

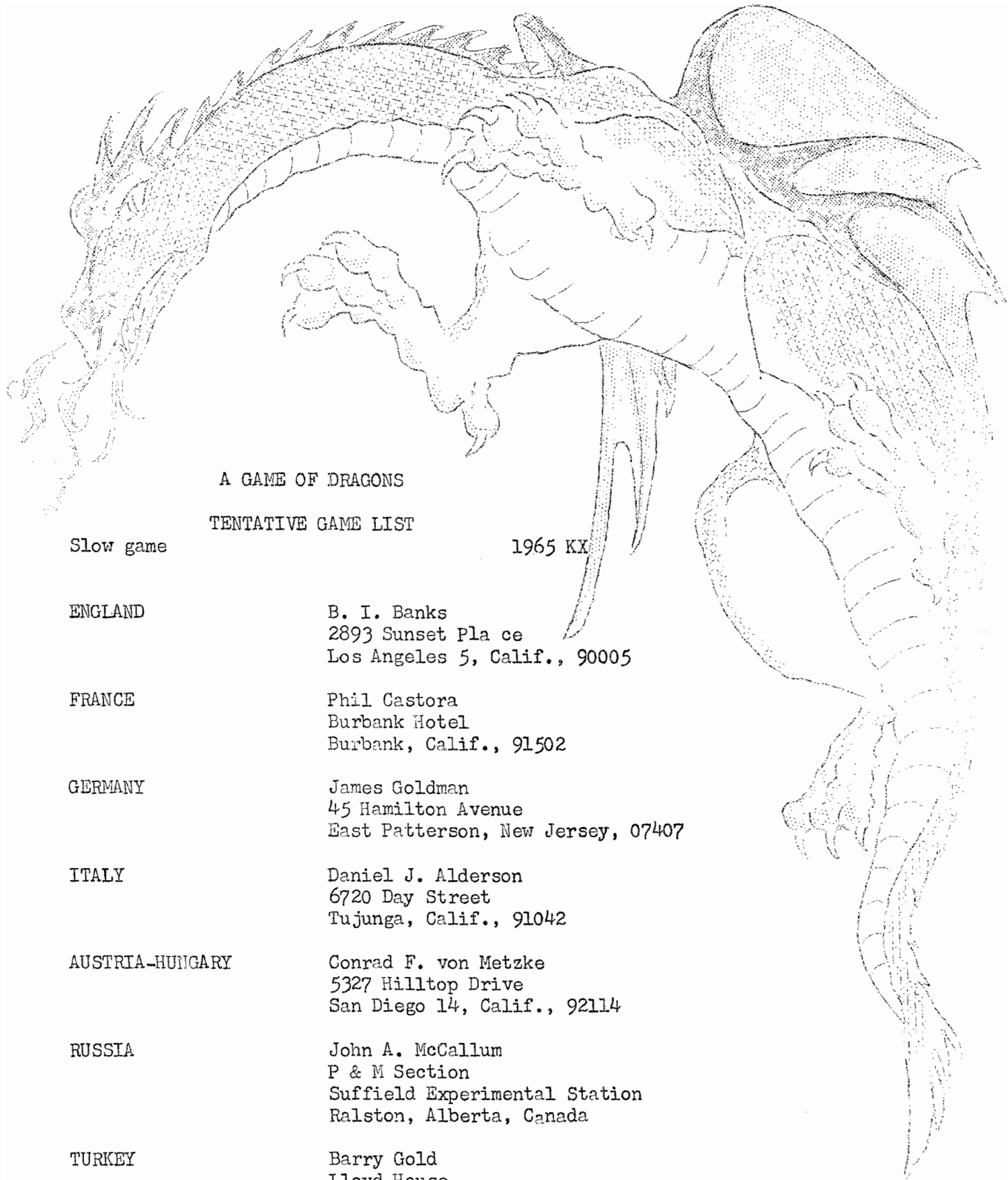
WILD

'N

WOOLY

I should have paid him  
that extra 10 Lire





A GAME OF DRAGONS

TENTATIVE GAME LIST

Slow game

1965 KX

ENGLAND

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FRANCE

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TURKEY

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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 Chief 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 surprise raid, four men fired on Minister of Information Dr. Tadeusz Szkamiasza and Minister of War Admiral Dr. Ivan Ivanovich Lobachevsky-Smelch as the government party was leaving the Parliament 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 "appropriate drastic action" was being taken on diplomatic levels.

Meanwhile, the new Constitution which would convert the Empire into a Parliamentary Republic was debated for the tenth straight week in Parliament 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 to 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.

