

# IMPASSABLE

Issue #68

## AN OPEN LETTER TO THE HOBBY

The IDA General Meeting at Origins II unanimously agreed that the restructuring of the IDA is vital to its continued existence as a hobby service organization. The IDA depends too heavily on the president and editor. Nonetheless the IDA has expanded its non-working legislative and judicial bodies until there are 13 members on the Council and 13 on the Judicial Committee.

This has led to an unwieldy bureaucracy which does not meet the requirements of the hobby and places an impossible workload on two officers. The turnover of members is higher than 60%. Only 10% of all bills presently before the Council have anything to do with useful business.

Even if the IDA could survive as two debating factions, we cannot expect a few people to work while the rest talk. If present conditions continue, the IDA will collapse.

The solution accepted by the general meeting takes the form of a new charter. This charter streamlines the Council, reduces debate, and spreads the productive work among more people. This new Council will function more effectively so that the IDA can return to its original purpose: To serve and benefit the hobby.

We believe that this is not just a solution, but the only solution. The IDA cannot continue in its present form. A revised and healthy IDA is needed to work for the hobby.

We, the undersigned, urge all IDA members, and all members of the hobby, to support the general meeting's proposal for a new IDA.

Laurie Pulipster Walter Buchanan Larry Schaffer  
John Boyer Robert Lytle Roger D. Olson  
Tony Bayless Marie Bayless Walter Kasper  
Robert Mullen John M. Ecker Mike Smith  
Tim Tilton Richard A. Lewis Michael Lamm  
Steve Bissan David Bissan Be Hessel  
Cal White Robt Sachs

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### STAND-BY POOL

Two people are called this time around: David Fujihara for 1973BU, and Francis McIlvaine for 1975CS. The new standings are:

Kendter, Blank, Albano, Bear, Kador, Gallagher, Hinmon, Brooks, Fujihara and McIlvaine.

### HOBBY NEWS

Well, it has been a nice, little vacation for me in not having to print Impassable for a whole month (as well as Glory Road), and in being able to attend my fifth DipCon at Baltimore. I really don't know where to start! But, let me start from the beginning..

I had already accepted Lew Pulsipher for staying over at our house Thursday night before and Sunday night after the convention. But, I was certainly surprised when a phone call reached me Wednesday night from Walt Buchanan! As it turned out, Walt and Pat Walker joined Lew on his trek to Impassable's infamous dungeons...(the list of famous, or infamous, victims of the dungeon now includes: Buchanan (twice), Pat Walker, Pulsipher, Reinsel, Mahler, Bill Young, Lee Kendter, Bill McDonough and Buddy Tretick)

They arrived here very late on Thursday night. Late as it was, they were anxious to meet their doom in the dungeons and so I led them down the winding, creaking stairways...

Aw, rather than getting fictional about this, I'll stick with the facts..remember last year's account? Ugh!

So, they discovered how Impassable was REALLY put out: trained Parakeets to peck out the typing material and trained fish to lick the stamps and labels. This leaves me to act as supreme supervisor.

Nothing really happened except we talked

about everything. It wasn't long before we all went to bed preparatory to the quick drive down to Origins II in Baltimore.

That morning we made it to the hotel in time for me to check in at 12:00 noon. We all beat around the bush until more arrived and finally we all headed over to the John Hopkins University campus to attend the convention. I was last to go since I waited around to see if I could find my two roommates for the convention's stay: John Baker and John Hendry. I finally got a call from Hendry saying he was already at the convention. I luckily bumped into Baker at the registration building for the convention. But, it was several hours before we found John Hendry (at which time I lost John Baker). I was standing with someone, I forget who, asking if he knew John Hendry by sight, and John Hendry, overhearing our talk, presented himself and said, I'm John Hendry....

Well, one of the biggest problem at Origins II was to find someone else!! So, the first day of activity was spent in looking up other postal Diplomacy players and trying to get a hold of them.

I briefly visited the Exhibition to see the games for sale, but it wasn't long before I headed back to the hotel taking along my two roommates, John Hendry and John Baker.

That Friday night most everyone who was staying at the hotel was there for talk and for playing games--mostly Dungeons & Dragons. I finally got my FIRST meal that day late at night around 1:00 a.m. when I had a quick lunch/brunch in the basement restaurant.

Things passed rather quickly that night and my memories aren't too good, but nevertheless, I straggled into bed and before I knew it, it was morning and time to get up.

So, the three of us got up and went to Origins II for the big day of gaming. Saturday was the best and longest day of the three-day convention. The highlights of the second day for Diplomacy fans were the Diplomacy Seminar held 11 a.m. that morning, followed by the first round of the Diplomacy tournament, and that followed by the General Meeting of I.D.A. It was a long day.

The Diplomacy Seminar was a huge success with several excellent speakers. I had gone into the theatre for the seminar, only to leave to pick up the 1974 IDA Handbooks in my car and to bring them there for sale. When I got back, they had already started

(cont. page 5)

Game 1970BJ, Autumn/Winter 1921/Vote

GM Note: Austria has requested separation of the seasons.

Error Fall 1921: Did not list Italian A Ven H

Fall 1921 Supply Center Chart:

Austria: hom, ser, bul, rum (6) SP  
 Germany: ~~hlp~~, ~~hlp~~, hol, par (2) R1  
 Italy: hom, tun, mar, spa, por, bre, ~~hlp~~,  
 lvp, bel, gre, con, edi, lon (14) B1  
 Russia: hom, swe, nwy, ank, ~~hlp~~, amy, ~~hlp~~,  
 den, ber, kie, mun (12) SP

Autumn 1921: Russia retreats F Nth and A  
 Con OTB.

