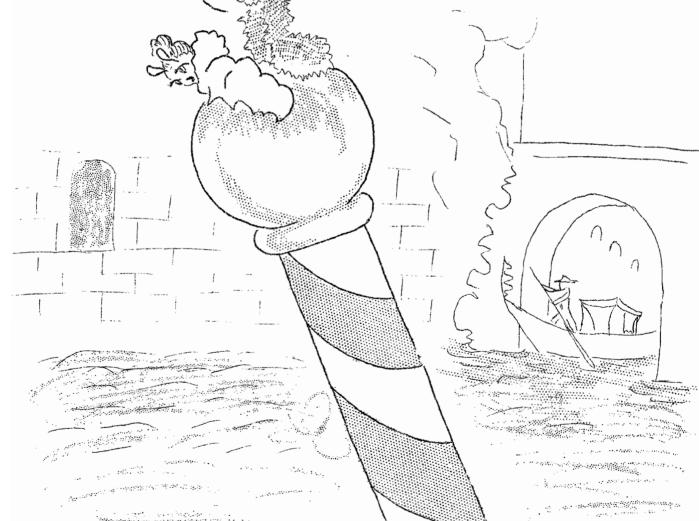
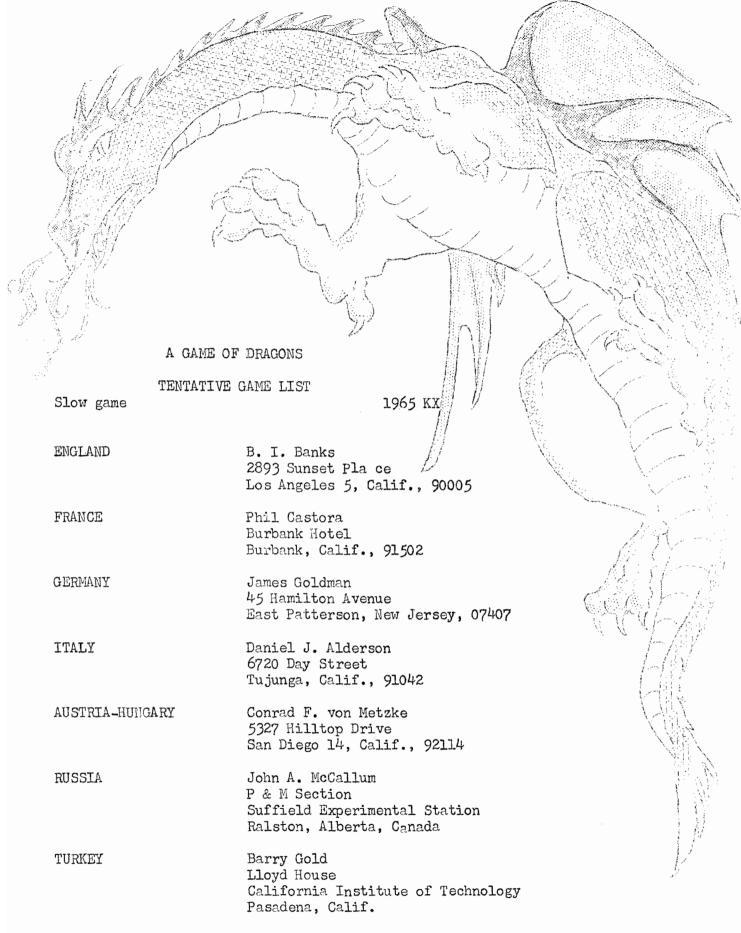
WOOLY

I should have paid him that extra 10 Lire





POSTMARK DEADLINES:

To withdraw without losing your priority

for this particular country; February 21, 1965

THE SPRING 1901 MOVE; March 9, 1965 THE FALL 1901 MOVE; April 14, 1965 1965 KL (Warszawa PAP) In an official release issued by the Army Cheif of Staff, Gen. Maximilian Schneetrager, the Polish government announced that it had apprehended "two agents of a foreign power" in connection with the attempted assassination of two Federal Ministers last week.

