

WILD & WOOLY

WELL GEE DAN ... I'M
SORRY ... I DIDN'T KNOW
... DAN? DAN?



Fall 1901 Build Orders

1966KQ

(Vienna) Her Royal Majesty, Queen E. Barbara Phillip announced that "Austria has no beligerance towards the Russian Empire and will respect its eminent domain. Austria apologizes for the errant attack upon the Soviet protectorate of Rumania made by a few intoxicated reservists. The Austrian government is ready to talk peace any time that it is convenient to the Russian Empire."

Fall 1901

1966KQ

ENGLAND	BUILDS FLEET EDINBURGH
FRANCE	BUILDS ARMY PARIS & FLEET MARSEILLES
GERMANY	BUILDS ARMY MUNICH & FLEET BERLIN
AUSTRIA-HUNGARY	BUILDS ARMY VIENNA & ARMY TRIESTE
TURKEY	BUILDS FLEET SMYRNA
ITALY	BUILDS FLEET NAPLES

POSTMARK DEADLINES: Spring 1902 moves; October 18, 1966
 Fall 1902 moves; November 14, 1966

Please note that the deadlines are delayed a bit for me to try to find a replacement player. I would also like to know whats going on in San Diego. Italy has 30 players and not one of them sent in a Build order. Are you all resigning?

Spring 1906

1965KQ

(Bucharest) Baron von Munchhausen has announced the extension of the Imperial Catacombs to Bucharest, in the Imperial Province of Rumania. The Catacombs, which are partly an extension of ancient Transylvanian mines are reportedly the base of the Imperial Court in its battle against the Hungarian Driithe. In that war, the Imperial and Driithe forces are still locked in deadly combat throughout the world-wide Imperium, and especially in the European Protectorate.

(Constantinople) The Turkish foreign Ministry today pointed out in a news conference that should Austria grow larger, such as by absorbing Turkey, all of Europe would be endangered. He also noted that Russia has no chance of obtaining any Turkish territory and pointedly asked if the Russians are interested in being neighbors to a greatly expanded and powerful Austria, which has already proved that it will attack its most faithful allies.

Spring 1906

1965KQ

ENGLAND	FLEET LONDON HOLDS	fleet north atlantic	OFF THE BOARD
FRANCE	ARMY GASCONY TO BURGUNDY	ARMY PARIS SUPP.	GASC. TO BURG.
(Wells)	ARMY PICARDY SUPPORTS GASCONY TO BURGUNDY	FLEET ENGLISH CHANNEL	SUPPORTS PICARDY
	ARMY MARSEILLES TO SPAIN		

GERMANY (Jose)	FLEET CLYDE SUPPORTS RUSSIAN FLEET NORWEGIAN TO NORTH ATL. FLEET HOLLAND SUPPORTS RUSSIAN FLEET NORTH SEA ARMY BURGUNDY TO BELGIUM ARMY SILESIA TO BOHEMIA ARMY RUHR SUPPORTS BURGUNDY TO BELGIUM ARMY MUNICH SUPPORTS SILESIA TO BOHEMIA
ITALY	fleet western mediterranean to the tyrrhenian sea
AUSTRIA-HUNGARY (Swenson)	army naples to rome fleet rome to the tyrrhenian sea ARMY VENICE TO TYROLIA army vienna to bohemia army budapest supports lusitania to brobdingnag ARMY RUMANIA TO GALICIA ARMY SERBIA TO RUMANIA ARMY GREECE TO SERBIA FLEET TRIESTE TO ALBANIA
RUSSIA (Nelson)	ARMY BELGIUM TO YORKSHIRE FLEET NORTH SEA CONVOYS BELGIUM TO YORKSHIRE FLEET NORWEGIAN SEA TO THE NORTH ATLANTIC FLEET ST. PETERSBURG (North Coast) TO NORWAY ARMY SEVASTOPOL HOLDS ARMY MOSCOW SUPP. SEVASTOPOL ARMY UKRAINA SUPPORTS SEVASTOPOL
TURKEY (Pournelle)	army bulgaria supports russian army ukraine to rumania FLEET AEGEAN SEA SUPPORTS BULGARIA FLEET BLACK SEA SUPPORTS BULGARIA ARMY ARMENIA HOLDS

POSTMARK DEADLINE: Fall 1906 moves; November 5, 1966

Spring 1910

1965KM

(Paris) The very brilliant and forward-looking French political scientist, Marcel Durruffle, today made the following observation about the war; "Looks like a mess! Anybody for calling it a five way draw?"

Spring 1910

FRANCE & ITALY LINE UP FOR NEGOTIATION

1965KM

FRANCE (von Metzke)	ARMY GASCONY TO BURGUNDY ARMY PIED TO VENICE FLEET TYRRHENIAN SEA TO TUNIS ARMY NORTH AFRICA SUPPORTS TYRRHENIAN TO TUNIS FLEET MID ATLANTIC TO THE WESTERN MEDITERRANEAN FLEET NORTH ATLANTIC TO THE MID ATLANTIC
ITALY (Goldman)	ARMY SILESIA TO MUNICH ARMY BOHEMIA SUPPORTS SILESIA TO MUNICH ARMY TYROLIA SUPPORTS SILESIA TO MUNICH FLEET IONIAN SEA TO NAPLES FLEET ROME SUPPORTS IONIAN SEA TO NAPLES FLEET EASTERN MEDITERRANEAN TO IONIAN SEA

