

IMPASSABLE

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Impassable is a colorful journal of postal Diplomacy published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013
Phone: (717) 249-1343

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OPENINGS AND SUBSCRIPTIONS

There are still plenty of openings left in Impassable, but they are getting near to the limit for the zine. We now have seven games in Impassable plus six from En Passant. We will have to limit new games to three: one variant (Scotice Scripti III), one more novice game, and one experienced game (maybe limited to publishers only). After the En Passant games are returned to Greg Warden, we may have more room, but will have to make a decision about when to stop and leave space for articles, etc. besides the games. Write for free Game Application Form which must be filled out and returned with the game fee of \$5 in order to be accepted. Subs are 6 issues for \$1 in any multiple length of 6 issues. Add 18¢ per 6 issues if you want them air-mailed to you.

ADDRESSES: DELETIONS, ADDITIONS AND CHANGES

Richard Tovson has been assigned to a new location: USS Dewey DLG-14, FPO New York, NY. I haven't heard from Richard, so I don't know his zip code.

We have 14 additions to the mailing list: Davis, Gary B., Rt. 2 Box 37, Sanford, NC 27330; Dick, Douglas, 9468 Beecher Rd., Flushing, MI 48433; Gershenson, David, 120 El Camino Dr., Beverly Hills, CA 90212; Gray, Michael J., 7910 Village Trail Dr., Dallas, TX 75240; Holcombe, Ted, 10012 Valley Blvd., Apt. 38, El Monte, CA 91731; Hunt, David, 217 E. Front St., Adrian, MI 49221; Johnson, David, 3603 Rainbow Place, Nashville, TN 37204; Keller, Thomas D., 317 E. 12th St., New Albany, IN 47150; Naus, Hal, 1011 Barrett Ave., Chula Vista, CA 92011 (reinstated as a trader); Leerkamp, Jan Louis, 2412 Yorktown, Apt. 336, Houston, TX 77027; Stone, Rhea C., III, 2638 27th St.,

Sacramento, CA 95818; Verheiden, Eric, Rm. A324, G.R.C., Indiana University, Bloomington, IN 47401; Waldron, Darrel, McBride Rd., Edmore, MI 48829; White, Lowell, 228 Brookside Dr., Flushing, MI 48433.

Overlooked a COA--Douglas Hollingsworth has moved to 4402 Sheridan St., University Park, MD 20782. There were no deletions.

IMPASSABLE'S REPLACEMENT LIST

Here is an updated list of stand-bys for the several games in Impassable. We need several stand-bys for the two new games just started. Let me know if I overlooked anybody, or if you want to sign up for still more games.

Game 1970BJ: 1. Mark Thomas, 2. Mark Weidmark, 3. Howard Mahler, 4. Thomas Keller, 5. Mark Richter

Game 1972AZ: 1. John DePrisco, 2. Mark Richter, 3. James Fish, 4. Bill Abbott, 5. Harvey Lindauer

Games 1972BW: 1. Mark Richter, 2. Howard Mahler, 3. James Fish, 4. Mark Weidmark, 5. David Johnson

Game 1972BG: 1. Mark Thomas, 2. Mark Weidmark, 3. Harvey Lindauer, 4. Thomas Keller, 5. Bill Abbott

Game 1972CD: 1. David Johnson, 2. Bill Abbott, 3. Harvey Lindauer, 4. Thomas Keller, 5. Mark Richter

Novice Game #5 and Experienced Game #1 both need stand-bys. We think that five is enough to cover each game. All stand-bys are requested to have their own copy of the house rules, or to have access to one. House Rules for stand-bys are .15¢.

BACK ISSUES OF IMPASSABLE

Several people have asked for back issues that they don't have in order to complete their set. So, I will give the prices and the issues available: Issues #2 through #7 are .20 each except for #3 which is not available. Issue #1 and Special Editions #1 and #2 are available at .10 each. These last three are only 1 sheet each. Get all three for .15 as a package. There are only a limited number of all issues except for the last three mentioned of which there are plenty.

PLEASE KEEP YOUR ORDERS AND PROPAGANDA SEPARATE FROM YOUR LETTERS AND ARTICLES TO THE EDITOR. THANK YOU.

A DIPLOMACY WEEKEND AT THE JOHNSON'S

On July 15th and 16th, your editor visited Bob Johnson in New Jersey for a weekend of Diplomacy and other games. We all had a good time (I think there were about 14 people altogether that weekend) and ate all that good cooking Bob and Carol made up for their hungry visitors. This was my first face-to-face series of Diplomacy games, and I'll have to admit that I did rather poorly. I played in three Diplomacy games, one game of Origins, one game of City, one variant of Diplomacy, and one game of chess. I only won one game and that was in chess which I already had plenty of expertise. Still, that was a tough game and lasted til 4:30 Sunday morning. I managed to survive the variant game as a wandering one unit country. It seemed that my problem was that I didn't stab before my allies stabbed me. Also, I felt that the games went too fast. Of course I was the only one complaining about that point, but I am not a fast thinker. Excuses or none, I lost and lost miserably. I wonder how I'll make out at Chicago where the competition is supposed to be a lot tougher? I'll let you know about that later. I have a game played at Johnson's, but haven't figured it all out yet, and don't know if I'll publish it. If I do, it will take up a lot of space.

Again, many thanks to Bob and Carol for a very nice weekend, and I hope that they will have another weekend for Diplomacy soon.

CHICAGO AND THE IDA

Several readers have asked about the IDA, and what it was all about. Since I have made passing references to the IDA, I feel obliged to fill everyone in on this very fine new organization for Diplomacy players. However, the IDA is having a meeting at Chicago on July 22-23, and I will have a lot to write about that when I get back. So, I'll hold off until next issue to tell you all about the International Diplomacy Association.

WHAT EVER HAPPENED TO GAME 1972Fcy??????????

Well folks, that game was a fake game created for the dual purpose of helping me start my zine, and for an April Fool's joke. I kept it up for awhile, but writing up the entire game was not only taking up my time, but also wasting space in the zine. So, I

let it go. I had several people people signed up as replacements, and at one point thought that I might introduce them into the fake game one by one. But, I thought that this would be too nasty for a joke and so forgot about that idea. Still, those stand-bys have asked me to start a real game of anonymity. Well, I'm thinking about it, but will have to wait until this Fall to see whether I'll have room for it in this zine.