Winter 1921:

AUSTRIA(Beyerlein): sp  
 GERMANY(Mahler): r f hel  
 ITALY(Phillips): b a rom  
 RUSSIA(Kelly): b a war, a mos

4-Way Draw Vote: Defeated. No votes  
 received from Italy/Russia. Germany/Austria  
 voted yes.

SPRING 1922 Orders are due Thursday, August  
 19, 1976, at noon.

Winter 1921 Positions:

Austria: a vie, a tyr, a ser, a tri, a rum,  
 a bul (6); Germany: a par, f hol (2); Italy:  
 f nat, f lon, f nth, a lvp, a edi, a bel, a  
 bur, a pie, f apu, f ion, f gre, f con, a ven,  
 a rom (14); Russia: f nwg, f nwy, a sil, a  
 mun, a kie, a ber, f bal, f den, a sev, a  
 arm, a war, a mos (12).

Game 1972BW, Fall 1922

COA: Francis McIlvaine, 118 Jackson St.,  
 Rochester, NY 14621

Fall 1922:

FRANCE(McIlvaine): a mar/spa  
 GERMANY(Davies): a ber-sil, a mun s rus a  
 boh  
 RUSSIA(Knudsen): f naf s f mid-wes, f mid-wes,  
 f nat s f eng-mid, f eng-mid, f nth-eng,  
 a gas s fra a mar-spa, a boh s a tyr-vie,  
 a tyr-vie, a war s a ukr, a mos s a ukr,  
 a ukr h, a liv-pru  
 TURKEY(Abbott): f por s f spa(sc), f spa(sc)  
 s f por, f wes s f spa(sc)/r/(lyo, tyn,  
 otb), f adr-apu, a ven h, a tri s a vie,  
 a gal s a vie, a rum s a gal, a vie s a  
 gal, a sev h, f ion-tun, f aeg-ion, f bla  
 s a sev, f amy-eas, a con-bul

AUTUMN/WINTER 1922 Orders are due Thursday,  
 August 19, 1976 at noon.

Fall 1922 Supply Center Chart:

France: mar (1) sp  
 Germany: kie, ber, mun (3) bl  
 Russia: stp, war, mos, den, swe, nwy, edi,  
 bel, par, lon, lvp, hol, bre, con (14) bl,  
 only 1 home center open  
 Turkey: ank, smy, gre, bul, ser, tri, vie,  
 sev, bud, rum, spa, tun, ven, rom, nap,  
 por (16) bl, is 1 short (can't build in  
 con)

Game 1973BU, Fall 1924

Stand-by called for England: David Fujihara  
 COA: John Hendry, 23 Phillips St., Amherst,  
 MA 01002 aff. 8/15/76.

Fall 1924:

AUSTRIA(Kovalcik): a bud s a vie, a rum s  
 a bud, a tri s a vie, a vie s a tri  
 ENGLAND(Greenwell?): nrm. a mos, a liv,  
 f nth, a rom, f tyn, a spa, f eng, f tun,  
 a tus all hold, f ion h/r/(gre, eas, apu,  
 alb, otb)  
 GERMANY(Barents): f lyo/pie, f mid h, a gal  
 s a boh-vie, a war-ukr, a boh-vie, a tyo  
 s a boh-vie, a pie-ven, a mun/boh, a ber-  
 sil, a sil-war, proposes another Ger-Eng  
 draw vote  
 RUSSIA(Hendry): a sev continues to hold  
 defiantly  
 TURKEY(Blank): f adr s f nap-ion, a ven/s  
 a tri, f nap-ion, f con-aeg

AUTUMN/WINTER 1924 Orders due Thursday,  
 August 19, 1976 along with another vote on  
 a Ger-Eng Draw.

Fall 1924 Supply Center Chart:

Austria: hom, ~~hlp~~?, ser, rum (5 or 6 depen-  
 ding on Eng retreat) sp, no open centers  
 England: lvp, edi, nwy, stp, swe, bel, tun,  
 por, spa, mos, ~~gre~~?, ~~rom~~ (11 or 12  
 depending on retreat) bl or b2  
 Germany: hom, den, hol, par, bre, mar, lon,  
 war (10) sp  
 Italy: ~~hlp~~ (0) out of game  
 Russia: sev (1) sp  
 Turkey: hom, bul, nap, ven (6) b2, is 2  
 short

Game 1974HN, Winter 1908/Vote

Concession Vote to France: Defeated by  
 England/Germany.

Winter 1908:

AUSTRIA(Osmanson): b a vie  
 (cont. next page)

ENGLAND(Fujihara): sp  
 FRANCE(McKeon): r a bur  
 GERMANY(Kelly): b a kie  
 RUSSIA(Blank): sp, no open center

SPRING 1909 Orders are due Thursday, August 19, 1976 at noon.

#### Winter 1908 Positions:

Austria: a gre, a tri, a bud, a rum, a gal, a vie (6); England: a stp, f bar, f nth, f eng, f cly (5); France: f eas, f adr, f ion, f tyn, f wes, a spa, a par, a tyr, a pru, a ven (10); Germany: a ber, a mun, f den, a kie (4); Russia: a war, f ska, f con, a ukr, a mos, a sev, f bla

1974HY, Summer/Fall 1908

Summer 1908: Germany retreats a yor-lon;  
 Italy retreats a gal-vie.

#### Fall 1908:

FRANCE(McLendon): f edi/nwg, a yor-lon, f wal-lvp

GERMANY(Fanelli): a lon /r/(wal, otb), a bre h, a bel s a hol, a hol s a bel, a kie h, a ber-pru, a pru-liv

ITALY(Kendter): f nat/nwg, f mid h, a gas h, a tyr-boh, a vie s a bud, a bud s a ser-rum, a ser-rum, a bul s f aeg-con, a gre s a bul, f aeg-con, a smy s f aeg-con, f eas s a smy, fion-tyn

RUSSIA(Gallagher): f eng/mid, f nth s fra a yor-lon, a nwy-stp, f den/kie, a gal-rum, a war h, a ukr s a gal-rum, a rum/bul, a ank-con, f bla s a rum-bul, a arm/smy

AUTUMN/WINTER 1908 Orders are due Thursday, August 19, 1976.

