able to use a smaller stapler with smaller staples not so likely to break your nails... Eventually, I'll have to go into parttime business to support this so-called hobby...

Whereas Dungeons & Dragons may be eroding away at dippy publishers' interest, the Civil War is eroding mine in a similar manner. I have just been sounded out by the Harrisburg Civil War Round Table for editing and publishing their monthly newsletter. The circulation is over 100 so that means doing something like another Impassable. If I accept, it will mean a cutback somewhere else...

Don't forget: BOYCOTT Citex 76 and attend Origins II in Baltimore! See you there! I still have three spaces for a ride from Carlisle to Baltimore, let me know!

Well, this is the bottom line and the last of this lengthy news report. Cheers.

LATE NEWS REPORT!

I have just received more news on the bounced Anderson check from a reliable source:

1. The copy printed in \$64 of Impassable was made from an xerox copy of a picture of the check taken from microfilm. This accounts for the poor quality.
2. The original was returned to Gordon Anderson with a request for a replacement. He never answered Mr. Rocamora.
3. Gordon Anderson has stated that the check was never presented for payment. The encoded dollar amount at the bottom and the bank stamp on back of the check are concrete evidence that the item was returned to Gordon after being presented to his bank.
4. A microfilm copy of the check will be taken to Baltimore (Origins II). The signature block is not nearly as bad as it was made in Impassable's cover copy.

IDA COUNCIL NEWS

by John M. Baker
Staff Writer

John has asked me to write an occasional report for the readers of IMPASSABLE about what's going on in the IDA Council. Since I recently became a member of the IDA Judiciary Committee (JudCom), I might as well give the news from that quarter too. Anyone who wants more up-to-date news about the Council can send some stamps (be sure to have plenty) and self-addressed envelopes to the IDA President, but you may find it more difficult to get JudCom material.

JudCom news first. The JudCom is currently investigating all hobby disputes related to Gordon Anderson. Anyone who has any information on this (especially CITEX prize-winners who either did or did not get their money) should contact the IDA Ombudsman, John Leeder, 208 Haysboro Crescent SW, Calgary, Alberta, Canada T2V 3G3.

The JudCom has also sent to the Council (which apparently hasn't received it yet) a recommendation that sanctions be placed on Peter Shamray, for irregular gamesmastering. Otherwise, the JudCom has been mainly working on procedures, which I suspect most readers would not find of interest.

On the Council, we have been getting some new members. Larry Moran has replaced Haas as Overseas Secretary. Also, the New York Conspiracy was dealt a serious blow when Edi Birsan, forced to reduce his hobby commitments because of an unexpected promotion and an expected new child, turned over the office of IDA President to Len Lakofka (644 West Briar Place, Chicago, IL 60657). This probably means that the new Vice-Pres./Treasurer will be Robert Sacks, with Len serving in that office also until Sacks' appointment.

The Council has been dealing with an unprecedented number of bills. We have just voted on a group of no less than 39 bills. Among its actions thus far have been to reject procedures for member initiative, petition, and referendum, to reject lifetime memberships, to authorize Richard Walkerdine to negotiate with NGC (a merger is being considered there), to repeal By-Law 75.3 (Upon JudCom recommendation), to reject a proposal having a special committee to investigate Anderson, and to reject a proposal that the Council have the JudCom prepare an IDA policy toward the Gemignani Awards.

Presently there is some disagreement over procedures. Whether JudCom can or should
(cont. next page)

IDA NEWS, CONT.

rule on constitutionality is an issue, but the real issue is how much emphasis should be placed on procedures. For example, about half of all new bills are debated (delaying them a month), including almost all of the important bills.

Presently before the Council is a bill referring material on procedures to the Jud-Com. It was, of course, debated the first time around.

Among other things, there is also a bill calling for a referendum to see if dues should be raised to \$3.00, one calling for a referendum to see if the Calhauer Awards will be continued, ones giving Edi Birsan and John Boyer (!) (you should start reading CC, John) honorary memberships, one raising the cost of player handbooks, and one starting a new IDA service.

The new IDA service, proposed by John Gross and Cal White, who would run it, would let novice GMs be guest-GMs in a special group zine. The purpose would be to prepare GMs to run their own zines and to have openings available for the expected influx of new players resulting from AH buying Diplomacy. (Personally, I have my doubts about the value of this project, and intend to debate the bill, though giving Gross and White a chance to state their case.)

