

WILD & WOOLY

OH... YOU'VE BEEN TRAMPLING
MY PURSE.. HOW NICE...



Would you believe Dinosaur burger...

Fall 1902

1966KN

(Vienna) It is well to remember; "He who controls the Adriatic Sea, controls the world." — Krown Prinz Engen

The Margrave of Banat announces that he has obtained the Imperial Monopoly for the Banat, Croatia, and Venice Railway.

RUSSIAN ARMY OCCUPIES SEAPORT - Too bad they can't swim

Fall 1902

1966KN

ENGLAND
(Nelson) fleet norwegian sea supports german fleet sweden to norway
FLEET DENMARK SUPPORTS GERMAN KIEL
ARMY HOLLAND SUPPORTS GERMAN KIEL
FLEET ENGLISH CHANNEL TO BELGIUM
BUILDS TWO

FRANCE
(Garland) FLEET BREST TO THE ENGLISH CHANNEL
FLEET MID ATLANTIC TO PORTUGAL ARMY PICARDY TO BURGUNDY
ARMY MUNICH SUPPORTS PICARDY TO BURGUNDY
BUILDS TWO

GERMANY
(Davidson) ARMY KIEL HOLDS fleet sweden to the baltic sea
army ruhr supports english army holland to belgium
MUST REMOVE ONE

ITALY
(Tzudiker) ARMY VENICE HOLDS ARMY ROME SUPPORTS VENICE
FLEET NAPLES TO THE IONIAN SEA
FLEET TUNIS SUPPORTS NAPLES TO THE IONIAN SEA

AUSTRIA-HUNGARY
(Fletcher) FLEET IONIAN SEA TO THE ADRIATIC SEA
army trieste to serbia army tyrolia to venice

RUSSIA
(Dygart) ARMY ST. PETERSBURG TO NORWAY
FLEET BARENTS SEA SUPPORTS ST. PETERSBURG TO NORWAY
fleet baltic sea to kiel
army berlin supports baltic sea to kiel
ARMY SILESIA HOLDS FLEET RUMANIA HOLDS
BUILDS ONE

TURKEY
(Gemignani) army albania to serbia
fleet aegean sea to the ionian sea
fleet bulgaria (East Coast) to the aegean sea
army constantinople to bulgaria
BUILDS ONE

AT LAST! WE HAVE AN EUROPEAN PLAYER!

CHANGE OF ADDRESS

GERMANY
C. Kennie Davidson
Poste Restante
Copenhagen, Denmark

((Also, please note that 1965KK
& 1965KY are now regular speed
games and that 1966KN & 1966KQ
are now slow games.))

POSTMARK DEADLINES:

Fall 1902 Build & Removal Orders; October 18, 1966

Spring 1903 moves; November 5, 1966

Fall 1903 moves; December 11, 1966

(Rome) The extent of the Alliance Of The Two Romes was further revealed today when Roman fleets penetrated deeper into the Mediterranean. Victorious Legions of the Cato faction entered Belgium completely unopposed and were greeted with feasts and dancing. The Senate has voted to accept the Belgian application for entry into the Empire, and has granted provisional Roman citizenship to all Belgians. Negotiations with the provisional government of Edinburgh continue, but it is believed that occupation may be required soon.

PEACE RULES THE WORLD!

EXCEPT FOR A FAMILY SQUABBLE OVER MUNICH, THERE IS NO CONFLICT AT ALL ANYWHERE IN EUROPE!!

Fall 1908

1965XX

GERMANY
(Goldman)

FLEET BELGIUM TO HOLLAND ARMY BERLIN TO MUNICH
ARMY RUHR SUPPORTS BERLIN TO MUNICH
ARMY KIEL SUPPORTS BERLIN TO MUNICH
ARMY SILESIA SUPPORTS BERLIN TO MUNICH

ITALY
(Pournelle)

ARMY BURGUNDY TO BELGIUM FLEET NORWEG. SUP. NORTH
FLEET ENGLISH CHANNEL SUPPORTS BURGUNDY TO BELGIUM
ARMY PICARDY SUPPORTS BURGUNDY TO BELGIUM
FLEET NORTH SEA SUPPORTS BURGUNDY TO BELGIUM
ARMY MARSEILLES TO BURGUNDY ARMY PIED. TO MARSEILLES
ARMY VENICE SUPPORTS TYROLIA
army tyrolia supports austro-hungarian munich
FLEET IONIAN SEA TO THE EASTERN MEDITERRANEAN
FLEET AEGEAN SEA SUPPORTS AUSTRO-HUNGARIAN BULGARIA
BUILDS ONE