#### Fall 1908 Supply Center Chart:

France: lvp, lon, edi (3) sp  
 Germany: hom, hol, bel, par, bre (7) sp  
 Italy: hom, tun, tri, vie, gre, ser, bud, bul, mar, por, spa, smy (14) bl  
 Russia: hom, swe, nwy, rum, ank, con, ~~stp~~, den (10) rl

1975G, Spring 1908

Coa: Tom Cooper, 4139 Coralee Lane, Lafayette, CA 94549.

#### Spring 1908:

ENGLAND(Cooper, T.): a stp h, f edi-nwg, f lvp-iri, f lon-eng, f mid-wes, f spa(sc) s f mid-wes

FRANCE(Kendter): f nwg-bar

GERMANY(Amer): f eng-mid, f fin-swe, a ber-pru, a mar/pie, a mun-boh, a gas-bur, a tyr s a mar-pie/a/, a sil-war, f kie-bal

ITALY(Young): f rom-tus, f tyn-lyo, f tun-naf, f bul(sc)-gre, a ven-tyr, a tri s a ven-tyr, a pie s a ven-tyr

RUSSIA(Sabo): a liv s a war-pru, a war-pru, a gal-boh, a bud-gal, f wes s ita f tyn-lyo/r/(tun, tyn, otb), a mos s a ukr-war, f aeg-ion, a vie s a gal-boh, a ukr-war, a sev-ukr

SUMMER/FALL 1908 Orders are due Thursday, August 19, 1976.

1975T, Fall 1907/Draw Vote...POSTPONED!

Error Spring 1907: England has a fleet in Berlin, not an army, and I forgot to list fleet nth.

GM Note: It was unfortunate, and I apologize, but in typing up the new address labels I inadvertently left off Steve Brooks. He has written about not getting #67. So, I must postpone this game! My apologies, gentlemen, these things do happen once in a great while...

FALL 1907/VOTE Reset for Thursday, August 19, 1976.

1975CS, Summer/Fall 1905

Stand-by called for France: Francis McIlvaine (I really had to go down the list!)

Summer 1905: Italy retreats a tyr-pie

#### Fall 1905:

AUSTRIA(Blank): a ser-alb, a tri s a tyr-ven, a tyr-ven, f ion-adr, f aeg-ion

FRANCE(Stephens?): nmr. a gas, a spa, f mid, f iri, f naf, f lon all hold

GERMANY(Bear): f nth c a yor-hol, a yor-hol, a ruh s a yor-hol, a kie/den, a mun h, a pru-berl

ITALY(Kador): ~~a~~ ~~stp~~ ~~h~~ /imp/nsu/, a pie s ~~a~~ ~~stp~~ ~~h~~ /imp/nsu/, a tun h, f tyn-naf, f ven /u/r/(apu, otb)

RUSSIA(Albano): f nwy/nth, f hel/kie, a swe/den, f liv-pru, a sil s f liv-pru, a ukr-war, a bul-rum, f bla s a con-bul, a con-bul, a gre-ser, a smy-con

AUTUMN/WINTER 1905 due Thursday, August 19, 1976

Fall 1905 Supply Center Chart:  
 (see next page)



Austria: ~~hon~~, ~~spa~~, ~~por~~, ~~lon~~ (4) r1  
 France: ~~hon~~, ~~spa~~, ~~por~~, ~~lon~~ (6) sp  
 Germany: ~~hon~~, ~~hol~~, ~~bel~~, ~~edi~~, ~~lv~~ (7) sp,  
 no open centers

Italy: ~~hon~~, ~~rom~~, ~~nap~~, ~~tun~~ (3) r1  
 Russia: ~~hon~~, ~~swe~~, ~~ury~~, ~~ank~~, ~~den~~, ~~any~~, ~~gre~~,  
~~rum~~, ~~ser~~, ~~bul~~, ~~con~~ (14) b3  
 Turkey: ~~hon~~ (0) out of game.

# HOBBY NEWS, CONT.

and a man was already speaking, very eloquently at that, too, on the early period of the postal Diplomacy hobby. I had thought this was the Rod Walker whom I saw several years ago in Chicago and was very surprised to see him in Baltimore, BUT I was to be thoroughly surprised when I found out that this man speaking was none other than John Boardman! Having seen both, I had trouble telling them apart. The only difference was their age and I had mentally added a few years to my memories of Rod from 5 years ago. Anyway, they sure looked alike enough to have been brothers! This was, to say the least, very amusing to me...

After John Boardman finished, he was followed by Walt Buchanan who covered the middle history of the postal hobby. He talked about his archives project and his dreams for the hobby at that time. He also mentioned the various rating systems now in effect.

The third speaker was Edi Birsan, but only for a brief announcement concerning the upcoming Diplomacy tournament--that they needed Diplomacy sets! He said that 165 players were signed up for the tournament...

Edi relinquished the stage to Doug Beyerlein. Of course, Doug spoke about the Boardman Numbers.

Finally, Edi came back to give the lecture on two Diplomacy openings: Lepanto and the Key Openings. He also explained the tournament rules and how they were going to award the prizes.

Well, the first round of the Diplomacy Tournament followed and it proved to be the largest in the history of the game when 20 boards showed up to play!! I had signed up for the tournament and played in the first round. In my game the only other postal player was dippy publisher Fred Brenner who played Germany. Of course, he and I (England) banded together. I, being the mastermind of our alliance, finished the game with the leading 11 units. But, no one in our game won the individual prize for best country.