By the way, this isn't about the Council, but I thought you would be interested. According to a newspaper story, Christopher Tolkien, the son of J.R.R. Tolkien, is working on the long-awaited prequel to THE LORD OF THE RINGS. It will be named THE SILMARILLION, will run about 200,000 words, and may be ready in 1977. Christopher Tolkien is also working on the other unpublished material written by his father.

One more thing in the same line: It is said that MGM plans to start work on a movie version of THE LORD OF THE RINGS early this year. ((That sounds like a very expensive project!))

SOMETHING TO LAUGH AT

Woman to neighbor: "We're giving our son his own wheels for the summer. They're on a lawnmower."

In Washington, D.C.: "There may be something to that rumor after all. I understand they're calling a press conference to deny it."

At a bar: "The only thing he can lick is a postage stamp--and then only when its back is turned."

OPENINGS AND ZINE REVIEW

ZEPPELIN is a snappy mimeo put out by Laurence J.P. Gillespie, 23 Robert Allen Drive, Halifax, N.S., Canada. Main emphasis appears to be on wargaming news rather than simply of dippydom, but the last issue did contain a rather long review of all the major wargaming magazines from SPI, General all the way down to Supernova. To his credit, he did mention Diplomacy World. Being mimeo, the printing is good though at times the ink seems a bit heavy, but it is never hard to read. Coming attractions, to give an idea as to general content trends, includes: A D&D adventure, Reviews of 1812, France '40, The Wargame, local battle reports, update of ratings list, a guide to wargaming publications, letters, Fall of Rome notes, etc. Issue #23 was 26 pages, but the average is less than that--around 12-15, if I'm right.

Anyhow, subs are 11/\$2.00 and does have openings in wargames (any wargame you're interested in, let him know) such as War In The Air. All Canadian gamezines are pretty good which includes Zeppelin.

CLAW & FANG is a solid zine put out by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. This is a mimeo publication (used to be ditto) that is put out on a monthly basis and carries a lot of wargames as well as Diplomacy games. Lately, interest has grown in space wargames such as Star Probe and Starlord. The best feature of C&F is that it is varied in content which included a report on a real trip to France, an article on cryptography, and even a recipe for Brandy Baked Chicken! Either he bores you or he does not, but you can't complain about any lack of variety. Sub rate is 11/\$3.00, a bit on the expensive side, and there are openings in regular Diplomacy with guest gms. If you're interested in Starlord, write Lee Forester, 90 Waterglen Circle, Sacramento, CA 95826. He will be the GM and is working on a larger map plus new wrinkles in the rules. For Diplomacy, GF is \$2.00 + sub.

JANUS is a fairly recent publication coming from Canada. It is ditto though well done in layout and use of color. It is put out by John Gross and Cal White plus Mike Agnew (addresses to be found on page 7). It is a bi-weekly gamezine specializing on Diplomacy and a myriad of topics--all related to Diplomacy. The cover of their latest issue had a funny adaptation parody of Walt Buchanan in his archives.

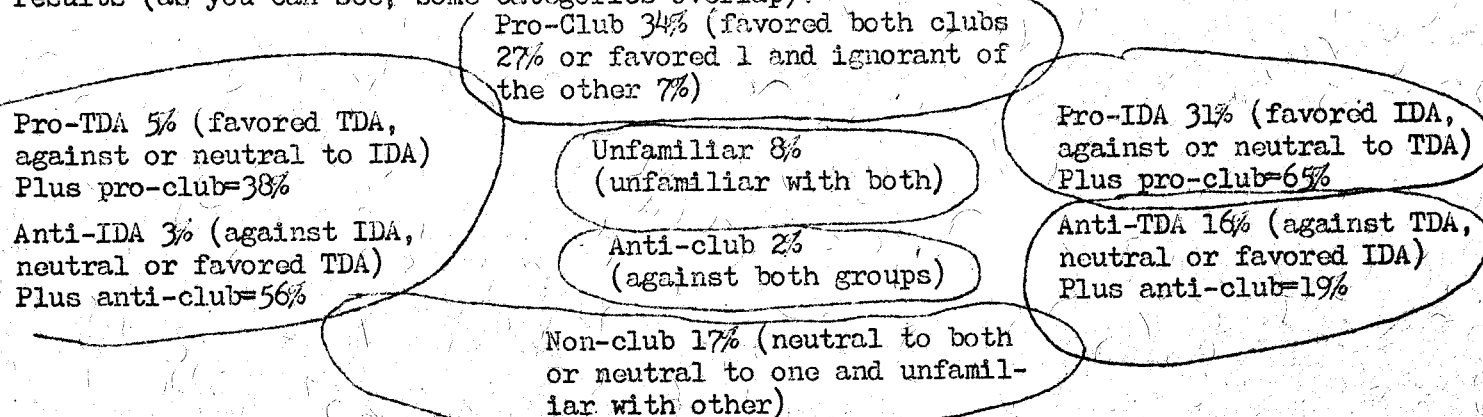
(cont. page 12)

