

WILD



WOOLY



CHOOSE
YOUR
OWN

COUNTRY

4 Game Speeds!

This is Wild 'n Woolly, a Diplomacy publication published each 9 days by Dan Brannan, Apt. #5, 106 South Edgemont, Los Angeles 4, Calif. 90004.

Editor and Gamesmaster	Steve Cartier
Assistant Gamesmaster	Phil Castora
Art Director	Luise Petty
Choreography	The Nairobi Trio

Subscriptions: 20 issues for \$1.00

To enter games, your choice of plan A or plan B.

Plan A: \$3.00 for the first game at each speed and \$1.00 for each additional game at that speed paid for at the same time. There will be no further charges or assessments as long as you are in the game. You may withdraw at any time before the deadline for the Fall 1901 retreats and enter a new game at no charge.

Plan B: No entrance fee but \$1.00 must be paid with the Spring move or sooner of each even numbered game year. No moves will be accepted when you are behind in payments. When a player does not pay the fee, he will be considered as resigned and his units will hold until all of the missed payments are made up.

NOTE: There will be five extra days between deadlines and publishing dates over Christmas.

Every player will choose his own country to play but no player will have any advance knowledge of who he will be playing against. This was planned to make the games more fair and equal.

You may enter as many games as you like, playing the same country in each one or playing any selection of countries you prefer. Each time that we have an entrant for each one of the seven powers at one game speed we will publish a Tentative game list, one issue will be skipped and then the Final game list will be published. The Spring 1901 move will be in the following issue.

If you do not care for the assembly of six about to come charging at you, you will have approximately 12 days from the publishing of the Tentative game list in which to withdraw; and be entered into the very next game list put together after I receive your notice of withdrawal. Even after that you will still have another 25 days in which to drop out and enter a new game at no charge.

To subscribe or to enter games, write to Dan Brannan, Apt. #5, 106 South Edgemont, Los Angeles 4, California, 90004. State your choice of country or countries and your choice of game speeds. (see page 8)

When you make a payment, please specify which payment plan you are using and which game it is for if you are already in a game.

You may subscribe now and your subscription dollar can be credited to any entrance fees that you pay in 1964!

Diplomacy for understanding your fellow man

"Man is by nature a political animal"

— Aristotle

Any close game of Diplomacy usually includes some very heated discussion and sometimes some minor violence. This gives outsiders the impression that the game is rough and vulgar and definitely not the sort of game for nice people.

What the outsider never sees is the learning processes a player must involve himself in to play the game. First, the development of the great patience necessary to get anywhere at all and second, the painful brain straining procedure of trying to predict the opponents' move. The only way that you can predict the opponents' move is to fully understand them and their viewpoints.

The constant consideration of other people and their viewpoints readily becomes habitual to a constant player of Diplomacy. Of course, this is the very thing which drives many people from the game. They don't want to try to understand any other people. Women in particular, dislike the game of Diplomacy for this reason. American women are essentially very self-centered creatures who think that every man should want to support them.

* * * *

Diplomacy Is a Way of Life;

Or,

Suicide, Anyone???

Steve's remarks immediately above don't seem to me to be the remarks of a real Diplomacy fan. He seems to feel that Diplomacy is conducive to True Understanding between people, which, as we all know, is all we need to solve all of the world's problems. The real world, that is. You know, that world they write about in the newspapers -- the one with Goldwater and Johnson and Brezhnev and Mao and de Gaulle and like that. (If you don't recall who these people are, ask a friend.)

Anyway, it seems to me that in trying to predict the other players' moves, or try to understand them, you'll realize that they're all out to GET YOU! All six of them! Some of them will seem to cooperate for a while, but all the time they're just waiting for an opportune moment to stab you in the back.

After a while, you can get pretty paranoid if you don't watch yourself. In fact, you can get pretty paranoid even if you do watch yourself.

I've seen it happen to good men. Nice, trusting young men, well-balanced, their mothers' pride. I've seen them turn into vicious, skulking couch cases. One in particular I used to know quite well, and admire. Now, you can't even say to him, "How are you?" without seeing his eyes narrow as he thinks "Why does he want to know how I am? What is he after? How can I strike at him before he has a chance to get me? Should I write a letter over his name to Adventure Comics? Or should I expose him in the Cult as a heterosexual?"