The best England turned out be 16 units and so I was pretty short of that!

The first round was over right on schedule (the game had to be over by 1908 or by 7:00). That evening I ate my first real meal since Thursday (this was Saturday night) when Fred Davis led myself, Walt Buchanan, Marie & Doug Beyerlein, John Hendry and Pat Walker to a little restaurant he knew about on Charles Street not far from the campus. The Blue Jay, I think it was called, had excellent food that even Don Horton would have died to try! My meal was Maryland Roast Turkey topped with some special creamy cheese sauce. There was ample helpings of vegetables, bread and everything else that goes with it. But, it was getting late and we didn't want to miss the IDA General Meeting so we had to skip dessert. (Darn!)

The IDA General Meeting. For a full report you should read John Baker's excellent report. All I can add is that the emotional outpouring was at times very high with a few using obscene language. But, it did accomplish something, finally. Probably the biggest laugh was had when Len Lakofka quickly said to those seated (just as Robert Sacks walked in) words to the effect, "Ah, we were just in time!" With reference, of course, to his chairing the whole meeting...

I made another trip to the exhibition hall and found out from those who bought the new AH edition of the Diplomacy game that there was an error on the mapboard: The border line between Eastern Med and Ionian Sea is wiped out by the black border of the map. So, you'll have to imagine the line as being there! I heard that the map was done by a female artist who knew nothing at all about the game...

Oops, I should backtrack a bit here...the General Meeting produced a proclamation to write an open letter to the hobby concerning the need for re-organizing IDA. As you will have already noted, a copy of the open letter distributed at the second round of the Diplomacy Tournament, has been printed as the front cover of this issue. The job of writing the open letter was undertaken by Lew Pulsipher and with a lot of help from Len Lakofka, Bob Lipton and a little from myself. Roger Oliver was finally found to have a typewriter after Bob Lipton and I undertook a massive and lengthy search on the campus for a typewriter. So, Roger ended up typing the open letter while in a room next to us Walt Buchanan, Lew Pulsipher and Len Lakofka worked out the new IDA Constitution (this took place Sunday (cont. page 11))

# 6 THE GENERAL'S GENERAL MEETING

IDA at DipCon IX  
by John M. Baker, Staff Writer

On the whole, the general meeting at DipCon IX was pretty unimpressive. The meeting lasted approximately two hours and 50 minutes, all of which was spent in argument. (As of that meeting forward, I have decided to ignore any criticism of the IDA Council being too argumentative; all the Council arguments during 1976 are less than the first and mildest hour of that meeting.) Robert Sacks attended and a lot of the blame for the arguments may be thrown on him; however, though most of his arguments were of doubtful value, and though he certainly did have an unfortunate effect on Len Lakofka's blood pressure, he wasn't really to blame. For example, Bob Lipton talked about as much, and though his ideas were generally better, his attitude was more negative.

The meeting was chaired by Len Lakofka, IDA's Acting Prez, who first called for what was effectively a vote of confidence. Len was informal except when he wanted to catch Sacks up by being formal. Due to Len's personality clash with Sacks, the meeting wasn't really very well chaired but, with two or three possible exceptions, I doubt if anyone there could have done a better job.

The first thing was to hammer out an agenda. This was done without much difficulty. A roll call of Council members was taken. Members present out of the ten were Len and myself, with Stephen Tihor arriving a few minutes late. Also, two members (probably John Leeder and Robert Correll, but I'm not sure) had given proxies to Cal White and, to my surprise, Dave Kadlecsek gave a highly conditional proxy to me, which I am keeping as a keepsake and souvenir.

The meeting started moving with a report on the new IDA Novice GM Project/Committee, by Cal White, the chairman. As on everything else, there was considerable discussion; in spite of the point being novice GMs, most of this discussion was on incoming novice players.

Next was a discussion of the IDA zine, DIPLOMACY REVIEW. There was a unanimous vote that DR consist of more news and less Council material. A poll was taken to see how many people like DR in its present form; only Roger Oliver, who correctly claimed that it greatly clarified COUNCIL COURIER, did.

There was discussion on the 1976 Player Handbook. Both Roger Oliver and Robert Lipton volunteered to work on a "Diplomacy Digest," which would summarize or reprint articles in a sort of handbook. Next, the Membership Officer, Stephen Tihor, spoke of the progress on the Diplomacy Census. ("It's between my fingers and the keyboard.")

This was followed by one of the major topics of the evening, DipCon sites. Votes were taken, and, for DipCon X, 10 wanted GenCon X, 7 wanted Origins III, and 10 voted to leave the question up to the Council. Also, it was found that 15 preferred the DipCon with a large con (such as Origins), while 9 preferred the DipCon to be by itself. (I number myself among the latter group, and will be glad to explain why to anyone who wants to listen.)

There was next discussion on the American Novice Project, which needs a chairman. Alan Rowland expressed interest in this. This was followed by a short discussion on the IDAEC. IDAEC: IDA Evaluation Commission--evaluates gamezines and gamesmasters I think that Roger Oliver, the chairman of this, is finally going to cover every region of North America with this, and Rowland will be the Northeastern director, while I will be the new Western director.

The next item was IDA's relationship to other organizations, but--surprise, surprise!--hardly anyone had anything to say about this. Next was postal rates. A resolution was passed, Robert Sacks dissenting, against increases in postal rates. (Robert's objection was that we shouldn't do anything to bring us to the attention of the government on the grounds that they would try to regulate us as a special interest group--God only knows what he thought they would want to do to us, or why, or how they could actually hurt us. He got quite angry when he found out that Roger Oliver had already written a letter to the Postmaster General, informing him of the hobby's existence.)