SCOTICE SCRIPTI III

This game was designed by Peter Comber and amended by Rod Walker. Rules and map first appeared in Rod's magazine, LOMOKOME (issue #4, Jan 10, 1969). The rules as they appear in this version are very different from those of the designer or amended by Rod Walker. It is different, also, from that currently being played in Don Miller's Diplophobia.

Both the rules and the map were different from the original Diplomacy. In that sense, then, both the rules and maps were variant forms of the original. In my version, the rules are no longer variant, but revert to regular Diplomacy rules, (as published by Games Research, Inc. in their 1971 edition of the rulebook). The map, however, remains variant. The scenario of Scotice Scripti and all of its versions is very early England and Ireland, circa 1014 a.d.. There are eight nations which can vie for power, and they are four Irish nations and four nations on the British Isles. To win, one nation has to gain control of a majority of the centers.

The map of my version has been changed to include more sea "spaces" and a minor change in the provinces and centers to help balance the power on the British Isles. I think that it is a playable game, and can be enjoyable in an "historical" sense with the players writing press releases in tune with that time period. I will soon have the map run off, and the additional rules needed are very few. Let me know if you are interested in playing this game. Only one game will be started. The price for rules and map will be about .25¢. The game fee will be \$5.00.

Fellows: if you want to know how she'll talk to you after you marry her, just listen to the way she talks to her little brother.

A little soft soap can make a man slip.

BIOGRAPHIES

Again, Impassable present 10 more biographies (not bibliographies) for the readers of this dippyazine. Please notice that we are not a yellow newspaper--it just looks like one (actually its beige).

Dick, Douglas--I was born on September 3, 1951. I am presently employed by my father as a carpenter. My interests include classical music ((Doug, look up Conrad von Metzke's Costaguana. It is loaded with classical music articles.--Ed.)), stamp collecting, wargaming, modeling World War II AFV's, and aircraft.

Gershenson, David--I'm 36 (11/26/35), single, and have a public relations agency and personal management firm, functioning primarily in the entertainment industry. I'm currently playing my first postal Diplomacy game (Crush!! 1972AX) and find it fascinating, challenging, exciting--and frustrating as hell! I'm looking forward to beginning my second game.

Gray, Michael--Experienced in face-to-face play of Avalon Hill Games, particularly Blitzkrieg. New to the world of Diplomacy; currently playing a game with some friends. Officer of a large downtown bank in Dallas, late 20's, married with first child due in December. 1965 Political Science graduate of the University of Texas. Currently completing Masters Degree in Economics. Am an avid reader of WWII history (specifically the ETO). Hobbies are bicycling, handball and model building.

Nielson, Robert--I am a high school sophomore of age 16. My present majors are science, mathematics and Spanish, and I plan to continue these in college. I have had some experience in FTF Diplomacy while none in PBM. As for conventional wargames, most of my experience comes from my work with Grundstein. I have playtested most of the ADA games, and have helped to design two. As for my outside interests, I am active in model rocketry and do some work with radio control airplanes. During the summer months I spend a lot of time boating and swimming (especially swimming). I also enjoy reading science fiction and I have collected a modest amount of paperback science fiction. I am looking forward to PBM Diplomacy.

Osmanson, William--None submitted

Ostapovich, John--I am a 20 year-old college Junior (Temple University, Philadelphia), whose major interests lie in the direction of broadcast news. I am a nut about a few things--sex, comic books, games, sex, sports, sex....Eh-hemmm! Right now, I'm employed by American Electronics Laboratories doing

junk work for the summer. I have introduced about 15 people around Philadelphia to the fun of Diplomacy and, surprisingly, they have all liked it.

Placock, Bill--I, a humble 24-year old law student, am undoubtedly the greatest all-round games freak ever to rise from the depths of Bucknell University. Ask anybody; I'm a living legend.

Pyle, James--I am 24 years old. I graduated from the University of Delaware in 1970 and am presently a Chemical Engineer for the B.F. Goodrich Chemical Company. I am at this writing in my first and only Diplomacy game. I have, however, played Avalon Hill war games since 1959. I am also entered in two Origins of World War II games in progress. ((I recently had the pleasure of being briefly visited by Jim, and seeing my first real dippy player was a great excitement.--Ed.))

Ray, Corbett--I'm twenty years old, and a Junior at Rice University. I'm a Pre-Med/Economics major. My hobbies include Avalon Hill wargaming, chess and science fiction (pretty standard for a wargamer). I also enjoy basketball, padded ball, girls (not necessarily in that order). My primary fault as far as postal Diplomacy is concerned is my tearable spelling, so please bear with me. Good luck to all.

Schleinkofer, Arthur--I am just out of the army, planning to return to school, but also looking for a job. I have two years of college completed, and expect to finish in night school. Hobbies include chess, geology, political science, history, and military science. I am 25 years old and have had my Diplomacy game for about three months.

Impassable--Stay tuned on this same zine for next issue and more self-portraits on our dippy players. Many thanks goes to all for cooperating in this most worthwhile endeavor--

"Ambition is an idol, on whose wings
Great minds are carried only to extreme;
To be sublimely great or to be nothing."
--Southey

"O cursed ambition, thou devouring bird,
How dost thou from the field of honesty
Pick every grain of profit or delight,
And mock the reaper's toil!"
--Havard

"Ambition is like love, impatient
Both of delays and rivals."
--Denham

IMPASSABLE PUZZLE #7

I promised that I would have a tough one this time, but I have changed my mind and am holding that one back until perhaps next issue or #9. In any case, I got a good one for this issue.

Six salesmen met in the club car of the Trans Continental Express. They sat in two rows facing each other, three on each side. Their names are Stark, Hart, Duffy, Carter, Waters, and Ring; they sell carpets, toys, glassware, hardware, boats, and jewelry, but not necessarily in that order. They are reading the catalogs published by their companies, but no salesman is reading his own company's catalog.

- 1) Stark is reading about hardware.
- 2) Duffy reads the catalog published by the company whose salesman is sitting just opposite him.
- 3) Hart sits between the hardware and jewelry salesmen.
- 4) The hardware salesman sits opposite the toy salesman.
- 5) Carter reads the carpet salesman's catalog.
- 6) Hart is a relative of the glassware salesman.
- 7) Waters sits next to the carpet salesman.
- 8) Stark sits at the end of a row, and he is not interested in toys.
- 9) Carter sits opposite the glassware salesman.
- 10) Ring lives in the south, and he is not interested in carpets.

