



Are you fellas going to play Diplomacy all night?

Spring 1915

1965KM

lin) The years grow longer, as the war wears on. Germany has achieved her objective; the liberation of all German territory. German Ministers were named that the Italic Russian alliance was unwilling to accept the French offers of a lasting peace in Europe when tendered in 1911.

German units donned winter uniforms and prepared for a long campaign, as the Kaiser announced that the war would undoubtedly last for another ten years before peace would be possible.

With the new Spring Offensives, German supremacy in the East is assured, Warsaw must fall, and with it, the last hopes of the Russian Empire.

French forces in the south will soon begin their drive eastwards and soon nothing will be left of the Italians.

(Warsaw) When it comes to being Offensive, there is no one so Offensive as the Germans.

Spring 1915

WAR STILL STUCK IN MUD

1965KM

FRANCE

FLEET MARSEILLES SUPPORTS GULF OF LYON

(von Metzke)

FLEET SPAIN, SOUTH COAST, SUPPORTS GULF OF LYON

FLEET WESTERN MEDITERRANEAN SUPPORTS GULF OF LYON

FLEET TUNIS SUPPORTS RUSSIAN IONIAN SEA

fleet gulf of lyon supports italian tuscan to piedmont

ARMY NORTH AFRICA SUPPORTS TUNIS army-burgundy supports
german munich

The above is a good example of typical von Metzke loyalty, which he is justly proud but even such loyalty is overshadowed by some other more significant displays of Honour and Courage which are predominant in this particular game.

GERMANY

FLEET NORTH SEA TO THE ENGLISH CHANNEL

(Guennelle)

FLEET SWEDEN TO NORWAY

FLEET GULF OF BOTHNIA TO SWEDEN

army st. petersburg to moscow

army moscow to ukraine army silesia to galicia

army munich to silesia army ruhr to munich

army berlin supports munich to silesia

army kiel supports ruhr to munich ARMY PRUSSIA TO WARSAW

ARMY LIVONIA SUPPORTS PRUSSIA TO WARSAW

ITALY

FLEET PIEDMONT SUPPORTS RUSSIAN TYRRHENIAN SEA

(Dygart)

FLEET TUSCANY SUPPORTS RUSSIAN TYRRHENIAN SEA

FLEET NAPLES SUPPORTS RUSSIAN TYRRHENIAN SEA

ARMY VENICE SUPPORTS PIEDMONT army trieste to tyrolia

army bohemia supports russian tyrolia to munich

The above is an unplayable position, of course, yet, just for the sake of the fight, and in spite of what it does to him on the ratings, Jim will stay in there and hold the French to a stand-still even tho the game may go on forever. What more could you ask of a player?

RUSSIA
(McCallum)

FLEET TYRRHENAIN SEA HOLDS
FLEET IONIAN SEA SUPPORTS THE TYRRHENIAN SEA
FLEET AEGEAN SEA SUPPORTS THE IONIAN SEA:
ARMY GALICIA HOLDS ARMY UKRAINA HOLDS
army tyrolia to munich army sevastopol to moscow
army warsaw holds OFF THE BOARD

How did Russia get into such a position? Early in the game, Germany and Russia formed a mutually profitable treaty. Later on, the German government fell and a new government took over. The new government then massed its forces for an attack on Russia. However, to the Russians, the treaty was still one to be honored, since it was honored by the former German government. NOW, IN SPITE OF THE RUSSIAS BEING INVADED BY GERMANY, THE RUSSIAN GOVERNMENT IS STILL FAITHFUL TO THE TERMS OF THE TREATY!! John McCallum has, as usual, proved himself a man of his word tho it was really to his disadvantage this time.

I was the one who did not allow the proposed "tie" deadlocked game in 1911. However, it seems pointless to go on with such a war and I'll accept either, 1. A concession of defeat from McCallum (giving Pournelle the game)
2, An agreement between McCallum, Pournelle, & von Metzke to call it a tie
or 3, An agreement between McCallum, Pournelle, and von Metzke to cancel the game entirely as "spoiled to unplayability" by the missed moves from England, Austria, and Turkey.

