

WILD

N

WOOLY

So I sez to the Czar, I sez, "Nicki, -- "



This is Wild 'n Woolly, a Diplomacy publication published each 9 days by Dan Brannan, Apt. #5, 106 South Edgemont, Los Angeles 4, Calif., 90004.

Editor and Gamesmaster	Steve Cartier
Assistant Gamesmaster	Phil Castora
Art Director	Luise Petty
Choreography	The Nairobi Trio

Subscriptions: 20 issues for \$1.00

To enter games, your choice of plan A or plan B.

Plan A: \$3.00 for the first game at each speed and \$1.00 for each additional game ~~added~~ paid for at the same time. There will be no further charges or assessments as long as you are in the game. You may withdraw at any time before the deadline for the Fall 1901 retreats and enter a new game at no charge.

Plan B: No entrance fee but \$1.00 must be paid with the Spring move or sooner of each even numbered game year. No moves will be accepted when you are behind in payments. When a player does not pay the fee, he will be considered as resigned and his units will hold until all of the missed payments are made up.

NOTE: There will be five extra days between deadlines and publishing dates over Christmas.

Every player will choose his own country to play but no player will have any advance knowledge of who he will be playing against. This was planned to make the games more fair and equal.

You may enter as many games as you like, playing the same country in each one or playing any selection of countries you prefer. Each time that we have an entrant for each one of the seven powers at one game speed we will publish a Tentative game list, one issue will be skipped and then the Final game list will be published. The Spring 1901 move will be in the following issue.

If you do not care for the assembly of six about to come charging at you, you will have approximately 12 days from the publishing of the Tentative game list in which to withdraw; and be entered into the very next game list put together after I receive your notice of withdrawal. Even after that you will still have another 25 days in which to drop out and enter a new game at no charge.

To subscribe or to enter games, write to Dan Brannan, Apt. #5, 106 South Edgemont, Los Angeles 4, California, 90004. State your choice of country or countries and your choice of game speeds. (see page 8)

When you make a payment, please specify which payment plan you are using and which game it is for if you are already in a game.

You may subscribe now and your subscription dollar can be credited to any entrance fees that you pay in ~~30~~ 30 days

## EARL THOMPSON WINS CONTEST!

The best opening move for France is:

Army Marseilles to Gascony  
 Army Paris to Picardy  
 Fleet Brest to Mid Atlantic

1. Each unit now bears on three supply centers.
2. No hostile move is made toward any power which might cause a war against France before she can build up her power.
3. French forces are now in a flexible position to defend against a sneak attack (Army Venice to Piedmont, Army Munich to Burgundy, or Fleet London to the English Channel), and to seize supply centers quickly (making defending or attacking forces available in numbers at the end of the first year.)
4. Brest can be defended with either army, leaving the only fleet free to pick up Portugal, slip into the Irish Sea, or into the Western Mediterranean.

-----  
 Another good contest entry was sent in by John Boardman:

Army Paris to Burgundy  
 Army Marseilles Supports Paris to Burgundy  
 Fleet Brest to the Mid Atlantic

Thus, at the end of 1901. France will have gained two or three supply centers, and prepare a major offensive for the next year.

The obvious aim of the French offensive is Germany. France and Italy need have no dispute in the early years of the war despite their common frontier. Italy cannot dispute French control of Iberia, nor can France attack Italian supply centers at home or in Tunisia. There are easier targets for Italy in the Balkans.

Nor need England disturb French strategy for the next year or two, The only neutral supply center which England can take without dispute is Norway. (unless Russia moves Moscow to St. Petersburg in Spring 1901 - ed.) This acquisition will direct English attacks toward Russia or Germany. France can ease English concern by building no fleets at Brest but devoting herself entirely to land warfare.

It is not to France's best interest to attack England early in the game, either alone or with German support. France would need considerable naval strength to succeed in an English campaign, and this naval strength could be built up only at the detriment of her armies. The most likely scene for a Franco-English conflict will be in Germany and the low countries, where a division of the spoils is an obvious casus belli.

By playing Army Marseilles Supports Army Paris to Burgundy; in Spring 1901; France can ensure the failure of any early German invasion attempt. Even if Germany does get a foothold in Burgundy in the Fall as a consequence of the French seizure of Belgium, this German army can be driven out in the following Spring. If Germany is pressed on any other frontier, a French invasion in 1902 or 1903 will be hard to hold off. (but Germany has been proven to be France's most worthwhile ally. (See Fredonia) --ed.)

PALEOLOGO NAILED MARQUESS OF MONTFERRAT AND PRIME MINISTER OF ITALY!

1965 KL

(Rome, 5, Jan., 1901) Today a newcomer came rocketing up from obscurity to gain one of Italy's oldest titles and also the kingdom's premiership.