VERHANDELEN #9"Hobby Support For Organizations"
by Lew Pulsipher

(3/16/76). Occasionally there is a discussion in Dipzines about the value of organizations in the hobby. Most recently this centered around a possible GM/Publisher's group, and it was clear to me that many people are opposed to organization as a matter of principle. One person said he was in the hobby partly to get away from the organizations which dog his everyday life. We have one large organization that has survived for several years at a high membership level, and we have seen alternatives to it come and go. I don't think it's possible to definitely answer the question, "How much support is there in Dippydom for organizations, in general", but using the data from a couple of questions asked in the North American Diplomacy Players' Survey #2, I am going to suggest a partial answer.

I thought about entitling this "Why IDA Survived". At the time the survey was compiled IDA (International Diplomacy Association) was being challenged by TDA (The Diplomacy Association). (A few would say also, by TIDA (The Imperial Diplomacy Association).) It was suffering through the repercussions of serious election irregularities and the more or less open admission that some IDA members received better treatment than others. But IDA survived because there is a large segment of the hobby (or was at the time) which supports the idea of a hobby-wide organization, no matter which organization that happens to be. Probably many people, even members of IDA, don't care a whit about what the organization does, about details, so long as something is there and available. This support was enough to tide over IDA because no alternative survived the summer. First, John Beshara became too ill to spend time on the hobby, and without him TDA could not and did not function. It is a moot point whether TDA even exists now. Second, Robert Sacks became embroiled in foolhardy attacks on IDA and in the vicious "Gemignani Awards". He had no time left for TIDA. Without him, TIDA could not expand from its regional base, and whether it now exists at all doesn't matter. Third, Gordon Anderson managed to antagonize virtually everyone with his vindictive denunciations of hobby figures, even though some were not unfounded, and when he announced that he was trademarking the word "DipCon" all the serious fans forgot their own differences and closed ranks against him. IDA continues to maintain its membership today because there is no alternative for those who support the principle of a hobby organization, not because it is actually doing a great deal of good--it isn't.

The NADPS questions were: "The hobby would be better off if The Diplomacy Association did not exist." 17 agreed strongly, 16 agreed somewhat, 57 were neutral, 22 disagreed somewhat, 33 disagreed strongly, and 23 were unfamiliar with TDA. In reply to the same question about IDA, 5 agreed strongly, 5 agreed somewhat, 37 were neutral, 44 disagreed somewhat, 64 disagreed strongly, and 12 were unfamiliar with it. Recently I categorized these results as a combination of the reply to the two questions. The figure shows the results (as you can see, some categories overlap).



