

Marsovia

Game 1966-N

April 25, 1968

STATEMENT BY C.F. von NETZKE, THE NEW PUBLISHER (FOR THE MOMENT, ANYWAY): Since the only builds were by myself and Dan Barrows, I took the small liberty of inserting them into this issue, rather than waiting until they could be sent to, and processed by, Bob Ward. Please send all moves, etc., to Bob (not to von Netske).

MARSOVIA (66-N) - Fall 1908 Moves

- AUSTRIA (Walker):
 - a budapest stand (annihilated)
 - a serbia stand (annihilated)

- ENGLAND: (von Netzke):
 - a berlin support french a burgundy - munich
 - F KIEL SUPPORT BERLIN
 - F SWEDEN - GULF OF BOTENIA
 - F NORTH SEA STAND
 - F BARENTS STAND
 - A NORWAY - FINLAND
 - A ST. PETE - LIVONIA
 - F BALTIC SUPPORT ST. PETE - LIVONIA

- FRANCE (Barrows):
 - A PICARDY - BELGIUM
 - a burgundy - munich
 - A GALICIA - BUDAPEST
 - A VIENNA SUPPORT GALICIA - BUDAPEST
 - A BOHEMIA - GALICIA
 - A TRIESTE - SERBIA
 - A ALBANIA SUPPORT TRIESTE - SERBIA
 - A VENICE - TRIESTE
 - F ADRIATIC SUPPORT VENICE - TRIESTE
 - F IONIAN - EAST MED.
 - f greece - bulgaria (sc)
 - f aegean - bulgaria (sc)

- RUSSIA (Latimer):
 - a warsaw - moscow
 - a livonia - moscow (annihilated)
 - A BULGARIA - RUMANIA
 - F BLACK SEA - SEVASTOPOL
 - a silesia - munich
 - f prussia - berlin

- TURKEY (Brannen):
 - F CONSTANTINOPLE - BLACK SEA
 - A SMYRNA STAND
 - A ARMENIA SUPPORT SMYRNA

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AUSTRIA: ~~Kiel~~, ~~Berlin~~, ~~Serbia~~ (0) Out of game.

ENGLAND: London, Liverpool, Edinburgh, Sweden, Holland, Kiel, Norway, Denmark, St. Pete., Berlin (10) Build TWO. (one annihilated)

FRANCE: Paris, Brest, Marseilles, Spain, Portugal, Linnis, Naples,
Rome, Munich, Venice, Belgium, Vienna, Greece, Trieste, Budapest,
Serbia (16) Build THREE.

RUSSIA: Moscow, Warsaw, Sevastopol, Rumania, Bulgaria, ~~W/LL~~
(5) EVEN. (one annihilated)

TURKEY: Constantinople, Smyrna, Ankara (3) EVEN.

MARSOVIA (66-N) - Winter 1908 Builds

ENGLAND: Army London, Fleet Liverpool.

FRANCE: Army Paris, Fleet Brest, Fleet Marseilles.

+ + + + MISCELLANEOUS + + + +

1. I have been inducted at last. As this game is about done, I will continue to publish until its completion but will then suspend publication. Players are asked to send moves in as soon as possible. See new address below.
2. In looking back over the first issue I see I never set a victory criterion. So...for a victory in MARSOVIA a player must have, at the end of any move (with Winter move treated as separate from Fall moves), a clear majority of all the pieces on the board. That is, if centers is not sufficient, but 17 pieces will constitute a victory if, as the result of an annihilation or failure to build, there are only 33 pieces on the board.

DEADLINE FOR SPRING 1909 MOVES IS MAY 13, OR SOONER IF POSSIBLE.

New Gamesmaster's Address (ah...Gamesmaster's New Address, that is):

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This issue is going out to all players, plus ex-players, plus various other gamesmasters. The last issue was never published, but will be soon (to keep files straight) and sent out with the next issue.

CHI SPIEGAR PUO IL MIO CORDOGLIO? -- C.F. Madini