In a New Year's message to the Italian people, King Umberto I announce that the credit for foiling the anarchist plot on his Majesty's life belongs to a civil servant in the foreign ministry, one Claudio Constantino Paleologo. For several years Paleologo had vainly been petitioning the Crown to recognize him as the true heir of the Marquessate of Montferrat. His role in uncovering the anarchist plot led the King to order a new investigation of Paleologo's claims, and today His Majesty announced that Paleologo is indeed the sole representative of a noble line believed to have died out in the 16th century. Accordingly Paleologo becomes not only the Marquess of Montferrat, but also, "for his devotion and astuteness in the service of Italy" the kingdom's Prime Minister. Montferrat will also hold the Portfolio of Foreign Affairs.

"In this hour of gathering stormclouds," the new Premier announced in his first official statement, "Italy holds out the hand of friendship to all.. We assert only our rights in Tunis, and threaten no European nation. But if that hand of friendship is struck angrily aside, the world will tremble at Italy's reply to such a provocation!"

-----  
We published Phil Castora's zip code wrong so as a penance we must repeat his entire address:

Austria-Hungary

Phil Castora  
Burbank Hotel  
Burbank, Calif.  
91502

-----  
Does anyone have a second hand Diplomacy board for sale?

-----  
OTHER DIPLOMACY PUBLICATIONS

PROBONIA carries a game in which your kindly old editor is getting stomped to fudge.

GRAUSTARK carries a game in which your kindly old editor is about to get stomped to fudge.

both published by John Boardman, Ph.D.

592 Sixteenth St.

Brooklyn, New York, 11218

(10 issues for \$1.00)

TRAITOR carries a game in which I'm winning for those of you who like pleasanter things. Also 10 issues for \$1.00 from:

John W. Smythe, Jr.

621 East Prospect St., Girard, Ohio

BROBDINGNAG carries a game I'm not in and is my favourite is published by Dick Schultz, 19159 Helen, Detroit, Michigan (10 for \$1.00)

## Rules to be followed by the Gamesmaster

A free game will be awarded to the player against whom an error is made by the gamesmaster either in the application of the Diplomacy rules or in the application of precedents:

1. All of the original rules as published by Games Research, Inc. will be adhered to. (except for the choosing of countries by lot.)
2. A precedent set in a game will be followed throughout that game.
3. No conditional move will be accepted.
4. No joint moves will be accepted. (This means that moves from any two players if mailed together should be sealed in separate envelopes.)
5. Any unit attempting to move may be supported only to where it is going. If stood off it cannot be supported in the province it is in.
6. A unit attacked with more force than it has supporting it must retreat even though the attacking force is stood off by another attacking force. (This leaves the disputed area unoccupied.)
7. When a unit is successfully attacked from a given province that it is attempting to move to it still stands off any equally supported or less supported unit attempting to follow into that given province.
8. No moves, retreats, or building of units will be done for any player by the Gamesmaster and no retreats will be made automatically or conditionally. Even though there is no choice involved any unit which is dislodged and not given a retreat order will be removed from the play.
9. Deadlines will not be postponed for any reason with the one exception of the extra five days over Christmas. Please note that the deadlines published are postmark deadlines and not receipt deadlines. Local players must hand in their moves on the deadline date or mail them. Moves sent in by night letter must be dated for the deadline date or sooner.
10. When someone resigns from a game, his units all hold for the duration of the game. If a player wishes to replace another player, he must first receive permission from the Gamesmaster and possibly pay a small fee, and then all of the other players still in the game must agree to the replacement before any moves will be accepted from him.
11. The rule against the exchange of positions between two units will be adhered to regardless of what fancy convoy maneuver may be attempted to effect the exchange.
12. The decisions of the Gamesmaster and his assistant are final.

To subscribe or to enter games, write to Dan Brannan, Apt. #5,  
106 South Edgemont, Los Angeles 4, California, 90004.

Subscriptions: \$1.00 for 20 issues!

To enter games, write to Dan Brannan, Apt. #5, 106 South Edgemont, Los Angeles 4, California, 90004. State your choice of country or countries if you wish to enter more than one game and your choice of game speeds. You may send money later.

In the games at regular speed, one issue will be published for the Spring move, the next issue will be the Spring retreats, the next issue will be the Fall move, the next issue will be the Fall retreats, the next issue will be the "Winter" move for build orders, and the next issue will be the Spring move of the following year. In the Slow games, the order will be the same with an extra issue in between each action. In the Fast games, all retreats must be included with the moves and build orders must be included with the Fall moves. In Blitzkrieg, well, good luck!

From: Dan Brannan  
Apt. #5  
106 South Edgemont  
Los Angeles 4  
California  
90004

THIRD CLASS MAIL  
(printed matter only)

Derek Nelson