Question: What product does each man sell?
Solution: will appear in the next issue.

PANDORA'S MAILBOX

This issue's letter is from Doug Beyerlein in which he speaks of his poll that was presented in many dippyazines as well as in Impassable (Issue #5).

From Doug Beyerlein---

"Now for a reply to Mark Weidmark's comments on polls. Mark brings up basically two points regarding polls. The first is that they are mainly a popularity contest. In part this is true. I doubt that any player is truly objective in evaluating his play or that of his opponent's. However, I think that this is only a minor failing of polls and how they work. The fact is that the most popular players are generally the best because they work at not making enemies and yet win time and time again. It is because the diplomacy between players in every game is largely a function of one player's popular appeal to another. No

one allies with his worst enemy. So all in all it may not be such a bad indicator after all. What is a more likely bad influence on polls is the popularity that many gamesmasters achieve from publishing excellent zines. Often this results in a higher rating in a poll for one or two players because they run very good zines while being good--but not great--players. Mark's second point is that a great player can go unrecognized because he is a new player. This is very true. If a great player entered his first Postal Diplomacy game today it would be at least two and more likely three or four years before he would surface to the top of any rating system. That is the time lag involved in all of the currently published rating systems. For a poll I would guess that the time lag is about one to two years if the new player is really good. That is how long it takes for the news to get around through the Diplomacy press and by word of mouth. There are few short cuts. Compare that with the fact that if you really want to be acknowledged as a great player in any rating system you need to win a minimum of three games and even then you are still a long way behind Birsan and Smythe. Polls aren't perfect, but then neither are rating systems.

BEYERLEIN PLAYER POLL NO. 4

The Results Are In!

Note: S means the score or total points tabulated from the ballots, N means the number of ballots listing the player's name on the top board or the second board. The number of first place votes are given in parentheses. Scoring is figured on the following basis: 20 points for 1st place, 17 for 2nd, 15 for 3rd, 13 for 4th, 11 for 5th, 9 for 6th, 8 for 7th, etc.

A total of 21 ballots were casted. Of these, 11 ballots were from Erechwon, 3 from Hoosier Archives, 2 from Xenogogic and Impassable, and 3 ballots from others.

Top Board	S	N
1. Edi Birsan (7)	261	17
2. John Smythe (1)	170	13
3. Tom Eller (1)	165	14
4. Rod Walker (2)	164	17
5. Doug Beyerlein (1)	140	12
6. Brenton Ver Ploeg	131	12
7. Andy Phillips	109	15

The second board is on the next page.
People with less than 61 pts. are not

listed here in Impassable. To find that out write to Doug Beyerlein.

Second Board	S	N
8. Randy Bytwerk (1)	71	7
9. Walt Buchanan	68	10
10. Conrad von Metzke	67	9
11. Eugene Prosnitz	66	9
12. Rick Brooks (1)	63	7
12. Hal Naus	63	9
14. John Beshara	61	6

The fifth poll will be conducted this coming winter. Ballots for BPP #5 will be distributed through all interested zines. All questions and comments should be sent to Doug Beyerlein, 3934 S.W. Southern, Seattle, WA 98136.

THE GUIDE TO THE GAMESMASTER (Part One)
by Lenard Lakofka

Preface--To date, the new gamesmaster has been left to mimick the results of other zines. At times he waits for two or three years as player before beginning the task as Gamesmaster. Yet there are problems and methods that can aid him at the beginning. It is my hope to open a few questions on gamesmastering and to, therefore, prompt other comments and to act as a guide in the field.

Introduction--This series of articles shall deal with:

- (1) Move receipt, transcriptions, and basic adjudications
- (2) Systems of notation and presentation
- (3) Insurance against player/GM loss of communication
- (4) Deadlines and Deadlines extensions
- (5) Precedent, Player notes, and Rulings
- (6) Substitutes, missed moves, poorly written orders
- (7) Houserules, and move typos as reader interest is motivated

1. Move Receipt, Transcriptions, and Basic Adjudications:

I'm sure you believe that much of what I say here is obvious, yet unless you are experienced in Gamesmastering you will expend much effort and lose a lot of time because of a lack of organization.

First, get a vertical file (or equivalent), a date stamp, a stapler and some blank file folders. Label each file with the boardman number and your zine designation. Label a file; Sealed Orders, Interest, and New Games.

Now, as the moves come in, date the envelopes if you are not putting the contents

in the file at once. If you do file the moves at once, date each set of orders. Watch out for more than one set of orders on a page.* See that the player's address, if it is new or a change, is on the piece of paper. File each move by its game #. Read the set quickly to see if the player has found a GM error, asks a question, or requests an extension! If there is a C.O.A., note it on a master list at once. When it is time to adjudicate take one game at a time and transcribe the positions from the prior season onto a sheet of paper in column form. If there are COA's or information connected with a player, note it next to his name.

Sort the moves out. The move with the oldest date, as written by the player, is used. If there is no date, use your date of receipt as stamped on the sheet. If you have a sheet with his date and one with only your date on it, select the oldest date. Give the Postmark preference over your date of receipt. If there is a clear doubt because the player failed to date his orders and/or the postmark is unreadable, and/or two or more sets have equal dates, toss a coin.

Now copy this set of orders. If he has misworded a location it will appear at once. If there is an ambiguity, go back and be sure your last season is correct. don't assume he's wrong!

Once all orders are transcribed, staple all orders (even ones we superceded) to the sheet! Unsigned orders are subject to non-acceptance. But be sure your houserules give a ruling on this point. The easiest system is to first see which supports are clearly cut "from the side." These supports are at once invalid. Miswritten supports and improperly written orders are also invalid. Now check all supported attacks for success. Remember that a unit dislodged may not give support. A chain of moving units will depend on whether the first one moves. Be careful to not have the first move fail but the others in the chain succeed. Do the convoys last. Be sure that no convoy has been disrupted and has also cut a support! I find "(Z)" and "(-)" signs are good for success and failure. Show your dislodgements, but don't list the possible sites of retreat! That leads to problems when you overlook one or two. If a piece is annihilated, show that, but be sure your houserules do not force this upon you. Be sure to proofread your text. You must be very careful to avoid allowing
(cont. next page)

any improper order to succeed or in fact to be used, such as FMAO-NTH. You will miss things, of course, but a little care and planning will save a lot of trouble.