Sometime if you're in Los Angeles you might see him, furtively crossing the street against the light while the corner traffic officer is looking the other way, putting "Gallbladder for President" stickers on cars

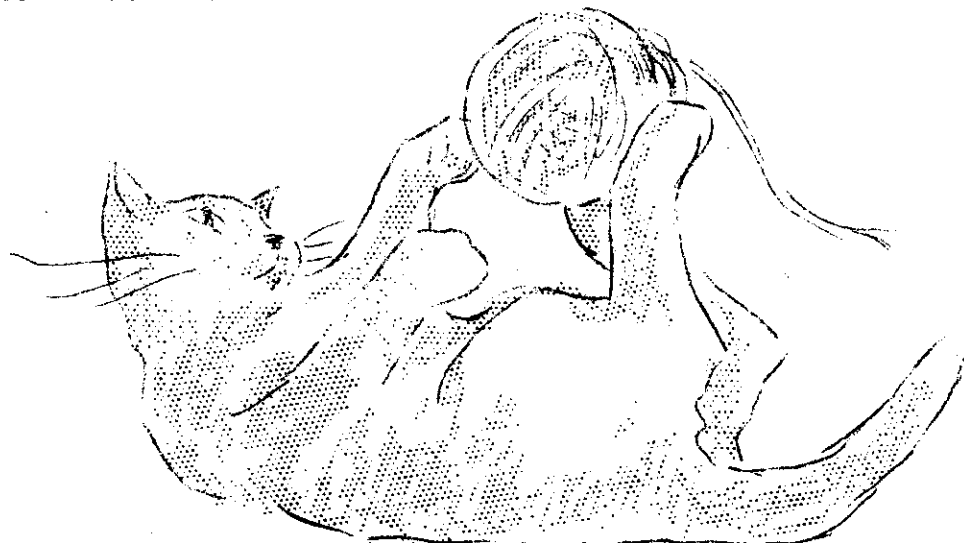
parked in front of the local Republican headquarters, painting out the "Not for the deposit of mail" on sidewalk mail storage boxes. Lately, he'd started a campaign with some people who used to belong to nut cults that have been exposed in The National Inquirer; they've been trying sabotage water fluoridation plants so that they over-fluoridate the water.

Analysts haven't yet given up on him, altho one confided to me privately that he hadn't any idea how soon anything really effective could be done for the poor fellow. A couple of Freudian purists are convinced he's putting them on, and have become interested in Diplomacy themselves. Sometimes I wonder about these headshrinkers.

Anyway, from my own experiences, as well as from expert advice from various other sources, I've come up with a method of treatment you can use if you catch yourself falling off the deep end. First, restrict your reading to Pollyanna and, if your case isn't too far advanced, the Oz series. Don't watch anything on tv except Walt Disney's program and things like "Leave It to Beaver", "Lassie", and "My Favorite Martian." Educational programs are all right, too, except of course for programs on political science, etc. Associate only with very small children, and little old ladies outside of Pasadena and other Republican strongholds. Above all, stay out of political arguments with John Boardman. Even if this treatment doesn't succeed, it will at least slow the progress of the disease. In extreme cases, try alcoholism or narcotics addiction.

A movement has been started, a sort of "Diplomats Anonymous", where if a member has an uncontrollable desire to experiment with a certain intricate set of moves, he calls up another member to come over and try to talk him out of it. Unfortunately, it hasn't worked out too well, as generally the other member comes over, sets the positions up on the board, and tries to defend. The last I heard, they were trying to smuggle their moves back and forth at the local Jello foundry.

I hope Steve can read my crayon scribbles; they don't allow us to have sharp instruments in here.



The Art of Losing
OR
Good Sportsmanship to the Height of Ridiculousness

"Surely he fights again, again;
But when ye prove his line,
There shall come to your aid my broken blade
In this last lost fight of mine!
And here is my lance to mend (Haro!)
And here is my horse to be shot!
Ay, they were strong, and the fight was long;
But I paid as good as I got!

— Kipling

What sours so many on the game of Diplomacy is that for each winner there must be six losers!