There was some discussion on the World Variant Bank and the North American Variant Bank. This was hampered somewhat by the fact that the only person who really knows anything about the NAVB, Dave Kadlecsek, did not attend DipCon. Next was a discussion on the term "DipCon." Walt Buchanan informed us that Amerson had, without doubt, not trademarked the name, which probably couldn't be trademarked anyway. A formal motion was passed, Robert Sacks dissenting,  
(cont. next page)



to ignore Gordon's assertion.

Next and last was the biggest: the old constitution. As a rough estimate, there was at least an hour of discussion on this. It seems that the old constitution was inefficient, or Gordon Hill is going to drop all organization. I had brought a constitution with me which was essentially a re-writing of Nick Wigney's constitution, but with a somewhat streamlined Council. However, in the one hour of the general meeting they really accomplished something: a committee of three (Law Johnson, Neil Buchanan, and Lee Pridemore) was drafted to draft a new constitution. This they did, in a closed room on the following day. As Lee Pridemore explained it to Buyer and me, the new constitution is far superior to the old one, being about a page long and to the point. However, IMA members should see it soon; and if you aren't a member, it now seems worthwhile to join.

I thank John for sending me a copy of his minutes of the General Meeting. He is definitely a welcome addition to the Impassable staff of contributors!

## LETTERS

Editor's note: It is hoped that this column will become one of Impassable's strong points as a hobbyzine. Please, if you like to comment on the hobby or game and write letters, consider writing to Impassable! Thank-you, J...

FROM TONY WATSON, dated July 9, 1976:

I thought I would take a few minutes and write to you concerning a Hobby problem that I have been thinking about for a while. Please feel free to reprint this letter, or portions of it, if you feel it merits that or can be helpful.

I receive a fair amount of 'zines in trade with an equal distribution of the high class publications and the smaller lower sub list ones. I have noticed that on the average, the more prominent 'zines feature more articles and features (I mean things not directly associated with the running of the magazine or its component games) and more often, these pieces are not written by the editor himself. There seems to be a correlation between how good a magazine is and how many people will be willing to submit articles and the like. For myself, many times the criteria for deciding whether or not I wish to subscribe or trade with a publication is its content; obviously I will not get much out of a 'zine that publishes only game reports and I do not play in any of those games. I think that a great many of the hobby readers feel the same way.

Somehow it seems that once the contract (the subscription) is made, the reader assumes the following: 1) the editor will print, address and mail him his copy on a fairly regular basis; 2) the GM/Editor will run his games as fairly and as error-free as possible; and, 3) the Editor will entertain him. It is this last assumption that I deal with.

Having to handle the business of running a 'zine (Typing, printing, addressing, etc.) and games is quite a load as most GMs will attest too. Not that this is not often a labor of love... but then expecting the editor to generate other material is sometimes unjust. It would seem that perhaps some of the readership should help here. Why do not more readers submit articles? A few reasons come to mind. Many readers do not feel "competent" enough to write on game strategy or analyze a game. The more obvious of strategy articles have already been done (optimum first year moves, allies, what to build, etc.). Also, unlike wargaming 'zines which deal with an ever expanding and changing volume of games, Dip zines have only one game and one that has been essentially the same for 15 years. Variants are for the most part, not widely enough distributed to warrant many articles about them. (Perhaps when All does their rumored variant package a huge vista will open before us.)

This brings us (finally) to the point of this note: What can hobby publishers do to promote outside contributions? I have a few suggestions, of varying value, to give:

- 1) Encourage submissions with some sort of remittance. Cash sub extensions, etc. Publishers should outline what they are interested in for their respective 'zines.
- 2) Perhaps an article bank could be set up. Writers could contribute to this either directly or after their article has been printed in their personal favorites. I think an excellent idea would be to include reprints of some of the better articles of years gone by. (The help of the archivist would be essential here.) Judging from the fact that there are nearly 1500 partial players and few 'zines over 100 subs it (cont. next page)



would seem reasonable that many players have never seen some of the finer stuff written (even counting zines to more than one game 'zine.)

3) Some trading of editor generated material. I write an article for my zine but you also print it and vice versa. I've seen this done before.

Many people may not feel that this is a problem at all. I would just like to see a general upgrading of all 'zines and I feel that many would benefit from an increased article rate. Tony is the fine editor of Hurricane. For those who would like to subscribe or find out more about his 'zine, write to: Tony Watson, 201 Minnesota St., Las Vegas, NV 89107

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Editor's note: The next letter, from Lewis Pulsipher, outside of its unusual length, has a few interesting comments about IDA, made more interesting in the light of what has happened after he wrote the letter.

FROM LEWIS PULSIPHER, no date, approx. July 3rd

I went so far as to write a rough draft of the following in hopes that you'd print much of it. Here goes:

What's your view of the IDA these days? I don't think it can get by, ultimately, without a major change in its form, as I suggested in my constitution article in the Mar/Apr Diplomacy Review. Walker's article in DW has some good points. A mass organization might survive, but not in anything approaching a democratic form. IDA has never been democratic, but too many trappings are there to slow it down. Lip service to democracy costs. However, IDA shows so much inertia that I doubt seriously that any administrative reforms that might be made will save it. Someday no capable Editor or President (or both) will be available, and that will be the end. Birsan's biggest failure was his inability to structure IDA so that it could go on even if it suddenly lost a couple of big supporters. IDA has always depended almost entirely on two or three people, and consequently it has always been only a temporary measure, a stopgap until something better could be constructed. No organization in a hobby with as few people as Dipfandom can survive under those circumstances, and finally the structural fault will drag IDA down, just as it has many similar gaming clubs.

