



"Sure, we're late. But, we've been busy. Did YOU ever try to build an ark out of Diplomacy pieces?!!"

January 30, 1968

We have new address. We didn't move but the apartment we live in did. It is now one story higher, has been re-numbered 7, is located at 915 South St. Andrews Place, and has a new Zip code which we don't know for sure. (The Post offices moved too.) We still in the smeared city of Los Angeles.

Thus we are: Dan Brannan  
Apt. 7  
915 South St. Andrews Place  
Los Angeles, California, 90019  
NO TELEPHONE (we'll subscribe to a Visiphone if and when such a company appears in competition with the Bell System) (Alexander Graham is not one of our players or subscribers.)

Fall 1917 Build orders

1965KM

FRANCE DECLINES THE BUILD!!!!

Spring 1918 moves (where the U.S.A. enters the game) will appear soon

When Wild 'n Woolly first started, it was one of the most worthwhile of the Diplomacy newspapers. (battered only by MASSIF and BRODDINGNAG).

Now its one of the least worthwhile (scarcely better than Big Brother) and battered by two dozen or more others.

The Wild 'n Woolly games were once interesting as well. Our first game had Jock Root and John Boardman as players (and not as allies either). The always ridiculous, sometimes vulgar exploits of Andrej Sawecjewski, or however you spell it, set the pattern for many of the modern press releases today.

Now, they are of little interest even to the players who seem to be resigning in droves. One game has been abandoned all together. The others continue largely so that statistics can be completed for the rating systems.

Why?? - late publishing. You can't move up and down the West Coast, changing addresses and jobs more often than I change clothes, get married, raise a child (she's nine months old and still can't type), start a deep space game, and adhere to any sort of publishing schedule.

Of course, the competitive magazines will run into the same problems. Few of them are perfect. A Diplomacy player plays where he can, i.e., where he's offered free games or where some publisher owes him money. Wild 'n Woolly will go on to finish the current games and when they're over start a new game or two.

But what we'd really like to do is publish on schedule again and put out an all artwork issue for #140 (like we used to do for Christmas issues). Would anyone have any art to contribute? (On a ditto-master, if you want perfect re-production. Thank you.

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