Now place the adjudicated game, after typing on stencils, in a file for that magazine date. You should keep the set for one full season--don't throw them out!!

NEXT...NOTATION

Impassable--I thought that this would be a very interesting article to put in this issue as a counter-point to articles for the player. Perhaps the players themselves will be able to understand a little bit better about what the gamesmaster has to go through to run his games.

THE DEADLINE FOR NEXT SEASON IN ALL GAMES IS AUGUST 9, 1972, AT NOON.

The First Experienced Game

This is the fifth game to start in Impassable since we started in March, 1972. That has been at the rate of one game per month. The country preferences for each player follows below with final selections underlined.

	Preference Table
Ostapkovich	<u>E</u> <u>F</u> <u>R</u> <u>G</u> <u>I</u> <u>T</u> <u>A</u>
Cooper	<u>F</u> <u>R</u> <u>T</u> <u>I</u> <u>E</u> <u>G</u> <u>A</u>
Wrobel	<u>R</u> <u>T</u> <u>E</u> <u>F</u> <u>G</u> <u>A</u> <u>I</u>
Verheiden	<u>R</u> <u>F</u> <u>E</u> <u>T</u> <u>A</u> <u>I</u> <u>G</u>
Atteberry	<u>T</u> <u>I</u> <u>R</u> <u>E</u> <u>F</u> <u>A</u> <u>G</u>
Lakofka	<u>I</u> <u>F</u> <u>R</u> <u>T</u> <u>E</u> <u>G</u> <u>A</u>
Cairns	<u>E</u> <u>T</u> <u>R</u> <u>F</u> <u>G</u> <u>I</u> <u>A</u>

Cooper, Atteberry and Lakofka all got their unique choices. Wrobel and Cairns won their respective tosses. Verheiden and Ostapkovich got stuck with their lower choices. Now for the addresses:

Austria: Stan Wrobel, 7 Poland Village Blvd., Poland, OH 44514
 England: Steve Cairns, 1117 Linden, Apt. 7, Riverside, CA 92507
 France: Steve Cooper, 3073 S. Buchanan St., #B-2, Arlington, VA 22206
 Germany: John Ostapkovich, 3520 Chimney Swift Dr., Huntingdon Valley, PA 19006
 Italy: Lenard Lakofka, 4970 N. Marine Dr., Apt. 525, Chicago, IL 60640
 Russia: Eric Verheiden, Rm. A324 G.R.C., Indiana University, Bloomington, IN 47401
 Turkey: William Atteberry, 3535 Cambridge Drive, Springfield, OH 45503

Note: Eric Verheiden will be returning to 3245 S.W. 185th, Aloha, OR 97005 on August 18, 1972. The usual policy of starting with

Winter 1900 propaganda is being used for this game. Winter 1900 propaganda is not madatory, but gives everyone plenty of time to negotiate alliances, etc.. Winter 1900 propaganda are due August 9, 1972, at noon. Spring 1901 will be due August 30, 1972. Good luck gentlemen.

NOVICE GAME NUMBER FIVE

This is the sixth game to start in Impassable, however, this is only the fifth novice game to start. The country preference table is below. Final selections are underlined.

	Country Preferences
Gershenson	<u>F</u> <u>I</u> <u>T</u> <u>R</u> <u>E</u> <u>A</u> <u>G</u>
Waldron	<u>A</u> <u>G</u> <u>R</u> <u>T</u> <u>I</u> <u>E</u> <u>G</u>
St. Johns	<u>E</u> <u>A</u> <u>R</u> <u>T</u> <u>F</u> <u>I</u> <u>G</u>
Gray	<u>F</u> <u>G</u> <u>R</u> <u>T</u> <u>E</u> <u>I</u> <u>A</u>
Lindauer	<u>I</u> <u>F</u> <u>E</u> <u>I</u> <u>G</u> <u>R</u> <u>A</u>
Davis	<u>T</u> <u>A</u> <u>R</u> <u>F</u> <u>G</u> <u>I</u> <u>E</u>
White	<u>T</u> <u>E</u> <u>R</u> <u>A</u> <u>G</u> <u>F</u> <u>I</u>

Turkey was pretty popular with 3 vying for it. Naturally, only one got it. Thus, we find that White and Gray won their tosses. This doesn't mean that colors are losers as it just happened that way. Waldron received his unique choice for Austria. The addresses and names follows:
 Austria: Darrell Waldron, McBride Rd., Edmore, MI 48829
 England: Richard St. Johns, 246 26th St., Santa Monica, CA 90402
 France: Michael J. Gray, 7910 Village Trail Dr., Dallas, TX 75240
 Germany: Harvey Lindauer, 120-18 Aldrich St., Bronx, NY 10475
 Italy: David Gershenson, 120 El Camino, Beverly Hills, CA 90212
 Russia: Gary Davis, Rt. 2 Box 37, Sanford, NC 27330
 Turkey: Lowell White, 228 Brookside Dr., Flushing, MI 48433

The next deadline is August 9, 1972, at noon. The policy is to start with Winter 1900 propaganda, if any. Thus, Winter 1900 propaganda must be in by Aug. 9th, at noon. Have a pleasant war, gentlemen.

Game 1970BJ, Winter 1902

RUSSIA BUSY BUILDING UP THEIR FORCES! ALL NATIONS PAUSES BEFORE NEW OFFENSIVES!!

GM Errors: Last issue I had Aus F Aeg S A Bul-Gal. Change that to A Bul-Con. Also, Ger F Hel-Nth fails of execution. Tur A Ank is annihilated. Also, I overlooked 2

(Cont. next page)

units otherwise ordered to move: Aus A Bud-Gal, and Ger A Ruh-Bel. Both moves succeeds.

