It appears that 1966KR is folding for lack of a player. We have paid players but the open position faces an already formed coalition to invade it and that would not be fair to one of our new players. The only way to be fair is to form a new game with a few different players. So, with our next issue, we will either publish the Spring 1901 moves for 1966KR, or publish a new game list, or announce the new magazine which will start off with a game list or two.

Spring 1904 Retreat   1966KL

ITALY   FLEET TYRRHENIAN SEA TO ROME

POSTMARK DEADLINE: Fall 1904 moves; October 18, 1966

Fall 1906   1965KY

(Vienna)   Austria-Hungary must reciprocate the Declaration of War and hope that France will not reciprocate the English Trust in a Dubious Alliance.

Moves on the next page

The following is a delightful bit reprinted (without permission) from Miskatonic University:
          "Charlie ((Charles Turner, 24 Boyd Court, Pleasant Hill, Calif.))
 - .. things here as lousy as expected.
                              —— Pvt. Anders B. Swenson
                              NG 28281120
                              4th Platoon, 1st Brigade
                              1st Battalion, Comapny A
                              Fort Ord, California, 93941

ENGLAND   ARMY GALICIA TO BUDAPEST   ARMY WARSAW TO UKRAINA
 (Nelson)   ARMY BERLIN TO SILESIA   FLEET KIEL TO BERLIN
                 ARMY HOLLAND TO KIEL   FLEET HELGOLAND BIGHT TO HOLLAND
                 FLEET BALTIC SEA HOLDS   ARMY LONDON TO DENMARK
                 FLEET NORTH SEA CONVOYS LONDON TO DENMARK
                 BUILDS THREE

FRANCE   army rome holds MUST RETREAT (order received)
 (Koning)   FLEET NAPLES TO THE IONIAN SEA
                 FLEET TYRRHENIAN SEA SUPPORTS NAPLES TO THE IONIAN SEA
                 FLEET MID ATLANTIC TO NORTH AFRICA
                 ARMY SPAIN HOLDS   ARMY MARSEILLES HOLDS
                 army burgundy to munich   ARMY BELGIUM TO THE RUHR
                 MUST REMOVE ONE UNIT

GERMANY   ARMY MUNICH HOLDS

ITALY   FLEET GULF OF LYON HOLDS OFF THE BOARD

AUSTRIA-HUNGARY army tyrolia to vienna   army bohemia to vienna
 (Ward)   ARMY TUNIS HOLDS   ARMY UKRAINA TO RUMANIA
                 ARMY ANKARA TO SMYRNA   ARMY TUSCANY TO ROME
                 ARMY CONSTANTINOPLE SUPPORTS ANKARA TO SMYRNA
                 ARMY VENICE SUPPORTS TUSCANY TO ROME
                 fleet ionian sea to tyrrhenian sea MUST RETREAT
                 fleet adriatic sea to ionian sea
                 BUILDS TWO (Entitled to 3 but only 2 possible)

RUSSIA   ARMY MOSCOW HOLDS

TURKEY   FLEET AEGEAN SEA HOLDS OFF THE BOARD

ADDRESS CHANGE: ENGLAND; Derek Nelson
                           18 Granard Blvd.
                           Scarborough
                           Ontario
                           Canada

POSTMARK DEADLINE: Retreat Orders; September 21, 1966
                   Build & Removal Orders; September 30, 1966
                   Spring 1907 moves; October 18, 1966

                    AN OPEN LETTER TO DON MILLER

Subject: SPACE WAR, A Game of Interstellar Diplomacy*

*"Diplomacy" is a Trademarked name for the Great Game as published by
Games Research, Inc., P.O. Box 18C, Boston 18, Massachusetts $7.50