Total Replies: 167

Total of unfamiliar, anti-and non-club=27%

Total supporting at least one club=70%

Total supporting one club but not the other=36%

#end#

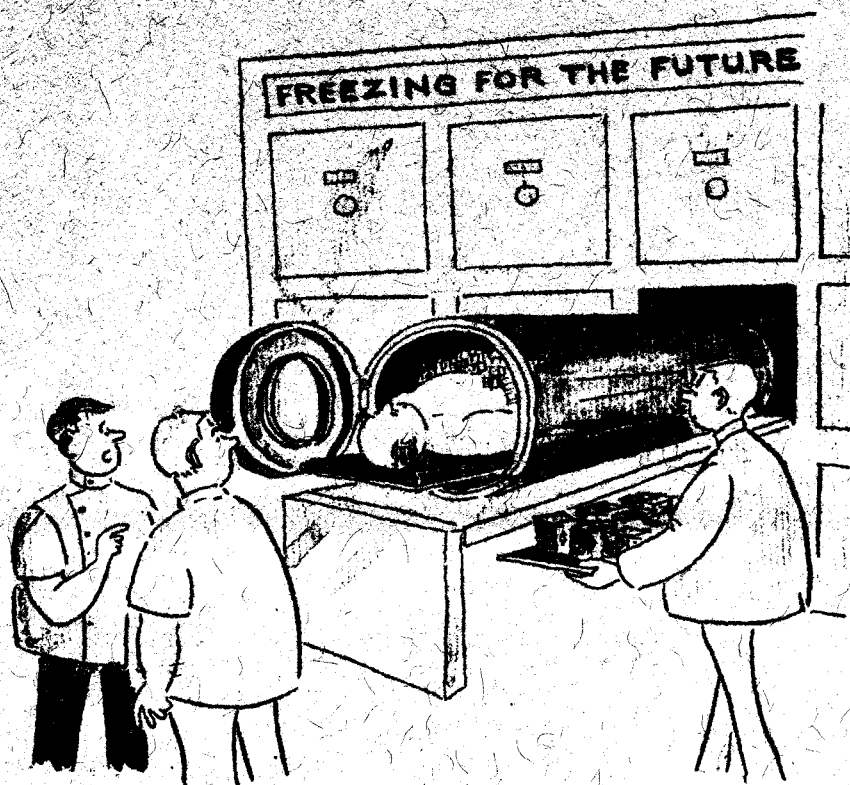
HUMOR

Having quite a bit of space to fill, a humor page seemed necessary. The cartoon to the right was adapted for dippydom, but the bottom piece of article from the local paper needs no introduction!

Almost daily you read of jokes being made about our great (er, ex-great) post office, the now familiar post-office snail transportation, the brief notes on stupid decisions made by the post office and so on.

It is laughable to a certain extent, but our own postal hobby requires an efficient and well-managed post office! They threaten us with 5-day delivery and 30% higher rates. Where will all this end?

All we can do is to write our congressman about it...



"Mr. Peabody also wants his Diplomacy game with him along with his money."

Psst! Here's a Secret

By JAMES MUNVES

Having nothing better to do one recent afternoon, I decided to stand in line at my local post office. I had just finished a careful study of the *Men Wanted* leaflets, when a messenger boy tipped his kepi in my direction and handed me a long manila envelope stamped TOP SECRET, CONFIDENTIAL, POSTMASTER'S EYES ONLY.

I immediately handed it back, declaring that he had mistaken a postslave for a postmaster when, to my astonishment, he winked and returned it to me, saying, "Ask me no questions and I'll tell you no lies."

Before I could remonstrate further he was gone. The only sensible thing to do under the circumstances was to open the envelope and peruse its contents. The more I read, the more astonished I became. 'So that's how it is!' I told myself as my hair stood on end. Having satisfied myself as to the paper's authenticity, and combed my hair, I decided to do what all patriotic Americans do when given documents that they are

not supposed to read. I released it to the press:

PHASE 2 P.O. REORGANIZATION

Phase one of our plan is now nearing successful completion. Line lengths have increased 55.6 per cent in the past four months and average waiting time is now approaching the 23-minute goal we set in October. As a result, stamp revenues have not only stopped increasing, they are actually falling off, as is the volume of mail. This remarkable feat is a testimony to your devotion to duty.

In Phase 1, lunch breaks were extended to three hours in order that sufficient clerks would be on hand to keep open no more than 25 per cent of available service windows. In Phase 2, we will further increase average waiting time and discourage use of Money Order and Parcel Post services:

— Lunch breaks will be extended to four hours.

— At no time is a window to be open that only sells stamps.

— Parcel Post windows are to be manned by clerks unfamiliar with P.P. regulations.

— All charts and tables indicating distance-rate schedules will be removed to inside doors of lavatories.

— All ink pads will be left outside on the windowsill.

— With only Money Order and Parcel Post windows open, average waiting time of a stamp purchaser will increase to one-half hour; and line lengths will drive P.P. and M.O. users to United Parcel and banks.

PHASE 2 declines in mail volume, daily delivery loads and revenues will enable us to obtain a 60 per cent rate increase. This will put us within striking range of our target: abandonment of the burdensome task of delivering mail and packages. We will then be able to devote ourselves to selling albums and kits to philatelists, and playing dominoes.