Otherwise, starting with 1916, you can send in Spring and Fall moves (complete with Retreats and Build orders) and we'll make a Blitzkrieg game out of it. Perhaps with "underground" armies as well??

Capt. R.C. Walker
1611 Lowry Drive
Rantoul
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is proposing an International Diploamcy Federation to provide a centrally organized forum for the game and its players. Now such an idea is a good and noble idea, to be sure, but it costs money, and not even the current fifty odd Dippy publishers could afford to get it off the ground, let alone carry it along. Therefore, the cost of such an operation will have to be borne by the players themselves, either through increased game fees or direct subscription. Either way, if it does not have sufficient Support from a very large per centage of the players it will be in trouble from the begining. THEREFORE, I BEG EACH AND EVERY ONE OF YOU, TO WRITE TO CAPT. WALKER, TELL HIM IF YOU'LL SHARE THE COST OF PROGRAMS FOR THE BENEFIT OF PLAYERS IN GENERAL, HOW MUCH YOU CAN PAY, AND, MOST IMPORTANT OF ALL, WHAT YOU THINK THAT THE FUNCTION OF THE I.D.F. SHOULD BE!

Wild 'n Wooly is published through the courtesy of Brother Ernest Blackmon and family as a gesture of friendship to wandering publishers, but does not, in any way, reflect their views or opinions, nor those of my sister-in-law who arranged this fortunate situation whereby I can use their 1908 Neostyle mimeograph, for which I am sure that you are all deeply grateful. The machine is still in near-perfect condition (in spite of running caterpillars through it on Wild 'n Wooly) and I will no doubt miss them and their machine if I ever get away from Portland.

another one of Brannan's crazy ideas Dept:

BECAUSE A GREAT MANY GAMES CEASE TO BE FUN FOR MOST PLAYERS BECAUSE THEY BECOME UNEVEN CONTESTS TOO SOON, and because certain players like to stomp certain other players, I propose something that I think is better than a "Gamesmaster's game" or a "Winner's game" :

CHALLENGE GAME!

Board & rules to be decided upon by the participating players as the game progresses! No time allowed for initial Diplomacy and you can publish your own press releases (no game fee).

Following is a list of the most feared opponents, as best I can guess at them.

(The KALMAR "choose your opponents game isn't getting very far because of lack of response.)

PLAYERS: JOHN SMYTHE
JOHN McCALLUM
JOHN BOARDMAN
ALTERNATES: JOHN KONING
Jim Dygert
JERRY POHRNELLE
JOCK ROOT
CONRAD F. VON METZKE
PHIL CASTORA
TED JOHNSTONE
EARL THOMPSON
and such other esteemed opponents as may be voted in by the participating players.

CHARLES TURNER
CHARLES REINSEL
DEREK NELSON
BRUCE PELZ his address
will be published if
he's interested in playing

DAVE LEBLING
DAVE HOLAN his address
will be published if
he's interested in playing

AND these addresses will be published if they are interested in playing

WHEN A PLAYERS MISSES MOVES, THE FIRST ALTERNATE WITH MOVES IN WILL REPLACE HIM.
WHEN THERE ARE NOT SUFFICIENT ALTERNATE MOVES FOR ALL UNITS, DAN BRANNAN WILL ENTER THE GAME!

REPLACED PLAYERS GO TO THE BOTTOM OF THE ALTERNATE LIST SO THAT THEY MAY GET BACK INTO THE GAME IF THEY WISH TO.

Each of you who wish to play should send in one set of orders for each and every power in the game according to whichever game boards you think we'll use. The orders will be shuffled and dealt out for seven games through 1901. After each game year, the most un-equal contest will be cancelled. In 1906 or 1907 when we will be left with one or two games to be completed, at which time Dan Brannan goes to the top of the ALTERNATE list for at least one of the games and, hopefully, we can get someone else to Gamesmaster it from there.