SPACE WAR   by   Alan R. Fisher
2417 Webster St., Berkeley, Calif., 94705

1.   The Playing Space
   A.   The playing space is a 10^3 array of cubical Space Sectors. Opposite sides of
the playing space are adjacent, i.e. a ship moving to the left from the left side of
the space will appear on the right side, one at the top moving up will appear at the
bottom, etc.
   B.   The corners of the cubes are numbered with 3 digit numbers indicating their
co-ordinates. (If you care to build a model of the playing space, 000 is the top back,
left corner. Going downward from that point are 100, 200, etc. Going forward are
010, 020, etc. Going to the Right are 001, 002, etc. ,)
   C.   100 Planetary Systems exist in some (Randomly chosen) Space Sectors. Of these,
15 are "Home Systems", 3 for each of the 5 players: Player 1; P090, P099, P990   /
Player 2; P115, P214, P215   /   Player 3; P275, P375, P385 /   Player 4; P500,
P590, P690   /   Player 5; P795, P796, P895
The other 85 are"Neutral Systems"   They are: P005, P007, P010, P023, P024, P032,
P039, P053, P070, P071, P083, P089, P094, P097, P103, P104, P132, P145, P156, P161,
P164, P166, P179, P180, P186, P212, P218, P223, P239, P241, P259, P289, P293, P296,
P304, P309, P316, P326, P349, P371, P374, P389, P421, P422, P424, P439, P446, P465,
P467, P486, P510, P521, P539, P541, P556, P574, P603, P635, P637, P643, P653, P700,
P731, P744, P760, P779, P789, P815, P824, P854, P856, P865, P907, P912, P913, P915,
P919, P921, P926, P950, P963, P967, P976, P984, & P996
   The object of the game is to possess a majority of the planetary systems.
Each planetary system is given the co-ordinates of the upper left rear corner of
 the Sector which it occupies. All these planets are shown on the next page.
2.   Ships, moves, torpedos, collisions, etc.
   A.   There are 2 kinds of ships; Battleships and Scout ships.
   B.   In interstellar space, a Battleship may move 0, 1, or 2 co-ordinate points in
any orthagonal direction. A scout ship may move 0, 1, 2, 3, or 4 co-ordinate points
in any orthagonal direction. All moves are in straight lines, and a ship does not
occupy any of the intermediate points because interstellar flight is through
hyperspace.
   C.   A ship may leave a planetary system by moving to one of the eight corners of
the system's sector. A ship may enter a system from one of these points.
   D.   After moving to a point in interstellar space (a co-ordinate point), a ship
may fire Hyperspatial missles. A Battleship is entitled to 6 shots with a maximum
range of 3 co-ordinate points. A Scout ship is entitled to 3 shots with a maximum
range of 2 co-ordinate points. A missle may be programmed to move in an orthagonal
line, skipping points in between, or may make a series of moves, either in a straight
line or turning corners, such that the distance covered does not exceed the range
of the ship. If a missle encounters a ship or another missle, both are destroyed.
Missles occupy their 1st, 2nd, etc. positions simultaneously.   Missles may not be
fired at or from Planetary systems. (Hyperspatial drives therein ineffective near
stars) A ship that is hit by a Missle does not affect the missles it already fired
or any other missles passing through that point afterwards.
   E.   If two or more ships occupy the same co-ordinate point at the end of a move,
a Collision takes place. All ships involved are destroyed before any missles can
be Fired.
   F.   Any number of ships may occupy a Planetary System with the permission of the
System's owner. Permissions extend until they are withdrawn.
   G.   A player may take possession of a Planetary System by occupying it with
more ships than those of any other one player. Support may be given from one of
the eight corners and by ships of other players.
   H.   The game starts with no ships. Players may build or Launch, rather one
ship in each Planetary System they own on each move.
4.   The 1st Player to occupy a Planetary System will give it a name which will
be used for that Planetary System throughout that game.
Please note that there are two "Chart 0"'s as well as two line 0's and column 0's on
each chart. This is done to illustrate the cylindrical nature of the playing space
(through all 3 dimensions).