AUSTRIA-HUNGARY
(von Metzke)

army munich holds OFF THE BOARD
army bohemia supports munich ARMY BULGARIA HOLDS
ARMY GALICIA TO BUDAPEST ARMY SERBIA SUPPORTS PULGR.
FLEET SMYRNA HOLDS FLEET GREECE SUPPORTS PULGARIA
BUILDS ONE

RUSSIA
(McCallum)

ARMY WARSAW TO GALICIA
ARMY RUMANIA SUPPORTS WARSAW TO GALICIA
ARMY UKRAINA SUPPORTS WARSAW TO GALICIA
FLEET NORWAY HOLDS ARMY FINLAND SUPPORTS NORWAY
ARMY SEVASTOPOL TO ARMENIA FLEET CONSTANTIN. HOLDS
FLEET BLACK SEA SUPPORTS CONSTANTINOPLE
ARMY ANKARA SUPPORTS CONSTANTINOPLE

POSTMARK DEADLINES: Fall 1908 Build Orders; October 18, 1966
Spring 1909 moves; October 27, 1966
Fall 1909 moves; November 14, 1966

IN ALL GAMES IN WILD 'N WOOLY: "HOLD" & "STAND" MEAN EXACTLY THE SAME THING.

Fall 1908

1965KN

FRANCE
(Ward)

ARMY LIVERPOOL HOLDS ARMY PARIS TO BREST
ARMY GASCONY SUPPORTS BURGUNDY ARMY BURGUNDY SUPP. GASCONY
army kiel supports german berlin fleet norwegian to norway
FLEET ENGLISH CHANNEL TO THE NORTH SEA

GERMANY
(McCallum)

ARMY RUHR SUPPORTS FRENCH BURGUNDY ARMY BERLIN TO SWEDEN
FLEET BALTIC SEA CONVOYS BERLIN TO SWEDEN
ARMY DENMARK SUPPORTS BERLIN TO SWEDEN
MUST REMOVE ONE

ITALY
(Smythe)

fleet north atlantic to the norwegian sea
FLEET MID ATLANTIC TO THE ENGLISH CHANNEL
FLEET IRISH SEA SUPPORTS MID ATLANTIC TO ENGLISH CHANNEL
FLEET SPAIN (North Coast) TO THE MID ATLANTIC
ARMY MARSEILLES TO SPAIN ARMY PIEDMONT TO MARSEILLES
ARMY VENICE TO PIEDMONT ARMY SEVASTOPOL HOLDS
FLEET IONIAN SEA TO THE TYRRHENIAN SEA ARMY CONSTANT. HOLDS
FLEET AEGEAN SEA TO THE IONIAN SEA

AUSTRIA-HUNGARY
(Koning)

army sweden holds RETREATS TO FINLAND
ARMY NORWAY HOLDS ARMY PRUSSIA TO BERLIN
ARMY SILEZIA SUPPORTS PRUSSIA TO BERLIN
ARMY MUNICH SUPPORTS PRUSSIA TO BERLIN
ARMY TYROLIA SUPPORTS MUNICH ARMY BOHEMIA SUP. MUNICH
ARMY WARSAW TO PRUSSIA ARMY UKRAINA TO MOSCOW
ARMY RUMANIA TO UKRAINA FLEET GREECE HOLDS
FLEET ALBANIA SUPPORTS GREECE
BUILDS ONE

POSTMARK DEADLINES: Fall 1908 Build & Removal Orders; October 18, 1966
Spring 1909 moves; October 27, 1966
Fall 1909 moves; November 14, 1966

Spring 1910 Retreat

1965KM

GERMANY ARMY MUNICH TO RUHR

POSTMARK DEADLINE: Fall 1910 moves; November 23, 1966

GOLLUM DOES IT AGAIN!

Earl Thompson pulls a Sneaky

1965KL

We received the following note:

Well over a month ago, Conrad von Metzke suggested to me that all the players in 1965KL agree to capitulate to Root, leaving him the winner, I agreed to this and drew up a statement to that effect. I sent it to him after signing it. Since then I have heard nothing — John Boardman

And John sent in a press release but no move (see last issue)
Of course the game goes on . . . Sorry about that, John.

We hear from Big Dan Alderson

. . . Alas, I'm having quite severe job problems at the moment in connection with transferring from one section to another here at JPL. This has prevented me from getting my various 'zines dittoed and sent out to the non-players. . .