Winter 1902 Builds/Removals--

Austria (Beyerlein): Builds A Bud
England (Inzer): Disbands A Nor
France (Lakofka): Stands Pat
Germany (Cooper): Stands Pat
Italy (Phillips): Builds F Nap
Russia (Richter): Builds A Sev and F StP(NC)
Turkey (Gutierrez): Stands Pat

Winter 1902 Positions--

Austria: A Bul, A Tri, A Ser, A Gal, F Aeg, A Bud (6)
England: F Nth, F Eng, F NAT (3)
France: A Por, F Spa(SC), A Bre, F Mid (4)
Germany: A Bur, A Bel, A Pic, F Hel, A Kie, F Den (6)
Italy: A Mar, A Ven, F Lyo, F Wes, F Nap (5)
Russia: A Nor, F Swe, F Rum, A Ukr, A Ank, F Bla, A Sev, F StP(NC) (8)
Turkey: A Con, A Smy (2)

Propaganda--

London--Every day the Prime Minister goes to his mail box looking for at least one answer to all the letters he's sent. But, like General Halftrack, he has the growing feeling that the rest of Europe has forgotten him. This oversight has yet to be reckoned with.
London--What ever happened to the Calhamer Game called Diplomacy? Doesn't diplomacy involve some communication? Write if you get work, but until then, hang by your thumbs.

Moscow--Tzar Markovitch III wishes to express his gratitude to his German and Austrian allies for their help this year. He hopes that he can return the favor in the near future.

Oslo--Next time I'll enclose a stamped self-addressed envelope. Maybe then I'll be convinced I'm not playing with phantoms and spectres.

Spring 1903 orders are due August 9, 1972, at noon.

Game 1972AZ, Autumn and Winter 1901

AUSTRIA LEADS ALL NATIONS WITH SIX UNITS!
ENGLAND, FRANCE, AND RUSSIA ARE CLOSE BEHIND!

Autumn 1901 Retreats--

Germany: Retreats A Mun-Kie

Winter 1901 Builds/Removals--

Austria (Osmanson): Builds A Bud, A Tri, A Vie
England (Wiskow): Builds A Lon, F Edi

France (Mahler): Builds F Mar, F Bre
Germany (Placek) Stands Pat
Italy (Hollingsworth): Builds F Nap
Russia (Bessen): Builds A StP
Turkey (Thomas): Builds F Smy

Winter 1901 Positions--

Austria: F Gre, A Rum, A Ser, A Bud, A Tri, A Vie (6)
England: F Nth, A Den, F Nor, A Lon, F Edi (5)
France: A Por, F Bel, A Bur, F Mar, F Bre (5)
Germany: F Hol, A Sil, A Kie (3)
Italy: F Tun, A Pie, A Tyr, F Nap (4)
Russia: F Bot, F Sev, A Mun, A Pru, A StP (5)
Turkey: A Bul, A Arm, F Bla, F Smy (4)

Propaganda--

Berlin--The Imperial General Staff announced today that our forces meet with success everywhere. The barbaric Polish hordes have been expelled from Silesia, and the German community in the Dutch provinces have offered invaluable support. THE HOMEFRONT IS SECURE, FELLOW GERMANS! Further reports reaching headquarters about Polish incursions and raids in the Prussian sector have been denied.

Crowds outside the Imperial Palace, lead by the revolutionary Peter Jahn, demonstrated all day, in an unique show of support for the policies of our Kaiser. Long into the night the rallying cry was heard: "All Germans under one flag!"
Geneva--Herr Joseph Sonnenfels today addressed a meeting of Austrian exiles in this city. Emphasizing the need for cooperation among the powers of Central Europe, Herr Sonnenfels said, "No longer must the Austrian rampage through the Balkans proceed unchecked. We, the true representatives of the Austrian people, appeal to the enlightened Christian powers of all Europe to rally to our side, to force the power-mad favorites of our noble Emperor to stay their bloody course and to give back the independence of the freedom-loving peoples of Greece, Serbia, and Rumania." Ambassadors of Germany, Italy, and Russia, asked to comment on Sonnenfels' statements, expressed no opinion.

Giuseppe Garibaldi--The Italians are realists and understand why two other countries found it best to make a better deal. The Italians want to reassure both of these nations that revenge is not a major consideration in the Italian foreign policy. The Garibaldi Government is

willing to reopen diplomatic channels with these nations, but believe that they should begin with some conciliatory gesture. If interested, contact Rome before 1902. Moscow--General Hatton here. Russian blitz is now in danger of being cut off by German retreat. Warsaw threatened, Sevastopol threatened, St. Petersburg threatened. Worse yet, Austria is going to find the Turks tough defensively, the north clogged to immobility and no resistance to the northeast. Eyeties got their nose caught in the door in Munich, could be in deep trouble. Germans have talked to the English, could stall until Russians collapse. With Germany no threat and Russia in trouble, England in sweet spot. Scandinavia is their's and only the French block outright rout. And who knows what them Frogs will do?

NOTES:

COA--Douglas Hollingsworth, 4402 Sheridan St., University Park, MD 20782
Spring 1902 orders are due August 9, 1972, at noon.

Game 1972BG, Fall 1901

FIVE NATIONS TIED FOR FIRST WITH FIVE CENTERS

Austria (Pyle): A Vie-Tri, F Alb-Gre, A Ser S F Alb-Gre
 England (Keller, M.): F Nth-Bel, F Nwg C A Edi-Nor, A Edi-Nor
 France (Murray): A Gas-Spa, A Pie S Ger A Tyr-Ven, F Mid-Por
 Germany (DePrisco): F Den-Swe, A Kie-Hol, A Tyr-Ven
 Italy (Hrbek): F Ion-Tun, A Ven H, A Apu S A Ven H
 Russia (Fish): F Bot-Swe, A Ukr-Rum, A Gal S A Ukr-Rum, F Sev-Bla
 Turkey (Tovson): No orders received. A Ank H, A Bul H, A Con H

Fall 1901 Supply Center Chart--

Austria: Home, Ser, Gre (5) Builds 2
 England: Home, Bel, Nor (5) Builds 2
 France: Home, Por, Spa (5) Builds 2
 Germany: Home, Den, Hol (5) Builds 2
 Italy: Home, Tun (4) Builds 1
 Russia: Home, Rum (5) Builds 1
 Turkey: Home, Bul (4) Builds 1

Propaganda--

Blackpool, England July 29, 1901--Today top British scientists have disclosed that the D.K.R. is nearing completion of the world's first Atomic weapon. (Rumored to be somewhat like the "Elitz Kreig rule) When told that this was impossible, (or Impassable, as the

case may be), chief Byron Horns-Smedlish quipped, "We'll do anything to cheat." Buckingham Pallace, London--Today Prime Minister Don McCormick's administration was overthrown by the notorious Mike Keller and his "D.K.R.", reportedly meaning, "Das Keller Reich." How he got into the U.K. has yet to be explained...Keller was received with open arms and was entirely supported by the citizens of Groat Britain. Don McCormick has reportedly gone into military training (via West Point, USA) to regain his former position. Keller says that he will continue all of McCormick's previous policies and commitments, and also was reported to be mumbling, "No hard feelings, oh Don?"