Outside of Golf, most people are not willing to continue to play at any game in which they cannot become proficient enough to win at least half of the time. But in Diplomacy, the player who wins half of his games must wait a long time before he wins another! The other players will quickly put him out of the game first to protect their own slim chances.

A realistic player does not expect to win in Diplomacy. He goes into each game believing that he might have a chance. The best that anyone can ever hope to do consistently is to lose well.

Once you are put out of the game, it is nice to be able to look back and say that your moves counted. If you managed to insure your ally's eventual success or if you put your chief opponent on the road to defeat with your dying move, you have good reason to be proud. But, the player who should be the proudest is the player who kept faith with all of his agreements and did not sneak into an invaded nation's undefended flank. He's the one whose chances are greatly improved for the next game!



Diplomacy versus Diplometry

"Never smile at a Crocodile"

- Old Diplomacy Song

I do not know what Allan Calhauer had in mind when he designed the game but I do think that the main point of the game has been overlooked or at least sadly underdeveloped.

The player who grabs supply centers as fast as possible is usually the first one out of the game. The player who concentrates on strategy and tactics usually does well on a move for move basis but he still loses most games. Diplomacy is not checkers or chess.

Look up the word "diplomacy" in the dictionary and you'll find the only sure way for becoming a close contender in the average game. The point is that if you have six other players on your side you can win. We watched a fellow make consistently stupid moves. Yet he won the game simply because he was a nice guy and it was his first Diplomacy game. He was the only who got any co-operation.

For practical application,; if you can talk the other players out of just one supply center every two or three years, you'll end up with 34.

Of course, no one will co-operate with you if they think you are co-operating with an opponent. It requires some fancy footwork sometimes to keep everyone happy. There are many easy ways of getting around this problem however. The worst of it is that sometimes your moves may look very stupid but this convinces people that you don't have a chance and that way they won't attack you in self-defense.

The theorem presented here becomes difficult when you have an "ally" who wants to tell you how to write your move. Fortunately this is the kind of person whose thinking is most easily controlled and you can usually cause him to decide what you want him to decide.



ASSISTANT EDITORIAL

by Phil Castora

Since I'm going to be in one or another of Steve's games, and since I'm listed as "Assistant Gamesmaster", we'd better straighten out one thing right away. My "Assistant Gamesmastering" will consist entirely of arguing futilely with the Gamesmaster when he does something I disagree with. And believe me, I use the word "futilely" advisedly. So you won't have to worry about any possibility of undue influence in any game I might be in. As for any bias on his part, he's one of these people with a one track mind. When it comes to Diplomacy, he may not be quite the purist some others are, but Rules are Rules, and no nonsense!

Apart from that, however, he's real easy to get along with especially in a Diplomacy game.

One thing I'll try to do is avoid editorializing on current situations-- there was a case in a recent issue of Ruritania where the editor suggested that a certain extremely strategic province be occupied by one or another of the principal combatants; as if happened there had been a treaty between them concerning the province which neither had been willing to violate so far in the game; the following move resulted in its occupation, however; how much this was due to the editor's suggestion is not known -- to me; at any rate-- and so I'm going to avoid commenting on any possible moves, restricting my remarks to generalities, or at least to past events in any actual games.

If anyone has any complaints, they should be referred to the Complaint Department -- Bruce E Pelz, Box 100, 308 Westwood Los Angeles, California, 90024. Of Course, Bruce doesn't have anything to do with this publication, but boy, can he handle complaints.

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Rules for entering games

1. English and European players will be given priority in the slow games, (The Games of The Dragons) however I do not expect more than one or two players from overseas. The slow game is designed primarily for people too busy to keep up with the demands of correspondence in a game at regular speed.
2. No women will be allowed to enter any of the games.
Exception: Widows will be allowed to complete any games commenced by their deceased husbands.
3. You will have 2 issues (approx. 12 days) to withdraw from a game list without losing your seniority to play that particular country. You will have until the day before the deadline for the Fall 1961 Retreats to withdraw and enter another game without charge.
4. Only one player from each general area will be permitted to enter each game. This means that each game will have one player from Los Angeles, one player from Youngstown, one player from Scarborough, and no more than 3 players named John.
5. You may subscribe now and your dollar will be credited to your entrance fee if you enter in 1964.