Chart 0

Chart 1

Chart 2

Chart 3

Chart 4

Chart 5

Chart 6

Chart 7

Chart 8

Chart 9

Chart 0
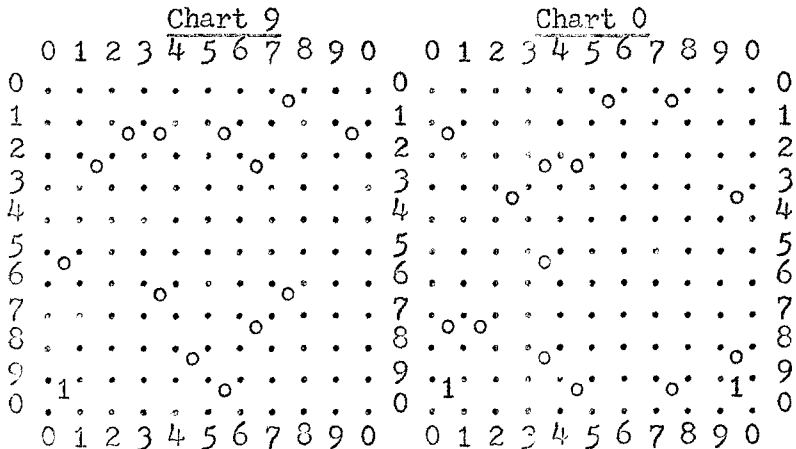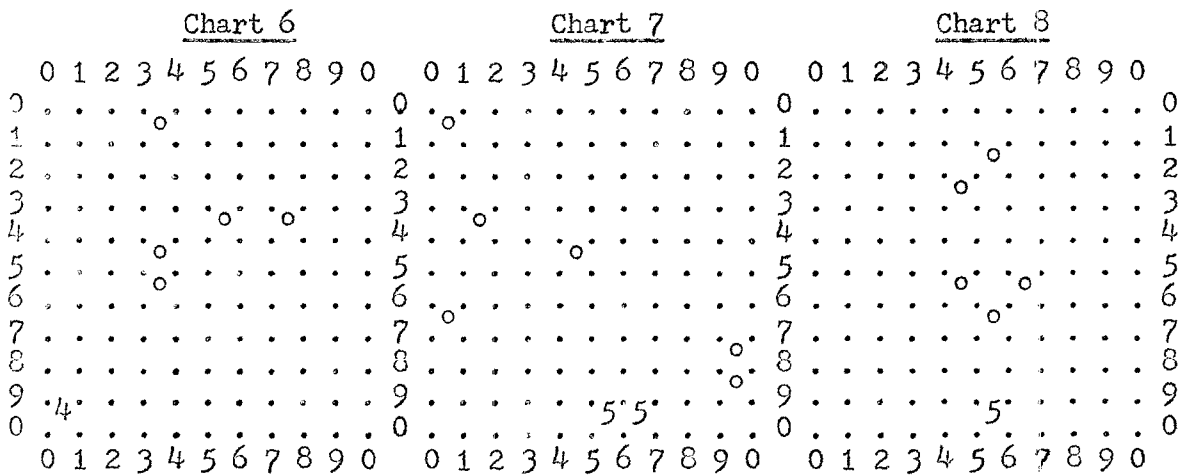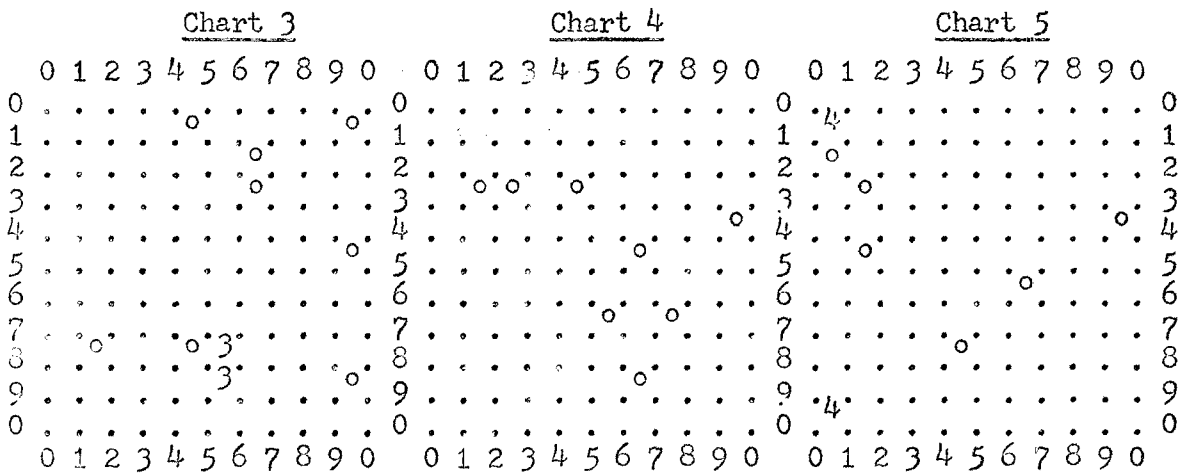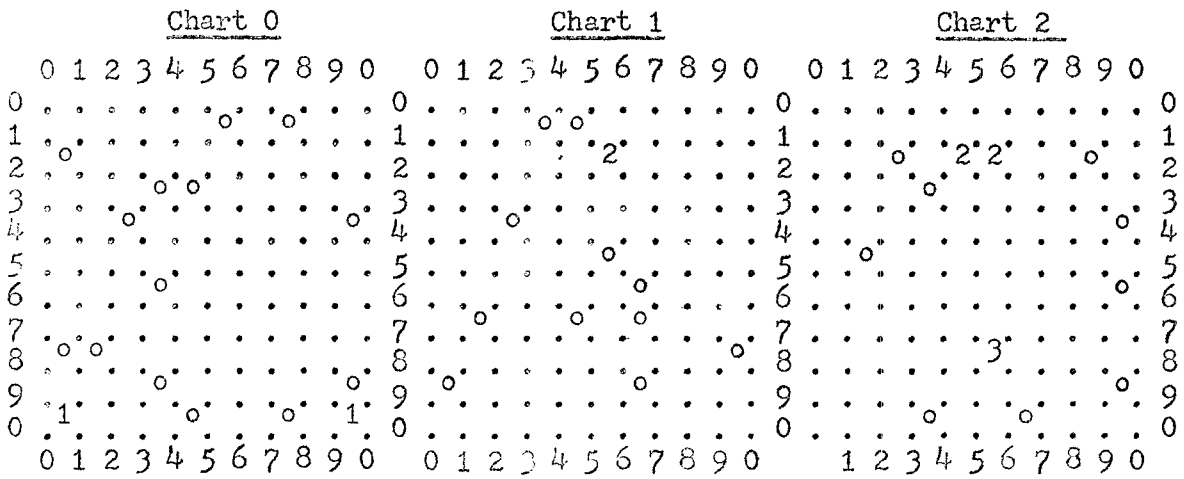
There are, of course, many people in this area willing to play in this game and pay a reasonable game fee, too!