Who will run next year, I wonder? Don't let anyone con you into it, John. It's not worth the trouble, nor can you manage either Editor or President and still have time to do what you wish with Impassable and your Civil War stuff. If not for all the commitments you already have, you might be the man to reform IDA, though I fear you are too conservative for that. Lately IDA has been the New York hobby--look how many were on the Council, including the two really important jobs--and NY fandom seems to be running out of gas. Zines merge, zines are late, gamesmastering is often sloppy, and so on. If Birsan no longer pushes/carries them all along, will they be able to hang on? And if the NY hobby folds, where does that leave IDA?

I see that the IDA Council is voting on a DipleCon site for 1977. It seems to me that the people in the hobby ought to have a little more say in where the DipleCon takes place, even if it is only the opportunity to give feedback to those who are doing the voting. What's being done now is the old smoke-filled room story, Dippy-style. (I personally favor a hobby-wide vote, such as SF fans use, but the IDA Committee-approved bill establishing such a procedure was killed by a Parliamentary maneuver at the end of last year, and it was not reintroduced this year.) How many people know anything about what Lake Geneva offers, if they know voting is taking place at all? The only thing I've read is about ridiculously high room rates (and in a resort town in August, rooms of any kind are hard to find). Gencon is certainly a well-known convention, but will the choice always be clear? This is a bad precedent.

Some time ago I received Plenipotentiary II, and I'm trying to figure out who could be so insistently wasting their time. Once might be funny, but a second? (Unless this was someone else parodying the first?) In form it reminds me more of Gordon Anderson than anyone else, but the content is closer to the younger New York crowd. I'm told the first issue has a Chicago postmark, but the marks aren't readable on my copies. Len Lakofka has denied having anything to do with it, though he's still a prime suspect when you look at who is and isn't pilloried. Have any idea who's behind it all?

Rod Walker's reference to Nixon's past (Impassable 65) has nothing to do with reprinting without permission. Applying it to the TDA question is also mistaken. Only the simplistic observer would assume that, because John Beshara was chairman of TDA in 1971 and TDA acted in such-and-such a manner, then TDA would automatically act in the same manner in 1976-6

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because Beshara was still chairman. An awareness of what went on in 1971 provided a warning against a possible repeat, but Rod took it much further. Circumstances change, and circumstances may change enough that even general tendencies may change or be deflected. Among other things, TDA membership in the latter period was much smaller, its goal was different (at least on the surface), and most of the important people were different. I do not say "the past is dead"; I say, repeating the past ad nauseam in order to discredit someone serves only that person's enemies, and not the hobby.

Walker wants approval from the hobby to dump on anyone for any reason, essentially. He doesn't seem worried (or maybe he doesn't believe) that if he has such approval, anyone else has the right to expect the same. If Gordon Anderson wants to reprint something that he thinks is "bilge" or "deliberate claptrap", is that any different from what Rod wants to do? Essentially, no. (And let's not hear, "Oh, but Rod is always right and Anderson is always wrong"--no one is right every time, certainly not Rod.) Only the reprinter can judge who the dope is who ought to be exposed. And if anyone finds himself being called the author of "deliberate claptrap" he has little recourse, if we accept Rod's idea. A reprinter can use many tricks for making someone's article look sick--commenting in the middle, twisting meanings (with no reply possibly, at least not by the victim in that zine), and downright deliberate (or otherwise) misprinting.

My insistence on gaining permission before reprinting is not a "quibble", it is essential both morally and practically. I have not heard of any case in which hard feelings or controversy was caused because someone was refused permission to reprint a piece. The cases following, which are all I know of in which there was reprinting of an article or variant without permission, have resulted in wasted effort, hard feelings, or interminable controversy.

The most recent involved Gil Neiger and Scott Rosenberg. The latter reprinted a Neiger article without permission. Since they are/were friends and have been communicating regularly for years, I suppose it would have been quite simple to ask permission, but this was not done. As it turned out, Neiger vehemently objected (according to Rosenberg). Obviously all would have been better if Rosenberg had bothered to ask. (See The Pocket Mongolian...#3).

Another case was the result of a misunderstanding. I had obtained permission from Thomas Galloway to reprint his EARTHSEA DIPLOMACY in DW. Just before it appeared, with my explanation that it was the first large distribution, it was published in a Detroit Dipzine, Ragweed. It seems that the Ragweed people asked Galloway if they could "run" an ED game. He thought they meant GM, of course, and said yes. They thought they meant print as well as GM, so they reprinted it. No one was particularly harmed, though somewhat embarrassed, and not too much time was wasted finding out what had happened, and in the extra printing, but it is easy enough to conceive similar circumstances in which hard feelings could be caused because some guy decided to reprint an article without permission. This extends to Handbooks and Variant Packages--no one can afford to do collections of this sort if any jerk can reprint anything he likes.

And please, don't waste our time, Rod, telling us that it is easy to differentiate between these kinds of things and "bilge". Maybe it is for you, but each person sees things differently, and not everyone agrees with Rod Walker's judgements.

Rod has backed off his original position, I think, that it was a hindrance to gain permission. Face it, Rod doesn't want to have to gain permission because he knows he won't get it when he wants to blast anyone he thinks is out of line. The King of all reprint cases, still going on more than a year after it began, involved Rod and TDA. In Erewhon 85 he reprinted a TDA-copyrighted article without asking permission, and proceeded to blast away at it with all guns. The matter, because of the copyright, was brought before the IDA Judicial Committee, as well as being discussed extensively in the Diplomacy press. Procedural problems in the JudCom, where Walker for a time refused to disqualify himself from considering the problem and Edi Birsan tried to throw it out on a technicality followed by a vote without debate (and he didn't even have authority to call for a vote!). This took several months. Finally, the JudCom adopted an advisory ruling which recently resulted in 4½ pages of discussion in Diplomacy Review. All this, and surely more to come, because Rod feels he has the right to reprint anything he pleases. (The ruling itself isn't clear. As I understand it, Walker was not condemned for reprinting the article, though "The Diplomacy Association does have a right to control and restrict reprinting of its articles, just as any other person or group does," but that doesn't mean one cannot comment on or use infor-

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mation from articles. I suppose the JudCom could determine this by looking at current standards in the hobby and possible repercussions of the reverse. The ruling goes on to condemn Walker for unfair comment on the TDA article. I can see that individuals might express the opinion that Walker's comments were unfair (they were), but how the IDA JudCom can feel that they have the right to condemn someone for this, I do not know.)