In a late evening suprise raid, four men fired on Minister of Information Dr. Tadeusz Szkamiasza and Minister of War Admiral Dr. Iwan Ivanovich Lobachevsky-Smelch as the government party was leaving the Parliment house. Dr. Szkamiasza was slightly wounded in the attempt. Protecting policemen killed two of the attackers but have refused to release any information about them.

The Army did not give any details as to the identity of the foreign power which had sponsored the assassins, but it stated that "appropiate drastic action" was being taken on diplomatic levels.

Meanwhile, the new Constitution which would convert the Empire into a Parlimentary Republic was debated for the tenth straight week in Parliment today. Emperor Conrad I again publicly urged adoption of the Constitution, but opposition in the legislative chambers is growing and observers give little prospect of passage. It is widely believed that special elections fo fill six vacancies in the Lower Chamber next week will be the first real test of public reaction to the constitution which the Emperor presented last Autumn. LATE BULLETIN: The Polish Ambassador to Denmark who just returned to Warszawa after quitting his Diplomatic Post, has publicly denounced the German Empire for "unmitigated barbarism" in what the Ambassador called a "divide and conquer military". orgy".

Dr. Otto Pflueger, tha Ambassador, and German by birth, urged that retalitory measures be taken against Germany immediately. There was no comment from the foreign ministry and it was not known whether or not Dr. Pflueger was expressing an opinion or the official view of the situation.

er og villet er i ås. Mes: Deployment of Forces:

 $\mathbf{v}_{\mathcal{L}_{\mathcal{A}}} = \frac{\int_{0}^{\infty} \mathbf{v}_{\mathcal{A}} \mathbf{v}_{\mathcal{A}}}{\mathbf{v}_{\mathcal{A}} \mathbf{v}_{\mathcal{A}} \mathbf{v}_{\mathcal{A}}} = \mathbf{c}_{\mathcal{A}} \mathbf{v}_{\mathcal{A}} \mathbf{v}_{\mathcal{A}} \mathbf{v}_{\mathcal{A}}$ ENGLAND Army Yorkshire
Fleets Norwegian Sea and North Sea

Armies Burgundy and Marseilles FRANCE

Fleet English Channel

GERMANY Armies Kiel and Ruhr

Fleet Denmark

ITALY Armies Venice and Apulia Fleet Ionian Sea

AUSTRIA-HUNGARY Armies Budapest and Serbia Fleet Albania

Armies Ukraina and Sevastopol RUSSIA

Fleets Gulf of Bothnia and Rumania

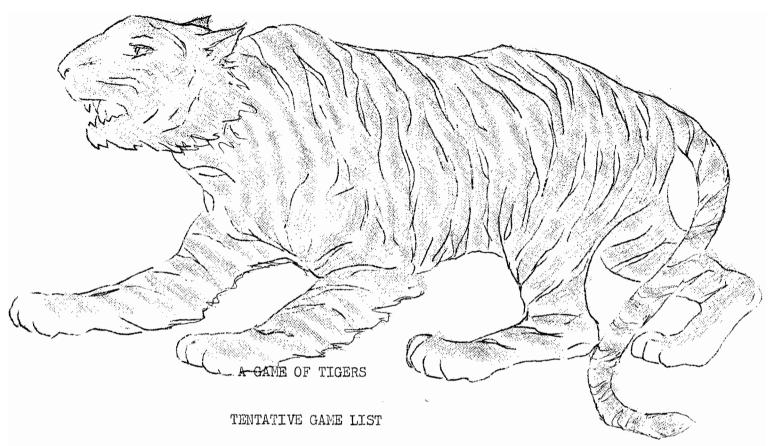
TURKEY Armies Bulgaria and Constantinople

Fleet Black Sea

POSTMARK DEADLINES: Fall 1901 move; Feb. 13, 1965

withdraw to save fee; Feb. 21, 1965

Build Orders; March 3, 1965



regular speed

1965 KM

ENGLAND

Stephen Barr

Box 305

Nocona, Texas, 76255

FRANCE

F. Middleton

2893 Sunset Place

Los Angeles 5, Calif., 90005

GERMANY

Bill Schreffler

650 Wattles Road

Bloomfield Hills, Michigan, 48013

ITALY

James Goldman

45 Hamilton Ave.

East Patterson, New Jersey, 07407

AUSTRIA-HUNGARY

Charles Wells

Apt. M-1, 815 Demerius St. Durham, North Carolina, 27701

RUSSIA

John A. McCallum

P & M Section

Suffield Experimental Station Ralston, Alberta, Canada

TURKEY

Roland Tzudiker

2770 West 5th St.

Brooklyn 24, New York, 11224

POSTMARK DEADLINES:

To withdraw without losing your priority

for this particular country; February 21, 1965

THE SPRING 1901 MOVE; March 3, 1965 THE FALL 1901 MOVE; March 21, 1965

Good Luck!

A game of SUPERDIPLOMACY is to be published by Daniel J. Alderson, 6720 Day Street, Tujunga, California, 91042. He is looking for 7 players. The following is a brief digest of the rules:

The Board: Let us define a "MINOR PROVINCE" or nation to be one which does not have a supply-center dot, and a "MAJOR PROVINCE" or nation to be one that does. Further, let us use the term "SECTOR" for a major for minor province or nation, or a body of water. The Superdiplomacy board is the same as the Diplomacy board except that eight more sectors have been added; Switzerland as a Major Nation, Iceland, Ireland, Corsica, Sardinia, Sicily, Crete, and Cyprus as Minor Nations.

Next, each major nation is advanced from one supply center to five, and each minor province is granted one supply center. Each major nation can produce one unit at the end of each Spring move, and one or two at the end of each Fall move (for so long as that power is entitled to build new units) Each minor province can produce one new unit at the end of each Fall move. The capacity of each sector is increased but limited to six units and all units in a sector must be of the same power.

Each Power starts the game with just twice the number of units as in Diplomacy. (In the same places) (England starts the game with two fleets at Cyprus) Each Major Nation starts the game with two armies, except those that are assigned fleets. ("Neutral Armies" do nothing but hold)

The actions of the "Small Powers" (Neutrals) ares controlled in the following manner: They do not build until one of them has been attacked. On the first move during which an attack is made upon a Small Power, every Small Power on the board is entitled to build as many armies as they are entitiled to even though it is on a Spring move, in such case; they do not build on the next Fall move. (Only two units may be raised at a time and once a Small Power has been occupied; it can no longer build)

Supply Lines: After each Fall move any units of a Great Power not connected by a series of sectors running from a controlled supply center are removed. (This may entitle the Power an additional building)

Battles: Whenever two forces dispute the same sector; each side throws a number of dice determined by its number of units. The other side loses as many units as there are sixes up. The number of dice to be thrown is determined by the number of supporting units plus twice the number of units directly involved. The defender throws first and only the remaining units of the attacker are counted in counting his throws.

If you are interested in playing; please send \$1.00 to:

Daniel J. Alderson 6720 Day Street Tujunga, Calif., 91042

IMPORTANT CHANGE OF ADDRESS:

And Berger and the Company

KL ENGLAND Earl Thompson
Apt. #3
212 North Normandie
Los Angeles 4, Calif., 90004

The following positions are still open for players:

BLITZKRIEG (GAMES OF THE DEVILS) England

France
Germany
Italy Italy
Austria-Hungary
Russia
Turkey

FAST GAME (GAME OF WOLVES) Germany
Italy
Russia
Turkey

Turkey

Regular Speed (GAMES OF THE TIGERS) England

Germany

Italy

Austria-Hungary

Russia

Turkey

Slow games (GAMES OF THE DRABONS) England

The Gamesmaster is Steve Cartier 106 South Education

The Gamesmaster is Steve Cartier, 106 South Edgemont, Los Angeles 4, California. A the second of th

Diplomacy strategists might consider the game mentioned in the example given on the following page of a rule violation. Italy had only two armies at that point and for many moves thereafter and NO fleets AT ALL! Yet Italy came back up to take 15 supply centers before that game ended. (Italy gained momentum after a large number of French and English forces came to his aid. Meanwhile, their opponents make the mistake of eliminating Germany who might have saved them from a most horrible fate)

We' have given some consideration to republishing the entire game for the purpose of pointing up the many lessons to be learned by it. (And also the many disagreeable decisions of the gamesmaster)

The picture on the following page is the player for France as he appeared to us at the time that this move was made. It was midnight, in January, 1964. The weather was very cold and we were all very tired by the time Ed Baker finally finished writing his move.