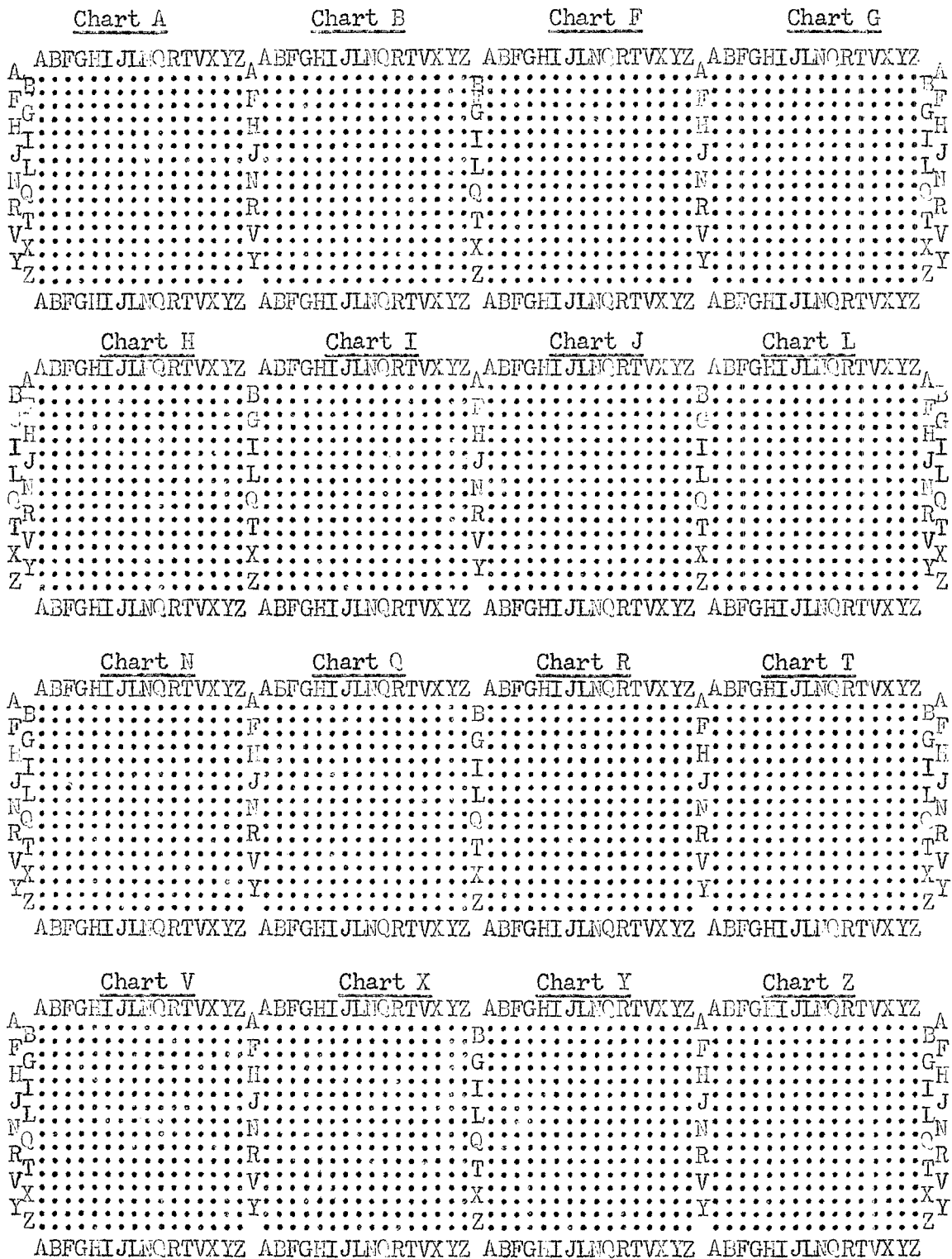Of course, you'll want to make a few changes and there'll be some good ideas from other people . . . .