Cupcakeville, Switzerland (Lakofka's byline for his analyses)---...And so the mind battle began. Some alliances are seen on the horizon at once, yet have they bit off too much to chew? England's Wilma Latush, Russia's Akm Asmov and Turkey's Aliben Pasha Sidyid have moved as most sane military doctrines would have led the old war lords, considering the uneasy Black Sea situation. In the other countries the madness of poor planning may be upon their rulers--unless Austria, Germany and France have formed a unique alliance. They will make tales of hammer and anvil unions look small as they bash Italy into dust. Hubert Heratio Humdinger can only sit on his haunches and clamp onto Venice, lest it fall. But now we can watch some brilliant counter strategy if Fra A Pie-Tus!, Ger A Tyo-Pie, and Aus A Vie-Bud, A Ser-Bud. Then build A Mun, F Mar, F Tri (If Austria loses its centers) and Italy goes bye bye.

England will enjoy this strategy as Belgium is en prise. Of course, the Grand Western Alliance could be forming and the Italian-Austrian foolish battle could be the (predictable?) insanity of a weak Italian player. So the minds must touch again (for Austria and Italy's sakes) and if they do not both may die as the Czar and Sultan wake up and in their union crush them both....and poor Doctor Bower tries to find the "master mind" of the seven. Deep "Space" Earth Date June 16, 1901--"So the Earth creatures are delving into the 'waves of speech'" said Mind Policeman La Gauche to his assistant Canardi. "Yes, and to that place our consciousness must go--shall we gain a Gronk to exterminate the planet?" "Unneeded Canardi, we shall use them against one another and help those trying to stop their tyranny."

(Cont. next page)

Rome, 4 July, 1901--King Ernesto il Cinzo finally emerged from a two week session with the various ministers of the government. The problem considered by the Council was the French invasion of Italy during the Spring; several of the participants were certain that the so called invasion was merely an errant brigade of truffle pickers. This conclusion was supported by the fact that the Frenchmen were accompanied by numerous hogs, the animal traditionally used to root out the hidden delicacies. Others were quick to point out that they thought the hogs were actually the battle mounts for the French soldiers. This theory was widely acclaimed because of the image of the warriors on pigs was so French. One or two obstinate ministers felt sure the hogs were the elite French officer corps leading the invasion. After the fortnight of discussions, King Ginzo decided that any Frenchmen, whether they be nosing truffle pickers or truffling nose pickers, could not be tolerated in Italy and promptly declared war on the French nation.

RRINGGG--"Hallo...Ja, this is the Kaiser's aide...Nein, he is in conference in the war room...Ja, you can call him there. Guten tag." Click.

RRINGGG. "Ja?...Ein momenten...Excellence, it is for you." "Ja, Kaiser here...Ja, I am just going over the war plans with the generals and the admiral...Ja, I ask them and will call you back. Guten tag." Click. "That was the War Minister. He wants to know what our strategy for the war is. He must let the Propaganda Minister know what sort of bull to tell the peasants. So, let's get down to business. You were saying, general?" "Ja, here is the overall picture as I see it. The Austrians are having a border dispute with the Italians that we can capitalize on." "How?" "Well, Excellency, since Russia is also attacking Austria I think we could get nowhere there. We can't afford to antagonize the Czar over a worthless bunch of mountains and creampuffs. I think we should let the 'Bear' have Austria." "What if the 'Bear' gets greedy and turns north?" "Of course, we keep our army in Munich...what is it called, the 'Beerhall Brigade'?...on alert just in case." "So, you are saying we should concentrate on the Spaghetti Benders?" "Ja, Excellency." "What about France, do the French have any plans toward Italy? And if so, how will it affect us?" "Our spies say France has some designs on Italy, only I don't know how reliable the information is." "Why are our spies in Paris unreliable?" "No. Excellency, but their information is a little, how shall we say it, funny." "So tell me what they say!" "It seems, so they

say, that Italy stopped all exports to France last winter. Well, the Premier has this strong craving for lasagna, and since Italy won't export it he has decided, so our spies say, to march on Rome and help himself. If this is indeed the case I think we should offer our assistance in return for French help in Venice." "And what will the Austrian Emperor do about all this, twiddle his thumbs? We have crossed his borders, you know." "I don't think Austria will give us any trouble. She will be busy with Russia. Besides, as long as we don't attack, I don't think we have to worry about Austria attacking. If she does then we can swing over to the Russian's side." "Why don't we ask Austria to help us in Venice in return for our help against Russia?" "Definitely not! We don't want to antagonize Russia. We must avoid war at all costs. I think it would be best, for now to stay neutral and not help either side." "Okay, but what about Sweden?" "We should take Sweden, if we can. It may come in handy as bargaining power with Russia if things start to get hot." "Can you take Sweden with your fleet, Admiral?" "I think you may have to mobilize another fleet, Excellency." "Okay, I'll think about it. General, better draft a message to Russia saying we will not interfere in Austria. Okay, that's all. We will meet again in the spring."

Stockholm, Sept. 1901--"I tank it gonna blow purty hard purty soon!"

St. Petersburg--An investigation was begun today into the failure of the Black Sea fllet to leave port on its recent good will tour. News columnist Jak Andersonivch in a copyrighted column announced the existance of the famous Sevastopol Papers which detail the neglect of seaman Andri Pondehovich who forgot to cast off the lines holding the fleet to the dock.

Winter Palace--Queen Ruby has summoned an emergency meeting with her councilors to discuss the recent events in Europe. The big question is, have all the heads of Europe gone crazy or has Boyer been mailing strange cigarettes with his zines? Only the shadow knows.

Impassable--No, I believe the players of this game were born a little too high.

Life is funny! Our family maintains a standard of living beyond its means because it is necessary to "keep up appearances." But when the neighbors do it, it's merely a case of "social climbing."

Game 1972BW, Spring 1901

AUSTRIA AND RUSSIA ATTACK EACH OTHER IN THE PROVINCE OF GALICIA! ITALIAN FORCES MARCH INTO TRIESTE! THIS MEANS WAR FOR EUROPE!!!