How are those for some specific examples, Rod? Permission is easy to obtain; reprinting without permission almost invariably leads to recrimination and waste; it is quite possible and considered legitimate to criticize an article, and if you've tried to get reprint permission and were refused, that will be taken as a point in your favor; and I don't trust anyone's judgement, certainly not Rod Walker's, to decide what is "bilge" and "deliberate claptrap" and what is not. Rod will never admit that he was wrong in the TDA reprint controversy--how could evil TDA be right and Rod wrong?--and as long as he doesn't he must resist every effort or implication that reprinting without permission is wrong. So it goes...  
 [Editor's note: Lew Pulsipher is soon leaving for England to study in London and research on British WWI Naval Air for his Doctorate. I hope we all wish him well on his two year trip out of our country. Perhaps Lew could be kind enough to write something about England as soon as he can accumulate experiences there. Good luck, Lew! Next issue will see a variant as substitute for Verhandel'n #10.]

\* \* \* \* \*

FROM JOHN BAKER, dated July 3, 1976:

Impassable #67 was a surprisingly good issue, in spite of its shortness. Somehow, it seemed a very friendly issue. Much of this letter is in response to your call for letters. Feel free to print those parts of it that would be of reader interest.

Probably the reason that you don't have too many letters is that you aren't in the habit of printing them. You probably get several letters of comment on each issue (most of them too short to print but some of them quite printable). But then, I'm at this end, and couldn't say for sure. Anyway, I hope you get going with a larger letter column, for the hobby needs a large-circulation zine with a large lettercol, something we haven't had since THE FIGHTER'S HOME.

I don't entirely agree with you about the hobby. Perhaps it is partly because I enjoy being in a fluid hobby. It is true that this is one of the most fluid hobbies in the world.

But the old guard isn't completely gone, to say the least, and they are going slowly. It is arguable that there will be a hobby as long as there is a GRAUSTARK; the oldest zine might yet outlast all the younger ones.

But GRAUSTARK is no longer an important force in holding the mainstream of the hobby together. Three zines are most influential in doing that, though it is probable that the hobby would survive even if all three of them were to end. The first is DIPLOMACY WORLD, going out to the mainstream of the entire hobby. It takes its time about getting there, but is still an extremely important zine. The second is EVERYTHING, going to all the publishers and a few subscribers; it is extremely important in holding the hobby together, mainly through dispensing of statistics but also as an emergency way to dispense news to the GMS; I consider the announcement of Ray Heuer as the new OGP Director an example of this, since that was how most of the hobby learned about it. The third is DIPLOMACY REVIEW, going to most people who are interested in the hobby as being more than just a place to play games by mail.

Note that of the three, one is edited by a member of the old guard and published by a member of the new guard, one is published by a member of the new guard, and one is published by the epitome of the borderline between the new and old, Walt Buchanan.

But even if all three of these were to go, the hobby would go on, even without Boardman Numbers, the Hoosier Archives, and IDA. The only real danger to the hobby is the Postal Service; if rates get too high (or money just too tight to pay them), or if service gets too inefficient, the hobby will end. I find it demoralizing to think that the future of the hobby is in the hands of a highly untrustworthy agency which we can do nothing about, but it is true... [The rest of John's letter deals with handguns and space does not permit me to print that part when we have news of Origins II to print! Thanks, John for a fine letter!]  
 [I should add that anyone is free to submit a letter for print. I do print letters that I do get, but sometimes I am short of space, or the letters are not clearly marked "for print" (I don't want to get into trouble with reprints without permission...)]. So, do write letters of interest to the hobby, but let me know I can print it! Thanks.]



## HOBBY NEWS, CONT.

morning prior to the second round of the Diplomacy Tournament. The second round was almost over, but we managed to collect quite a few signatures.

Backtracking to Saturday night, after the meeting was over, the only bad thing to happen to me was a decision to return to the hotel around 9:00 p.m. on the assurance that those of the postal hobby staying at the hotel would soon return. Well, they didn't and so a lot happened on the campus that night which I missed out on. (Would someone please write Impossable about that?) Anyways, there were others at the hotel including a few postal Dip people such as Ed Birean, Mike Rocamora and others--so it wasn't a total loss. My good friend, David Lilley, was at the hotel for the evening and I was able to watch him play one of the Blue & Grey Quad games, but that was the last I saw of him for I wasn't able to find him on Sunday morning (I looked into the SPI Demonstration Game of their Terrible Swift Sword game of Gettysburg.). I ended up that night in a Ed Birean Dungeons & Dragons trip and later on played some Dreadnought games (We found out how futile it was to fight a battle solely of the largest warships of the WWII era--their armor was so strong you couldn't sink them with your armaments!). For the second night in a row I stayed up til 3 a.m.

Sunday morning and another day arrived. As I've stated before, I helped to work out the Open Letter and then to get the signatures. The Constitution was worked out by the three mentioned above. In rough form, it calls for a 5-man council, with 1-year terms, unlimited terms, with 4 being able to boot out a 5th and so on. It is a model of efficiency, though we lose all the trappings of democracy (but we retain the annual elections to control our "dictators").