but thats not exactly what I had in mind, Alan, I want to combine the logic application to mathematical probabilities of "Man O War" with the Political negotiating of "Diplomacy"

SO! Herwith:

The Great Game, XENO
by Stephen V. Cartier

1. The object of this game is to control more than half of the "Planets" in "play" The player who first controls more than half of the planets in "play" is declared the winner and the game ends.

2. A player "Controls" a planet only when he has the only "Warships" on that planet. Whenever "Warships" of more than one player are on a planet; all Warships except those of the player who has the most on the planet cease to exist. (Note that Scoutships do not count. Scoutships of several players can be on a planet at the same time. Scoutships cannot "Control" planets.)

3. Any number of players may play. Players can enter a game after it has been started. It is up to the descretion of the Gamesmaster whether he ever reveals how many players are in a game. The Gamesmaster will publish those names and/or addresses of the players who ask him to do so, however.

4. On "Turn Zero", the players submit the eight co-ordinates (adjacent) forming the cube shaped Sector of Space in which each of their five home planets are located. The player may choose any of the 3375 sectors (see opposite page) in which to place his home planets. He may place several or all of them in the same sector if he wishes. Planets of several players can also be in the same Sector. The Gamesmaster may acknowledge the location of his planets to the individual player but he must never reveal their location to anyone else except those players who find them by "Search" Each player has five Home Planets. (There are no neutrals)

5. On each subsequent turn, each player has the choice of Building 3 Scoutships or 1 Warship on each of his 5 original "Home Planets" except those that are occupied by some other players Warships. These ships may not move on the same turn that they are built. Players may build regardless of how many Planets they control or how many ships they already have. Other ships may make one "move" on each turn. All players move at once.

6. A Warship may move from a co-ordinate point to another co-ordinate point in any orthagonal direction a distance of 1 or 2 points. A Scoutship may move from one co-ordinate point to another co-ordinate point in any orthagonal direction a distance of from 1 to 7 points. Ships move in straight lines only. It takes one full turn to move from a planet to a co-ordinate point or vice versa. It takes one full turn to move from one planet to another in the same sector. It takes one full turn to move from a Planet to Space (within a Sector) and vice versa. It takes one full turn to move from a co-ordinate point to the Space within a Sector and vice versa. Ships may not move through space from one Sector to another. They must use the co-ordinate points.