Your Postmaster General

ZINE REVIEW, CONT.

The contents is usually a lot of topics put together and they lack lengthy articles (probably don't like lengthy articles) and is a fast reading and most enjoyable one at that. They, it must be clear, stick to hobby news and hobby related items more than most zines do these days and that is a type of zine which I happen to prefer myself.

The ditto printing is always clear and usually runs from 10 or so to even much larger special issues on occasion. The current issue under study is 10 pages. It is hard to list contents since they put so many bits of pieces of news and comments throughout, but you should get the picture.

Sub rate is 1¢/page + postage (send them a lump sum--but send all money to Cal White). They also have game openings for GF of \$2.50 plus sub. Do not send them U.S. Personal checks, but try the I.S.E. under Edi Birsan or a money order acceptable in Canada.

Now for some openings in rapid-fire order: PAROXYSM, has openings for two players. GF is \$2.00 deposit + 15¢ per turn + sub. Sub rate is 8/2. Ditto gamezine. Send money to Harry Draws, PO Box 282, Kitchener, Ont., N2G 3X9. They apparently don't mind U.S. checks. Doug Ronson and Robert Correll are associate editors.

THE MORAVIAN GAZETTE, has openings in many games, mostly D&D, but write for details, he says. Mimeo zine. Sub rate 8/\$2.00. Put out by Robert Goldman, 200 Old Army Rd., Scarsdale, NY 10583.

COMMAND is a xerox gamezine with openings

in Diplomacy, Third Reich and Wooden Ships and Iron Men. Game fees are \$2.50 Plus sub which is \$4.00 for 12 issues. Publisher of this little gem is Dennis Agosta, 9 Finlay Pl., Newark, NJ 07106.

THE DIPLOMACY BARON by Rod Zaccalini, 23861 Park Belmonte, Calabasas, CA 91302 is a xerox gamezine. Has openings in regular diplomacy for \$1 deposit and a sub. Sub rate is \$3.00/10. Also has openings in dippy variants: Rebate Game, \$5 GF + sub. You get 75¢ back for each center owned at end of game; Global Variant by Pulsipher, \$2 GF + \$1 deposit + sub; and Anonymity Variant, \$2 GF + \$1 deposit + sub.

Okay, that is all for this issue! My fingers are actually hurting! This has been a long typing day and I've typed more than than the usual amount (I had to do two pages over) and that's that. The time used up in working up the lengthy news column in this issue is making me late. See elsewhere for a reset deadline date for all games herein. (Look on the outside mailing cover and/or front page).

EXTRAEXTRAEXTRAEXTRAEXTRAEXTRAEXTRAEXTRAEXTRA
THIS IS AN AUTOMATIC SPACEFILLING MACHINE
THAT IS AUTOMATICALLY FILLING THIS SPACE
WITH SOME LOUSY FILLER IN LARGE, EASY TO
READ MACHINE TYPE. DID YOU HEAR ABOUT THE
POLACK COMPUTER WHICH TRIED TO ADD 2 PLUS 2
BUT WENT HAYWIRE AND BURNT ITS CIRCUITS?
WELL, FOR BETTER FILLER SEE ELSEWHERE IN THIS
ISSUE--YOU WON'T FIND IT HERE! HMM, WHERE
DID ALL THAT SPACE GO? THE AUTOMATIC SPACE
FILLING MACHINE ALSO AUTOMATICALLY CUTS OFF.

IMPASSABLE #66
117 Garland Drive
Carlisle, PA 17013
UNITED STATES OF AMERICA

NOTICE/NOTICE/NOTICE/NOTICE:
Deadline for all games reset
to Saturday, June 19, 1976.

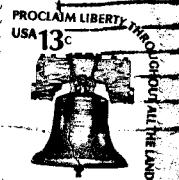
If this box ☐ has been checked,
your sub is now extinguished.
If this box is ☐ checked, you
are asked to trade more often.
If this box ☒ has been checked
your Smoky Dragon number was
lost the other day.

FIRST CLASS MAIL



Rod Walker
1273 Great Dr.
Encinitas, CA 92024

ALWAYS
USE ZIP
CODE



FIRST CLASS MAIL