As you may have already noticed, an exception has been made to rule #1 on the next page in an exception to the statement in the Diplomacy rules that countries are to be chosen by lot. In exchange for this procedure and to make the games more even and fair for all of the players we are going to carry several games so that no one will know when they enter who the other players are going to be in the game with them.

CONTEST

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"The beginning is the most important part of the work"

- Plato

A free game at the regular speed (plus \$1.00 for each additional game at regular speed may be paid to Wild 'N Woolly) will be awarded to the man who sends us the best opening move for France with a complete explanation. In case of tie we'll use the 2nd move as a tie breaker but no duplicate prizes will be awarded. This contest closes November 10, 1964. The decision of the Editor (Steve Cartier) is final.

GAME SPEEDS

The Game of The Tigers (Regular game)	One game year per 5 issues or each 45 days. payments, plan A: \$3.00 plan B: \$1.00 each even numbered game year on or before the Spring move. (\$1.00 each 90 days)
The Game of The Dragons (Slow game)	One game year per 10 issues or each 90 days. payments, plan A: \$3.00 plan B: \$1.00 each even numbered game year on or before the Spring move. (\$1.00 each 180 days)
The Game of The Wolves (Fast game)	One game year per 2 issues or each 18 days. payments, plan A: \$3.00 plan B: \$1.00 each even numbered game year on or before the Spring move. (\$1.00 each 36 days)
The Game of The Devils (Blitzkrieg or Heartbreak)	One game year per issue each 9 days! payments, plan A: \$3.00 plan B: \$1.00 each even numbered game year on or before the move. (\$1.00 each 18 days)

A ten dollar prize will be awarded to the first player to hold 34 supply centers in Blitzkrieg.

Rules to be followed by the Gamesmaster

A free game will be awarded to the player against whom an error is made by the gamesmaster either in the application of the Diplomacy rules or in the application of precedents.

1. All of the original rules as published by Games Research, Inc. will be adhered to. (except for the choosing of countries by lot.)
2. A precedent set in a game will be followed throughout that game.
3. No conditional move will be accepted.
4. No joint moves will be accepted. (This means that moves from any two players if mailed together should be sealed in separate envelopes.)
5. Any unit attempting to move may be supported only to where it is going. If stood off it cannot be supported in the province it is in.
6. A unit attacked with more force than it has supporting it must retreat even though the attacking force is stood off by another attacking force. (This leaves the disputed area unoccupied.)
7. When a unit is successfully attacked from a given province that it is attempting to move to it still stands off any equally supported or less supported unit attempting to follow into that given province.
8. No moves, retreats, or building of units will be done for any player by the Gamesmaster and no retreats will be made automatically or conditionally. Even though there is no choice involved any unit which is dislodged and not given a retreat order will be removed from the play.
9. Deadlines will not be postponed for any reason with the one exception of the extra five days over Christmas. Please note that the deadlines published are postmark deadlines and not receipt deadlines. Local players must hand in their moves on the deadline date or mail them. Moves sent in by night letter must be dated for the deadline date or sooner.
10. When someone resigns from a game, his units all hold for the duration of the game. If a player wishes to replace another player, he must first receive permission from the Gamesmaster and possibly pay a small fee, and then all of the other players still in the game must agree to the replacement before any moves will be accepted from him.
11. The rule against the exchange of positions between two units will be adhered to regardless of what fancy convoy maneuver may be attempted to effect the exchange.
12. The decisions of the Gamesmaster and his assistant are final.

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In the games at regular speed, one issue will be published for the Spring move, the next issue will be the Spring retreats, the next issue will be the Fall move, the next issue will be the Fall retreats, the next issue will be the "Winter" move for build orders, and the next issue will be the Spring move of the following year. In the Slow games, the order will be the same with an extra issue in between each action. In the Fast games, all retreats must be included with the moves and build orders must be included with the Fall moves. In Blitzkrieg, well, good luck!

From: Dan Brannan
Apt. #5
106 South Edgemont
Los Angeles 4
California
90004

THIRD CLASS MAIL
(printed matter only)

*Bob -
Thought interesting
I joined as Australia
Hungary*