7. A ship or ships in Space (not on a Planet or a co-ordinate point) may elect to "Search". They are then kept in that one Sector for 2 turns. At the end of the 2nd turn, the Gamesmaster will notify the player what planets are in that Sector and who they belong to. The owners of the Planets will not be notified.

8. A ship may fire "shots" only when standing on one co-ordinate point or when moving from one co-ordinate point to another. A standing ship may fire in any direction. A moving ship may fire only within 45° of its direction of motion. A Scoutship may fire four shots per turn and has a range of 2 sectors. A Warship may fire 16 shots per turn and has a range of 10 sectors. The Gamesmaster will publish a list of the co-ordinates where shots are fired and a list of whose ships were hit and where as well as who scored the hit but the location of the ships that weren't hit will be kept secret.

Chart A Chart B Chart F Chart G

ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ

ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ

Chart H Chart I Chart J Chart L

ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ

ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ

Chart N Chart Q Chart R Chart T

ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ

ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ

Chart V Chart X Chart Y Chart Z

ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ

ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ ABFGHIJLNQRTVXYZ

9. When 2 or more ships arrive at the same co-ordinate point, there is a "Collision" All the ships involved in Collisions cease to exist and their shots on that turn do not count!   A ship that is "hit" ceases to be.

8.A. Shots are 'fired' from the ships destination and "hits" are at destinations Note that the playing space is this game is not cylindrical. There are 4,096 co-ordinates, 3375 Sectors, and the Centermost Sector is surrounded by the eight co-ordinates; LLL, LLN, LNN, LNL, NNL, NLL, NLN, & NNN.

10. A player'sship that moves from a co-ordinate point to a non-existant Planet is automatically on "Search" for 2 turns.

The Gamesmaster should publish the location and ownership of each ship when and only when it ceases to exist. He should also indicates the means and agency of each ship's destruction. And! he should very definetly announce the winner as soon as the game is finished.

Game Fees: Wild 'n Wooly; $6.00 for the 1st game and 50¢ for each additional
                        game paid for all at once.
                  new magazine; $4.00 for the 1st game and 50¢ for each additional
                        game paid for at the same time. (And the new mag
                        should be bigger and better)

Subscriptions: Wild 'n Wooly; $1.00 for 10 issues   Back issues; 50¢
                  new magazine; $1.00 for 10 issues

   We also have Dan (SUPERGAMESMASTER) Alderson's magazines at the rate of $1.00
for a six months subscription to them all. They include Superdiploamcy magazines
  NORSTRILLIA NOTES and MESKLIN MELICS, Rollicking THE WERELD SCHEMERING WEEKLY WOMBAT,
THE TOOREY TRIENNIAL TORTOISE, the MORGLAY game in ASGARD, (where I'll really get
slaughtered). You should see the MORGLAY rules. They're a traumatic experience in
themselves.

   YOU HAVE A CHOICE OF COUNTRY!! in Wild 'n Wooly and probably in the new magazine
too, so if you want to play, send me your country choices to get on the priority
lists.

   Charles G. Brannan
   c/o General Delivery
   Berkeley, California
   94701

        VIA AIR MAIL

                              Derek Nelson
                              18 Granard Blvd.
                              Scarborough
                              Ontario, Canada

        The back page of Big Brother (published by Charles N. Reinsel, 120 Eighth Ave.,
Clarion, Pennsylvania) showed the grids for the game "Salvo" sometimes called "Man 'O
War" and similar to "Submarine" by ?Avalon Hill? Now, if this game were made 3 dimen-
ional (I once played a 4 dimensional Man O' War game) and the ships were reduced to
just one square instead of several; then the ships could move on each turn, each ship
could have a maximum speed and range (each ship would have its own guns and shots)
(The smaller ships would have less shots, shorter range, and more speed) and the
Gamesmaster could publish the co-ordinates (exact location) of each ship along with
a list of the Hits in each issue. You could have 7 to 13 players, Build orders, and
Supply centers.
        On each turn, you order your ships to move to a certain location and list the
co-ordinates for the shots fired by each ship. In the event of a Collision, the shots
from those ships wouldn't count. A hit destroys that ship. A "hit" occurs when a
shot fired by any ship within the range of the co-ordinate which that ship moved to
has the same co-ordinates as where some other ship moved to on that turn . . . . .