Austria (Hollingsworth): F Tri-Alb, A Bud-Ser, A Vie-Gal
 England (Nielsen): F Lon-Nth, F Edi-Nwg, A Lvp-Yor
 France (DePrisco): F Bre-Mid, A Par-Bur, A Mar S A Par-Bur
 Germany (Davies): A Mun-Ruh, A Ber-Kie, F Kie-Den
 Italy (Lindauer): A Ven-Tri, A Rom-Ven, F Nap-Ion
 Russia (Knudsen): A War-Gal, A Mos-Ukr, F StP(SC)-Bot, F Sev H
 Turkey (Abbott): A Con-Bul, F Ank-Con, A Smy H

Fall 1901 orders are due August 9, 1972, noon.

Propaganda--

France--We are disturbed by the disheartening rumors concerning an alliance between England and Germany for the purpose of the conquest of France. We hope that the other great powers of Europe will not stand-by and let this atrocity take place.

Italy (A Ven-Try)--Onward to Munich!!!

Italy, March 21, 1901--Recently, the Italian Government has received information from Albania and Greece concerning Austro-Hungarian action against these two countries. Because of prior commitments to these nations, we feel that it is our duty to intervene in this matter on their behalf.

Klaus Von Metternich--The Russians apparently are embarked on a course that can lead only to the dismemberment of both empires. Recant Oh Czar, for if we do not hang together, we shall surely hang separately.

Mathias the Magyar--The Austrians are most anxious to consummate their deal with Turkey and get on with the partition. If the Sultan will submit his final offer of terms, the Austrians will give it their prompt and sympathetic consideration.

Paris--News of a recent German mobilization in Munich has sent a wave of fear through the French cabinet here. As a result the army garrisoned in the capital city were given rations of wine and cheese and sent on their merry way to Burgundy as a defensive measure. The fleet in Brest was ordered to sail at full speed towards Portugal to replenish the city's dwindling wine supply. The fleet is expected to be gone for some time. The sail makers in Brest were on strike and as a

result, the fleet was forced to sail under oar power.

Scandinavia--Regardless of the recent drive by the Scandinavian nations to achieve unity, we urge the 3 great nations surrounding Scandinavia to consider the possibility of the peaceful occupation of Scandinavia. We do not wish to see useless fighting on Scandinavian soil. We would gladly make the concession of dividing Scandinavia equally between England, Germany, and Russia, so as to improve the relations between these 3 great nations, and to end this terrible crisis that confronts Europe. Vienna--The Dictator of Rome says he has found a friend and also an enemy. Let him remember that Austria-Hungary will be a friend only as long as he acts like one.

Game 1972CD, Winter 1900

EUROPEAN DIPLOMATS SPREAD RUMORS AROUND!

Propaganda--

Berlin, Nov. 23, 1900--Shootings to the nations of Europe. Germany is happy to announce the exchange of ambassadors with the following countries: England, France, Russia, and Italy. We regret, however, that our messages to Austria and Turkey have either been lost in transit or are simply being ignored by these two countries.

Berlin, Dec. 19, 1900--In keeping with our new policy of peace-keeping, the German Government is happy to announce a Russo-German non aggression pact.

Berlin, Dec. 20, 1900--King Robert of Italy and Kaiser Corbett of the German Federated Empire have signed a mutual defense pact in the Italian capital today. The pact states that "an attack on either of us will be considered an attack on both of us."

Rome, Dec. 30, 1900--Rumors have been spreading throughout the capitals of Europe of a total, all-out war that will soon envelop the continent. Treaties, supposedly, are being hastily created and broken amongst the great powers. King Victor Emmanuel III of Italy today expressed his views on the subject, after a sudden meeting with the Foreign Ministry.

"Negotiations with Italy's allies will continue, of course," His Majesty proclaimed. "A defensive alliance with the German Empire has already been signed, and other such pacts with our allies shall be formed in the near future. These agreements will be concerned solely with the defense of Italy and nations that are friendly with us. The Italian military is prepared to enforce

(Cont. next page)

the interests of these pacts against acts of aggression." "In the meanwhile, the movements of Italy's armies and navy will be strictly protective maneuvers. I sincerely hope that a general peace will evolve, instead of a devastating holocaust."

St. Petersburg--The Czar today announced his plans to keep Russia at peace in the upcoming war. These plans include a partition of Scandinavia with our comrades from England, and various shows of good will towards our neighbors to the south. However, the Czar never mentioned Kaiser Corbett or Germany. The Red Baron, via Vienna--Let me make one thing perfectly clear; I have no intentions of allowing the clumsy clutzes of Russky Land into the rightfully Austrian territory of Galicia for even half a year. For all it would take is half a year to get my people to breakout in hives from caviar. I have no intentions of allowing my people to come down with a hangover from conac and vodka, and be turned Marxists. Furthermore, I will not allow my people to get heartburn from Kaboski wrapped around dill pickles. I have one enemy and am looking for friends.

EP II (1971P), Autumn and Winter 1905

Autumn 1905 retreats--

France: No orders received. GM disbands F Wes and A Spa

Winter 1905 Builds/Removals--

Austria (Talbot) Removes A Vie

England (Cooper) Builds F Edi

France (open) NOR. One unit short for 1906

Germany (Lane) Stands Pat

Italy (Burt) Stands Pat

Russia (Rocamora) Builds A War, F StP(NC), F Sev

Turkey (McGee) NOR. Short one unit for 1906

Winter 1905 Positions--

Austria: A Ser, F Alb (2); England: F Nth, F Eng, A Hol, F Mid, F Spa(NC), A Bel, F Edi (7); France: A Bur, A Ruh (2); Germany: A Kie, A Mun (2); Italy: F Wes, F Tyr, A Ven, A Tri, A Vie (5); Russia: A Nor, A Den, F Bal, A Ber, A Sil, A Bud, A Rum, A War, F StP(NC), F Sev (10); Turkey: A Gre, F Aeg, A Bul, F Ion (4)

Spring 1906 orders due Aug. 9, 1972, at noon.

EPIII (1971Q), Winter 1906

Errors: Ger owns Edi and Eng is thus out. Ger is allowed to build 2 units.