I'm afraid that I must disappoint you concerning the Grand Combined Version of Space War. I have two versions of my own, Space War dating from 1958, and Super Space War. The latter is quite similar, in several ways to your Xeno. And I am a staunch foe of almost all forms of standardization, at least in connection with recreational subjects. I would very much like to see a game or games of both Fisher's Space War and your Xeno. And I am very definitely going to run Alderson Space War and Super Space War games, if I can get the players, as soon as my job permits. Now, as to your "crowding out" other folk in these games, there is essentially no problem. My Space War game seems to work out best with about 5 or 6 players (although I do intend to run a game of Anarchy with 64 players), but I'm going to run as many games as are needed. On the other hand, Super Space War, like Xeno, can handle almost arbitrary numbers of players. . . . I would recommend the 16 hexadecimal labels used by IBM in connection with their System 360; 0123456789ABCDEF. This would, it seems to me, make it considerably easier to keep track of such things as what sectors are adjacent. Also, at the end of each Xeno game, complete records should be published, so that all of the players can see what has actually been going on. As a point of realism, players with planets in the same sector should be so informed. Please start a Xeno game, Dan; I want to get in one!

Alan B. Fisher's Space War is even better in a way, since it can be published as the game progresses. One thing in connection with this game is unclear to me however: what happens when an unsuccessful attempt is made to take over a planetary system? ((The "intruders", the ships in motion but not the Supporters are destroyed.)) ((See 2I. on next page)) Also, it would seem that a planetary system with 9 ships in it is totally invulnerable, and the game might well bog down on this point, with victory becoming impossible for anyone. . . .

Stay as Insane as you are,

Dan

Xeno is meant to be very realistic and compatible with the Human Race's present situation. The moves or "Turns" might be considered to be about 100 years apart. We don't know Who or What is Out There and I think that the player not knowing what is in his own sector is more realistic than your idea of telling him (without making him search first) (I presume that most players will search their own sectors first).

We're going to make up a list of our names and addresses at the DIPCON WEST on Saturday, in the order in which we have the most desire and time to devote to Alderson Space War, for you.

My co-ordinate letters: ABFGHIJLNQRTVXYZ are the 16 least confusing of the alphabet, and are thus the least likely to cause errors in the play of the game. It is true, however that a sector could be identified by the co-ordinates of a particular corner, rather than by naming all 8 co-ordinates, but the player will not have to identify sectors too often and it can be played either way.

The player is given 5 Home Planets instead of one and is not required to place them close to each other solely for the sake of a more enjoyable game.

The dubious title of "Chief Crazy Brannan" was given to me by Hal Naus.

ADDITIONAL "RULES" FOR FISHER SPACE WAR AND FOR XENO ON NEXT PAGE.

ERRATA FOR FISHER'S SPACE WAR

- 2H. The Game starts with no ships. Players may launch one ship for each system that they own on each move. Ships must be launched from the home systems of the player (not owned by other players) or unoccupied "exit points" (see rule 2C.) of such systems. A ship may move from its launching point according to rules 2B. & 2C.
- 2D. After moving to a point in interstellar space; a ship may fire hyperspatial missiles. A scout ship is entitled to 4 shots with a maximum range of 2 co-ordinate points. Battleships are entitled to 7 shots with a maximum range of 3 co-ordinate points. Missiles move in orthogonal lines, but need not travel in a straight line. A missile destroys any ship located at the missile's destination. Missiles from the destroyed ships are not affected by their destruction.
- 2G. A player may take possession of a system if he has more power to take the system than other players, and he has at least one ship on the planet at the end of the move.

Ship in System, ordered to Support:	4 units of
	"Taking Power"
Ship entering system	3 units
Ship at "Exit Point", ordered to	
	Support 2 units
Ship within moving distance of exit	
point and ordered to Support	1 unit

(Same for defenders as well as attackers)

Ships ordered to Support may not move, but may fire missiles. Ships destroyed by missiles or by Collision cannot Support.

ADDENDA TO FISHER'S SPACE WAR

- 2F. A Permission states which player is allowed in which system. Permission to enter and occupy one's own system is assumed. Ships within a System without permission are destroyed.
- 2I. Intruders are destroyed at the end of the move.

APPENDIX TO XENO

2. When a Home Planet of a player (whether it is under his control or not) or a planet under his control is Attacked, whether or not the attack is succesful, the player should be notified by the Gamesmaster. The player should be told who is attacking his planet and with how many Warships and whether the attack is succesful or not. This does not pertain to "Scoutships" since they do not affect the "Control" of a Planet.
4. Players should be encouraged to name their home planets. Planets with the same name would add to the enjoyment of the game.
7. Please note that it takes one full turn to move from a co-ordinate point to the "Space" within a sector and two more full turns of "search" before the player may be told what, if anything, is in that sector.

