

WILD & WOOLY



Wild 'n Woolly #70

October 13, 1966

Fall 1904 Retreat

1966KL

GERMANY ARMY SERBIA TO ALBANIA

(Rome) "Oh, well! We can't all be superpowers."

Fall 1904 Builds

1966KL

ENGLAND BUILDS ARMY EDINBURGH

GERMANY BUILDS FLEET KIEL & FLEET BERLIN

ITALY REMOVES ARMY VENICE

TURKEY BUILDS ARMY ANKARA, FLEET CONSTANTINOPLE, & FLEET SMYRNA

POSTMARK DEADLINES: Spring 1905 moves; November 5, 1966

Fall 1905 moves; December , 1966

Spring 1907

1965KY

(Vienna) The Austro-Hungarian government today announced that following the recapture of Budapest from the English freebooters; it would merely defend the borders of our expanded Empire. Troops were recalled from the Eastern lands to meet our commitments to Italy and forestall the French threat of piracy in the Ionian Sea.

Spring 1907

KONING SUPPORTS OPPONENT?

1965KY

ENGLAND
(Nelson)

ARMY DENMARK TO LIVONIA ARMY EDINB. TO DENMARK

FLEET BALTIC SEA CONVOYS DENMARK TO LIVONIA

FLEET NORTH SEA CONVOYS EDINBURGH TO DENMARK

ARMY LONDON HOLDS FLEET LIVERPOOL TO IRISH SEA

FLEET BERLIN TO PRUSSIA ARMY KIEL TO BERLIN

FLEET HOLLAND TO BELGIUM ARMY BUDAPEST TO SERBIA

army silesia to galicia army ukraine to rumania

FRANCE
(Koning)

army ruhr to munich ARMY BURGUNDY SUPPORTS GERMAN MUNICH

army marseilles to piedmont FLEET NORTH AFRICA HOLDS

ARMY NAPLES TO GREECE FLEET TYRRHENIAN SUPP. IONIAN

FLEET IONIAN SEA CONVOYS NAPLES TO GREECE

GERMANY

ARMY MUNICH HOLDS

AUSTRIA-HUNGARY
(Ward)

FLEET APULIA TO NAPLES ARMY TUNIS HOLDS

ARMY ROME SUPPORTS APULIA TO NAPLES

ARMY TYROLIA TO PIEMONT army bohemia to galicia

ARMY VIENNA TO BUDAPEST ARMY RUMANIA HOLDS

ARMY CONSTANTINOPLE TO BULGARIA ARMY SMYRNA TO CONSTANTINOPLE

ARMY VENICE SUPPORTS TYROLIA TO PIEMONT

fleet adriatic sea to the ionian sea

fleet trieste to the adriatic sea

RUSSIA

ARMY MOSCOW HOLDS

POSTMARK DEADLINE: Fall 1907 moves; October 27, 1966

announcing KALMAR

Its time that we got the new magazine off the ground, especially now that Chalker has given the name away. We're soliciting Players, Subscribers and Artwork. We're currently preparing a neatly typed triple-space listing of Proposed Rules to send to our Gamesmaster Anders Swenson for him to scribble on and Proscribe our "Rules to get followed by the Assistant Gamesmasters".

Rules; Besides a set of rules designed to adhere closely to the original game, we will have a set of alternate rules which will apply to what we will call, "Kalmar's Own Variant".

Choice of Countries; Players will choose which Great Powers they wish to play. After all, they're paying a Game fee.

Geographic Distribution; Only one player from each state or province will be entered into any one game.

Game fees; \$4 for one game, \$4.50 for two games, \$5 for three games, etc. All game fees must be received before the Spring 1901 moves of your first game. However, it isn't necessary to pay the fee before you see your name on the game list.

Press releases or "Propaganda" will always bear a dateline of some city held by the Player submitting the press release.

The first issue will be out in two or three weeks and will contain a game list or two, maybe three if we can pick up some Eastern players.

Procedure: The moves will be reported to the players by Air Mail Postcard and then republished with the Retreats & Builds in KALMAR, except the Spring 1901 moves which will appear in KALMAR two issues after the FINAL GAME LIST. The Fall Retreats will also be sent to the players by Air Mail Postcard. The use of Postcards should give the players almost a week's extra time, on the average, to Conduct Diplomatic Negotiations between the moves.

Beginners! To get in on the fun; Write to me, tell me which Great powers you would like to play. Then when your name appears on the game list, send me the fee, according to how many games you might play. You need not start all your games at once. You can defer any and all games until next year or whenever. When the Game list is published, write to each of the other players, make a separate alliance with each one AND BE SURE TO GET YOUR MOVES IN! No one ever gets a bad reputation for losing a game. (I've won one game out of 100.) But, players who don't get there moves in are not put into new games.

Another new magazine is Glockorla, published by Dave Lebling
3 Rollins Court
Rockville
Maryland 20852
His game fee is \$3

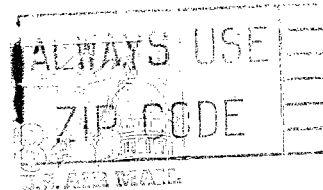
I have the following of Dan (Supergamesmaster) Alderson's publications:

ASGARD ADDENDA	The Morglay game.
THE ALPHEIM 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 WERELD 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 to 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.