Autumn 1906 retreats--

Germany: NOR. A Mos is Disbanded by GM

Winter 1906 Builds/Removals--

France (Rocamora): Builds F Bre, F Mar

Germany (Karp): Builds A Mun, A Ber
Italy (McGee): NOR. GM Disbands retreating A Vie

Turkey (Burt): NOR. One unit short for 1907

Winter 1906 Positions:

France: F Lon, F Tun, F Tyr, A Pie, A

Gas, A Pic, A Bel, F Bre, F Mar (9);

Germany: A Hol, F Nth, F Nor, A War, A

StP, A Sil, A Tyr, A Mun, A Ber (9) 1

short; Italy: A Gal, A Ven, A Apu (3);

Turkey: F Ion, F Gre, F Aeg, A Bul, A Rum,

A Sev, A Mos, A Ukr, A Tri, A Vie, F Bla

(11) Short 1 unit.

Spring 1907 orders due Aug. 9, 1972, noon.

EPIV (1971AP), Autumn and Winter 1905

Autumn 1905 retreats--

Italy: NOR. GM disbands retreating F Smy

Winter 1905 Builds/Removals--

Austria (Talbot) Stands Pat

England (Open) Stands Pat

France (Open) Stands Pat

Germany (Rocamora) Builds A Kie, A Ber;

is one unit short for 1906

Italy (Lane) No builds received, 1 unit short for 1906

Russia (Burt) No orders received, F Bla

is removed in accordance to Rule XIV.4

in Rules for Diplomacy, 1971 ed.

Turkey (Cooper) Stands Pat

Winter 1905 Positions--

Austria: A Gal, A Bud, A Ser, A Bul, A

Tri, F Gre (6); England: A Lon, F Eng (2);

France: A Pic, A Mar, F Mid (3); Germany:

A Bre, F Swe, F StP(NC), F Hol, A Edi, A

Gas, A Mun, F Nth, A Kie, A Ber (10) 1

unit short; Italy: A Tyr, A Boh, F Aeg

(3) 1 unit short; Russia: A Sev, A Rum,

A War, A Ukr, F Nor (5); Turkey: A Smy,

A Ank, A Syr

Spring 1906 orders due Aug. 9, 1972, noon.

EPV (1972P), Autumn and Winter 1902

COA: Mark Kleiman, %Lowenstein For Congress,
383 Pearl Street, Brooklyn, NY 11201

Errors--The GM overlooked a set of orders forwarded to him by Warden for Austria. They follow (1902 Fall)--A Ven-Rom, A Bud S A Ser, A Ser H, F Ahr-Ion, A Tyr-Pie Thus, Austria keeps Ser and gains Rom. Also, German A Ber was annihilated in Fall 1902. To top this off, the GM forgot to inform the Austrian player he has a build. Thus, no builds this time for Austria, but the GM asks for Austria to submit his build for next time along with his Spring (Cont. next page)

1903 orders. Everyone else can make their Spring orders conditional upon the Austrian build. Sorry about this mistake, but I hope that everyone will cooperate in this solution.

Autumn 1902 Retreats--

Germany: Retreats F Den-Hel

Winter 1902 Builds/Removals--

Austria (Kirschenbaum) NOR. One unit short, but will be made up next time.

England (Rocamora) Builds F Lvp, A Lon

France (Talbot) Builds F Bre

Germany (Tretick) Removes A Kie

Italy (Open) Stands Pat

Russia (Aleiman) Builds A War, A Mos

Turkey (Getty) Builds A Con

Winter 1902 Positions--

Austria: A Rom, A Bud, A Ser, F Adr, A Tyr (5) 1 unit short temporarily; England: F Den, F Eng, A Hol, F Nth, F Lvp, A Lon (6);

France: A Bur, A Pic, A Mar, F Tun, F Tyr, F Bre (6); Italy: A Mun, A Pie, F Ion (3);

Russia: F Swe, A Ber, A Sil, F Bla, A Rum, A War, A Sev (7); Turkey: A Bul, A Gre, F Aeg, F Eas, A Con (5)

Spring 1903 Orders due Aug. 9, 1972, at noon.

EPVI (1972BU), Fall 1901

RUSSIANS GO UNORDERED! ENGLISH LAND IN BEL!

Austria (Birsan): A Vie-Tri, F Alb-Gre, A Ser S F Alb-Gre

England (Eller): F Nwg-Nor, F Nth C A Edi-Bel, A Edi-Bel

France (Cooper): A Bur-Mun, F Mid-Por, A Mar-Spa

Germany (Talbot): F Den-Swe, A Ruh S Eng A Edi-Bel, A Kie-Mun

Italy (Rocamora): A Ven H, A Apu-Tun,

F Ion C A Apu-Tun

Russia (Burt): NOR. A Gal H, A War H,

F Sev H, F Bot H

Turkey (Naus): A Arm-Rum, A Bul S A Arm-Rum, F Bla C A Arm-Rum

Fall 1901 Supply Center Chart--

Austria: Home, Ser, Gre (5) Builds 2

England: Home, Nor, Bel (5) Builds 2

France: Home, Por, Spa (5) Builds 2

Germany: Home, Swe (4) Builds 1

Italy: Home, Tun (4) Builds 1

Russia: Home (4) Stands Pat

Turkey: Home, Bul, Rum (5) Builds 2

Winter 1901 Builds due Aug. 9, 1972, noon.

THE EDITOR SPEAKS OUT

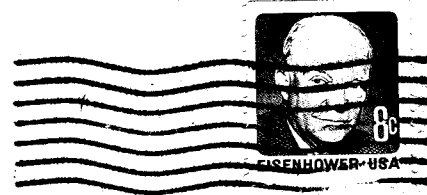
Well, this is the end of #7 of Impassable. Most significant change has been to using one color only for Impassable. We hope that the readers will find it an improvement.

Only two problems cropped up this time around and they were that propaganda was getting too long. Will have to start cutting them down. Also, a problem of finding replacements for the En Passant games still exists. It seems that no one wants to fill in on the other games. In contrast, Impassable has 5 people standing by for each of its games. The only thing to do is to leave those positions open.

I have tried to get this issue out on time as I am going to Chicago this weekend. Normally, I get Impassable out on Saturday, but will be leaving today, Thursday. I got everything typed, but will have to run it off after I get back on Monday. Will try to run some off today to take to Chicago. Will have a report on Chicago in #8. Peace.

IMPASSABLE

117 Garland Drive
Carlisle, PA 17013
U.S.A.



TO:

Conrad Von Metzke (T)
P.O. Box 8342
San Diego, CA 92102

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