11. While a ship may not move on the turn in which it is built, a Warship does take part in the defense, if that planet is attacked while it is being built and Scoutships are completed even though the "Control" of the planet is lost on that turn.
12. While only one ship may occupy a co-ordinate point, any number of ships may occupy a Planet or the "Space" within a sector. Scoutships can be destroyed only on co-ordinate points! No ships can be destroyed in "Space" (within a sector)
13. When there is a tie for the greatest number of Warships on a Planet, you have an "Unusual Situation". None of the ships on that Planet are destroyed on that turn and the Gamesmaster may publish the location of that Planet, its ownership (which doesn't change that turn, even if the owner's Warships aren't there at all), the number of Warships (but not Scoutships), and their ownership.
14. To summarize, the Gamesmaster should publish the location of all the shots fired on each turn (shots may be fired only from co-ordinate points to co-ordinate points), the Ships destroyed on each turn, and their type and ownership, (and also their location if, and only if they are on a co-ordinate point), and Unusual Situations. Press releases could be a lot of fun but should probably be brief if we get a hundred players into the game.
15. In notes to the Individual players, the Gamesmaster should advise them when their Home Planets or Planets under their Control are attacked, by who, and with how many Warships, the results of their own attacks on Planets, the information on what planets are in a sector after they have completed a search, and when they are put on "Search" Automatically.
16. When a new player enters a game already started, the players who have already searched his sectors should NOT be advised of his location.

THE FIRST ANNUAL DIPCON WEST WILL BE HELD IN BERKELEY THIS SATURDAY!

I am going to endeavor to start a game of Economic Diplomacy wherein each country is played by a team of 3, an Ambassador, a Commander in Cheif, & a Finance Minister. The Ambassador conducts the Diplomacy, the Commander in Cheif writes the moves, and the Finance Minister can play Poker, Bragg, Bou-ree etc. with a portion of his country's chips. This way a country may have a chance even if one of the team members is inept.

ANDERS SWENSON RAILROADED INTO THE GAMESMASTERSHIP!

Although Anders Swenson is presently engaged in defending our country, and still the Gamemaster in his own magazine, MISKATONIC UNIVERSITY, he is going to make the Final Decisions regarding the Rules of our new magazine. He will also be the Fianl Judge in the event a player Appeals a Ruling made by one of his Assistant Gamesmasters.

The Assistant Gamesmasters will include: Alan Fisher - Big Ernie - Gentleman Jim Dygert - Steve Cartier, and I'll be responsible for getting the Magazine out. Subscriptions will be 10 issues for \$1 and game fees will be \$4 for one game and 50¢ for each additional game (paid for at that time).

I have the following of Dan (Supergamesmaster) Alderson's publications:

ASGARD ADDENDA	The Morglay game.
THE ALFHEIM ANNUAL AARDVARK	press releases for above
MESKLIN MEMOS	Superdiplomacy with Swenson, Pournelle, & Smythe
THE TOOREY TRIENNIAL TORTOISE	press releases for above
NORSTRILLIA NOTES	Superdiplomacy with Castora, Smythe, & Thompson
THE WEREELD SCHEMERING WEEKLY WOMBAT	press releases for above

AND I'LL SOON HAVE THE ALDERSON SPACE WAR AND SUPER SPACE WAR GAMES!

I'll send you the entire set for six months for \$1.

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



Derek Nelson
18 Granard Blvd.
Scarborough
Ontario, Canada

VIA AIR MAIL

THE NORWESCON IS CANCELLED BUT _ _ _

The Norwescon was going to be an Art & Stf Convention in Spokane, Washington. Spokane is a great place to hold a convention but I'm not going to be there to get it organized. The Norwescon was planned for New Years Eve.

However, many people have complained because they weren't told about the FIRST ANNUAL DIPCON WEST until too late for them to plan to attend. So . . . if there are enough interested people, we will try to arrange THE SECOND ANNUAL DIPCON WEST for NEW YEARS EVE. It is just barely possible that enough people might attend it to make it worthwhile to arrange it. If so, I've got to get moving to find a good site. Berkeley is terribly crowded in the wintertime.

If THE SECOND ANNUAL DIPCON WEST does take place; there are certain special arrangements to be made. Inasmuch as this will be a Diplomacy Con instead of an Art & Stf Con, its attraction for your better half is likely to be negligible. Therefore, we will have to arrange a Bay Cruise, a Fashion Show and a San Francisco Shopping Trip. But what else can we do to entertain them? Your suggestions would be appreciated.