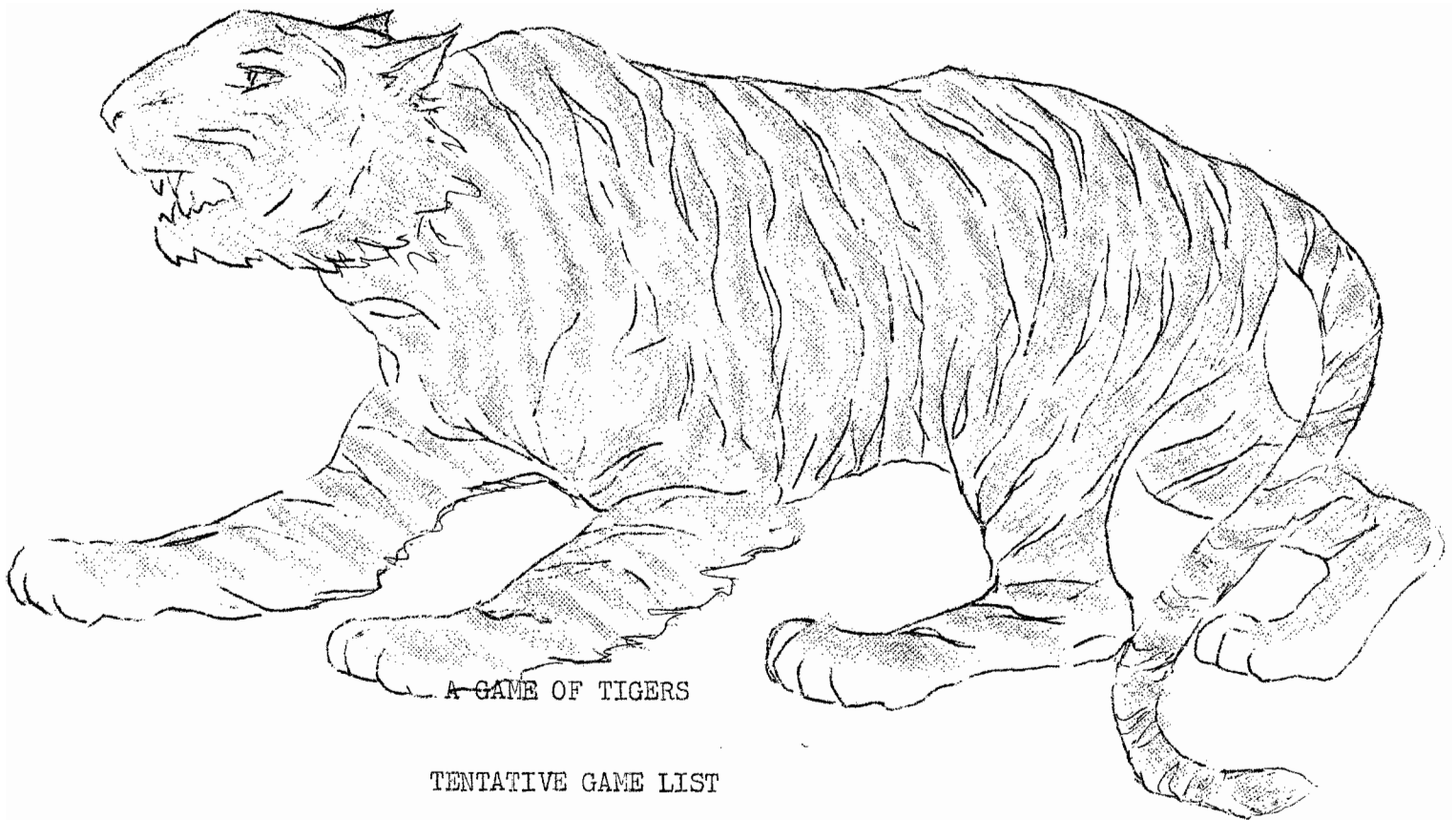
LATE BULLETIN: The Polish Ambassador to Denmark who just returned to Warszawa after quitting his Diplomatic Post, has publicly denounced the German Empire for "unmitigated barbarism" in what the Ambassador called a "divide and conquer military orgy".

Dr. Otto Pflueger, the Ambassador, and German by birth, urged that retaliatory 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.

#### Deployment of Forces:

ENGLAND	Army	Yorkshire
	Fleets	Norwegian Sea and North Sea
FRANCE	Armies	Burgundy and Marseilles
	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
RUSSIA	Armies	Ukraine and Sevastopol
	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



TENTATIVE GAME LIST

regular speed

1965 KM

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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 /or 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) are 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 entitled 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:

1965 KL      ENGLAND      Earl Thompson  
Apt. #3  
212 North Normandie  
Los Angeles 4, Calif., 90004





RULE 14. When 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 Woolly 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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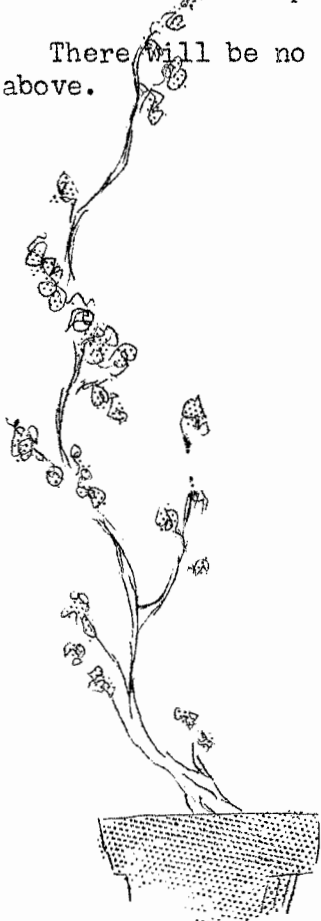
Plan A \$3.00 for the first game and \$1.00 for each additional game. The additional games must be paid for on or before the Spring 1901 move of the first game you are in.

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.



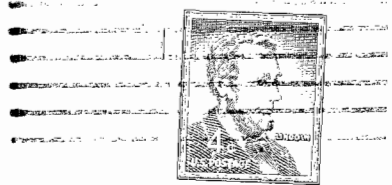
CONTEST

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 enmity 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	(Game of Wolves)	One game year each 2 issues.
	Regular speed	(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 EDMONT  
LOS ANGELES, CALIF.  
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