The player for Italy was not present that night, he hadn't been for several weeks. He'd resigned over a month ago. The player for France handed in his move and sat down in an easy chair. Then when the six moves were about to be read; he handed in a blue folded piece of paper, calling it a press release, and then leaned back and lit up that cigar. The blue piece of paper turned out to be the Italian move.



RULES TO BE FOLLOWED BY THE GAMESMASTER

RULE #6 is SUSPENDED UNTILL FURTHER NOTICE

RULE "13. A convoy move does not cut support against the fleet in the body of water through which the army is convoyed <u>last</u>. Then one of the fleets in the convoy-chain is dislodged, the attempted convoy does not cut any support at all.

To illustrate this rule:

FRANCE Fleet Tyrhennian Sea Convoys Italian Army Tunis to Naples.

Army Tunis to Maples
Army Rome Supports Tunis to Maples

AUSTRIA-HUNGARY FLEET NAPLES SUPPORTS TURKISH FLEET IONIAN SEA TO TYRHENHAIAN SEA

TURKEY FLEET IONIAN SEA TO TYRHEMNIAN SEA (reprinted from Worldip \$5, Spring 1903)

The above is from an actual game played by members of the Los Angeles Science Fiction And Fantasy Society two years ago. The gamesmaster incorrectly ruled that the attack on Maples was from Tunis instead of the Tyrhennian and as such cut the Support for the Turkish Fleet. The convoy was ruled successfull. The Diplomacy Rulebook uses the world "direction" which means that the Support was good and the Fleet should have been dislodged.

RULE 14. Then two or more units that are dislodged are given orders to retreat to the same place; they will both or all, be removed from the play.

This is unlikely to ever occur in any game but if it does, it will serve to encourage home-defense and also allow some of the heavily besieged units to escape to where they might be more usefull.

Graustark will soon publish a directory of names and addresses of people interested in Diplomacy and also a revised set of Graustark's Rules for Postal Diplomacy (much different from mine). Graustark is published by John Boardman, 592 Sixteenth St., Brooklyn 18, new York. Please write directly to him if you are interested in either the directory or his rules.



Wild 'n Wooly is a Diplomacy publication published each 9 days by Dan Brannan, 106 South Edgemont. Los Angeles 4, Calif., 90004. The Gamesmaster for all games except those he is in (We'd prefer always to play in someone else's publication - Let us know if you plan to publish Diplomacy games) is Steve Cartier. (Stephen V. Cartier, 106 So. Edgemont) For our convenience; please make checks payable to Charles G. Brannan

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The additional games must be paid for on or before the Spring
1901 move of the first game you are in.

Plan B No entrance fee but \$1.00 must be paid on or before the Spring move of each even numbered game year untill \$8.00 has been paid for that game.

Game fees under plan A must be paid on or before the Spring 1901 move. If paid late, you will be automatically under plan B.

\$5.00 paid for one game under plan B on or before the Spring 1902 move will be considered payment in full for that game.

There will be no further charges or assessments other than those given above.



CONTEST

A free game will be awarded to the person who sends in the best opening move for England with explanation. For the purposes of this contest; it is to be considered that there is no definite alliance or truce with any other power nor is there any definite enimity with any other power. Only a Spring 1901 move with explanation for its basic structure will be considered in the judging. The decision of the Games-Master is final. The winner will have his choice of country and game speed.

This contest will end March 15, 1965.

GAME SPEEDS:

Blitzkrieg

(Games of the Devils) One game year per issue.

Fast Game Regular speed (Game of Wolves) One game year each 2 issues.

(Games of the Tigers) One game year each

5 issues.

Slow Games (Games of the Dragons) One game year each

10 issues. *

FROM:

STEVE CARTIER

106 South EDGEMONT LOS ANGELES, CALID.

90004



3rd class mail (printed matter only) Derek Nelson 18 Granard Blvd. Scarborough Ontario Canada