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GERMANY
(Pournelle)

ARMY DENMARK HOLDS FLEET NORTH SEA HOLDS
FLEET BARENTS SEA HOLDS army st. pete to moscow
FLEET NORWAY TO SWEDEN ARMY BERLIN HOLDS
ARMY KIEL SUPPORTS BERLIN
army munich to silesia MUST RETREAT

RUSSIA
(McCallum)

ARMY MOSCOW HOLDS ARMY WARSAW TO LIVONIA
army galicia to silesia army rumania to galicia
army prussia to berlin ARMY ALBANIA HOLDS
ARMY VIENNA SUPPORTS ITALIAN TYROLIA
FLEET AEGEAN SEA SUPPORTS ITALIAN FLEET
EASTERN MED. TO IONIAN SEA
FLEET BULGARIA (East Coast) TO CONSTANTINOPLE
FLEET SEVASTOPOL TO THE BLACK SEA

AUSTRIA-HUNGARY

FLEET TRIESTE HOLDS

TEMPORARY ADDRESS, untill October 5th: ITALY; Jim Goldman
c/o Lloyd Zerphy
920 Baillio Drive
Virginia Beach
Virginia

POSTMARK DEADLINES: German Retreat; October 9, 1966
Fall 1910 moves; November 23, 1966 (I may publish
them sooner if I have all the
moves in.)

Open Letter Dept.

AN OPEN LETTER TO DAN ALDERSON (from Dan Brannan)

HI BIG DAN!

I got Mesklin Memos today. I see that I'm doing pretty miserably as usual. But then I'm getting along even worsier in Norstrillia Notes, aren't I? So Turner is taking over Italy, eh? Its too bad that I'm not getting along with him any better. I will go over the rules with him, however. Its a good thing I have an alliance with Smythe in this game - but wait! Whats he doing with 6 armies in Bulgaria? Oh heavens! If Smythe and Turner gang up on me . . .

I'll send your magazines on to Swenson (and save a collection for him) and Lake for free. But Lake isn't going to get Wild 'n Wooly until he subscribes.

Anyway, what I wanted to talk to you about was the Space War game. I would very much like to play but since I'm in all of your other games, it seems unfair for me to get into this one. At least a dozen people have asked me how to get into an Alderson game. So, I'll step back and give the others a chance . . . UNLESS!! you have no limitations on the number of players (as in XENO, DESCRIBED IN my last issue.).

I'd like to boast a bit about Xeno, if I may, Dan. The play of it is not so difficult as it looks. I think that I can locate $\frac{1}{4}$ of the other Planets in 10 moves and I should know where every planet is before I can conquer that 1st $\frac{1}{4}$.

The wildness of the rules give it a realism. Suppose that Terra got all united under the Throne of Central Africa (or New Guinea) and Man set out to conquer space . . . We don't know at all where we might find useful Planets. We have no idea what the alien life forms might be like or how many different alien intelligences we might meet. Hopefully, we'll ally with some . . . If we get shot at, we won't know who's shooting or from where, until we get hit, that is.

There is no economic feature to my game. My ships are to gather their own provender as they go. The only limitations to the building of ships is the time involved in it. Note that I require a ship to put itself into jeopardy one turn before it can fire any shots itself.

Now what I want to ask you is, . . . if you haven't already distributed the rules for your Space War . . . Is there any way that you can combine all the many Space War games into one Better game? I think that it would be more fun for all of the players, even tho they must play in seperate games, some in ZEYGOTE ZEYPHER, and some in Supercalifragilisticexpialidocious, or whatever, to have one standard game, instead of so many.

Very Sincerely Yours,
Little Dan

THE GONDOR DAY COMMITTEE ANNOUNCES ITS FIRST OFFICIAL FUNCTION!

The First Annual Bilbo's Birthday Picnic, Saturday, Sept. 24th at Tilden Park. It will meet at the Carousel at 11:00 A.M. Everyone is asked to bring some comestibles - either food or drink and you may bring a small present for the Gift Exchange.

Elen Sila Lumenn Omentrelmo!

TRANSPORTATION NEEDED! If you have transportation or if you need transportation; please call 849-3031.

SURVEY QUESTIONNAIRE

Please send me the percentage you think that each country has of winning, given that the players are equal and unknown to each other. I'll send the information to Jared Johnson and publish his results. (Your percentages should total 100%) Also, we could both use a list of the countries in the order of your preference to play. Even if you don't intend to pay Wild 'n Woolly's \$6 game fee.

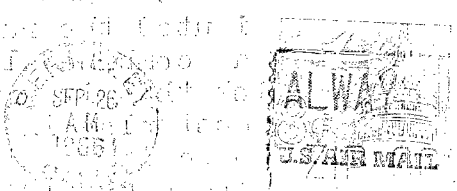
Game Fees: Wild 'n Wooly; \$6.00 for the 1st game and 50¢ for each additional game paid for all at once.
new magazine; \$4.00 for the 1st game and 50¢ for each additional game paid for at the same time. (And the new mag should be bigger and better)

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 NESKLIN MEMOS, Rollicking THE WERELD SCHEMERING WEEKLY WOIIBAT, THE TOOREY TRIENNIAL TORTOISE, the WORGLEY game in ASGARD, (where I'll really get slaughtered). You should see the WORGLEY 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 M. 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 dimensional (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