That Sunday afternoon saw the second round of the Diplomacy Tournament. I declined to play on the third board (almost made it to second board!) because I was nervous enough in the first round...and so I had time to enjoy the convention more. I was able to walk around and list those postal Diplomacy players who were in the second round. The list follows:

FIRST BOARD: (entire board listed, postal players underlined) Ron Killeen, Richard Halse, Clinton Matthews, Walter Blank (also defending champion), Daniel Mathias, and Bill Stone.

SECOND BOARD: Dennis Agosto, John Stevens, Jeff Powers, Don Pitsch

THIRD BOARD: Len Lakefka, Richard Kovalick, Drew Hulse, Hal White, Charles Spiegel

FOURTH BOARD: Doug Boyerlein, Frank Mollvaine

FIFTH BOARD: Fred Brenner

SIXTH BOARD: Brad Hessel

SEVENTH BOARD: John Handry

EIGHTH BOARD: Lee Kendter, John Baker, and Ferkin Doyle

NINTH BOARD: Mark Burden, Adam Gruen, Lee Kendter, Jr., Harry Drews

There were only nine boards returning from the first day--quite a fatality rate! As for myself, I can enjoy a friendly game of face-to-face Diplomacy, but when prizes are at stake, emotions get too high for me, and I can't stab too readily (if I had stabbed Germany, I'm sure I could have done much better...).

From John Baker, I learn the following additional information concerning the Diplomacy Tournament: The 1st place winner after two rounds was Thomas Reepe with 56 tournament points, with 2nd place going to Bill Stone, 55 tournament points.

The Best Countries awards were given to those who did the best in either of the two rounds for each country.

Austria: Clint Matthews, 17 units!!

England: Mike Maskaleris, 16 units

France: Emory Gross, Jr., 11 units

Germany: Bob Sergeant, 13 units

Italy: Bill Stone, 16 units!!

Russia: Michael Perfit, 13 units

Turkey: Dan Mathias, 14 units.

You can draw your own conclusion, but I have always noted that France doesn't do as well--perhaps the strategical play required for a French victory is harder to figure out during a fast moving game.

All in the all, the convention was a huge success like last year's. The only problems was its size: One could get lost or lose other people he is trying to find! There must have been at least a thousand at the convention, and maybe as high as 3,000. But, we'll have to wait to hear from AH about such things.

I bought only three games: The Russian Campaign (a recent AH release and said to be very balanced), and two games of the same genre, Napoleon and Quebec, 1759 by Gamma Two Games, Ltd., a Canadian Game Company. Both games are of the fun, military type. I bought The Russian Campaign because it looked like one of the easier WWII games and yet was still highly touted by the hard-core WWII wargamers.

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## HORRY NEWS, CONT.

Just two days before we left for the Origins II convention (and DipCon IX), I got my copies (yess, I bought two) of SPI's TERRIBLE SWIFT SWORD game. The title is most appropriate for it is a monster of a game--for any period it would be!--so it is sharp, terrible and swift to the point as a sword could be. Well, I spent most of my remaining vacation reading the 32 pages of rules. I will have to re-read the rules once more before I could hope to play competently the first time in solo format. I have the map set up on one-half of a pingpong table (that's how big it is...) and will put the units on the map when I finish with the second reading. It is recommended for any hardcore wargamer, no matter the period! For it is surely a big game and complicated enough to suit anyone's tastes! Finally we have a civil war battle game that is realistic! Imagine, rules to cover different formations and their effect on movement and battle. Different ranges of weaponry fire and effectiveness depending on the weapon type used, ammunition supply rules, two types of leader counters, plus thousands of counters for marking unit strengths (multi-step reduction!). In all, over 2,000 counters and a large map made up of three large maps makes for a terribly swift sword of a game though it can take a long time. They say the entire game takes 50 hours, but you can always try one of the "scenarios", actually, famous parts of the overall battle, such as Pickett's Charge for anywhere from 20-30 hours. Not an easy game...anyhow, I'm going to be taking a serious look at the game to

see if I can run one by mail in my Civil War game line, Glory Road.

Impassable's new format is on schedule (What? You mean you didn't know?!) and it should take place sometime this year. I have been fortunate in recruiting several workers/volunteers for guest gamesmastering, freelance writers and artists. People such as John Hendry, John Weeswig, Frank McIlvaine, Lee Kendler, Ed Bauer, John Baker, Adam Gruen and others have stepped forward to help make Impassable better than it ever was! My most sincere heart-felt thanks goes to these wonderful people! More on the continuing saga of change in future issues.

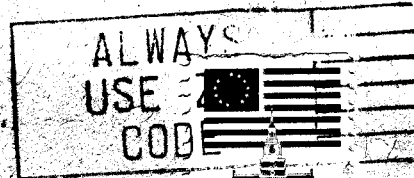
Just saw the closing ceremony for the XXI Olympiad. From Taiwan to the Naked Man running among the "Olympic Circles" on the field it has been another exciting Olympics. At least no one got killed... Next one is to be held in Moscow and I won't want to miss that! I'll just have to take time off from doing Impassable (if I'm still at it in four years...)

We've already seen the Democratic National Convention, and the Republicans are going to have blast at theirs next month... every four years we get this summer extravaganza of television coverage...

Hmmm...only a few lines to go with this issue. I must say that the month's vacation was something I really needed! I enjoyed it and I feel "renewed" to do another year of Impassable (but I think I'll start taking a month off each summer).

The Baltimore Origins II Convention was great and to close, here is a list of postal Dip people: oops, out of space! Peace.

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U.S.A.



United States 13c

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--La Rochefoucauld

Rod Walker  
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