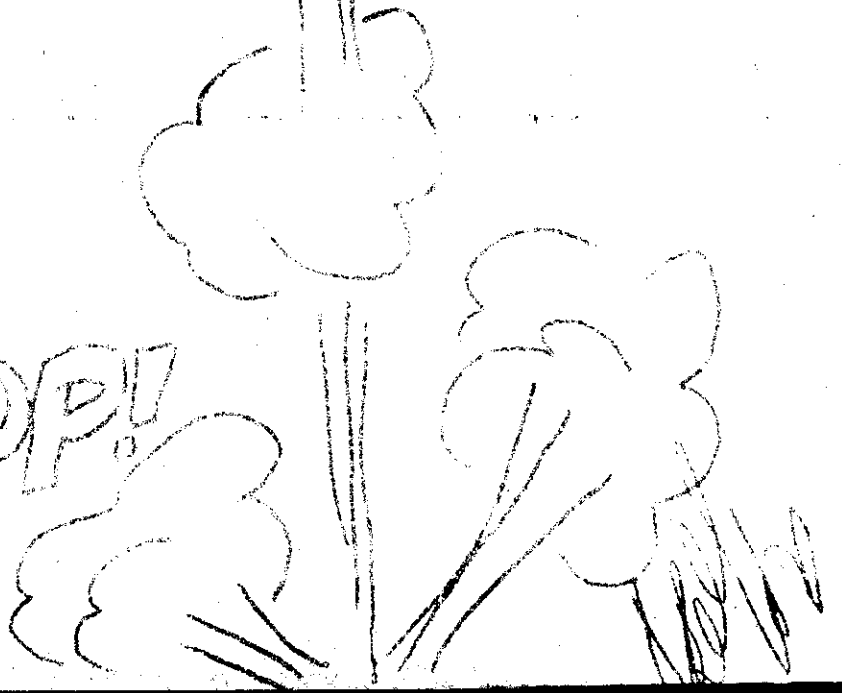


KID 'N WOOLLY

...HE SAYS HE'D LIKE
TO JOIN THE NEXT
GAME AND HE SAYS HE'S
ACTUALLY A 7 FOOT TALL
CHICKEN...



PLOP!



Wild 'n Woolly #77

December 15, 1966

WHERE THE ACTION IS!!!

Fall 1905

1966KL

ENGLAND
(McCallum)

ARMY MOSCOW TO UKRAINA ARMY LIVONIA TO MOSCOW
ARMY WARSAW SUPPORTS MOSCOW TO UKRAINA
ARMY FINLAND TO ST. PETERSBURG ARMY NORWAY TO FINLAND
FLEET NORWEGIAN SEA TO NORWAY FLEET NORTH SEA HOLDS

FRANCE
(Wells)

ARMY SPAIN TO TUSCANY Fleet tyrrhenian sea to rome
FLEET GULF OF LYON CONVOYS SPAIN TO TUSCANY
ARMY PIEDMONT SUPPORTS SPAIN TO TUSCANY
FLEET MARSEILLES TO SPAIN (South Coast)
FLEET IONIAN SEA TO APULIA ARMY GASCONY TO BURGUNDY
MUST REMOVE ONE UNIT

GERMANY
(Cline)

FLEET HOLLAND TO BELGIUM FLEET SWEDEN HOLDS
FLEET BALTIC SEA SUPPORTS SWEDEN
army galicia to rumania MUST RETREAT
ARMY ALBANIA TO SERBIA ARMY BUDAPEST HOLDS
ARMY TRIESTE SUPPORTS ALBANIA TO SERBIA
ARMY VIENNA SUPPORTS BUDAPEST
BUILDS THREE

ITALY
(Ward)

army tuscan holds MUST RETREAT
FLEET HOME HOLDS FLEET NA-BLES HOLDS

TURKEY
(Koning)

army serbia to budapest MUST RETREAT
ARMY ARMENIA TO SEVASTOPOL ARMY UKRAINA TO GALICIA
ARMY RUMANIA SUPPORTS UKRAINA TO GALICIA
FLEET BLACK SEA SUPPORTS ARMENIA TO SEVASTOPOL
FLEET EASTERN MEDITERRANEAN TO THE IONIAN SEA
FLEET GREECE SUPPORTS EASTERN MED. TO IONIAN
FLEET AEGEAN SEA SUPPORTS EASTERN MED. TO IONIAN
MUST REMOVE ONE UNIT.

Less talk and more artillery. Thats the way we like it. They're bombing Transylvania off the map. Charge and melee, gentlemen. Don't report for show till you're covered with blood.

POSTMARK DEADLINES: Fall 1905 Retreats; January 3, 1967
Fall 1905 Build orders; January 12, 1967
Spring 1906 moves; January 30, 1967
Fall 1906 moves; February 17, 1967

Spring 1910

1965KX

(Rome) Signs of imminent victory in the war were displayed in the Capitol today, as price controls and rationing were ended for dozens of household items. Merchants are making ready to entertain the Fleets whenever they are recalled from sea patrols. It was reported that with the destruction of the German Fleet, no possible force can oppose the Roman Navy in the northern seas.

Spring 1910

1965KX

GERMANY

(Godman - Dygert)

army kiel holds MUST RETREAT
 ARMY RUHR HOLDS ARMY MUNICH HOLDS ARMY SILESIA HOLDS

ITALY

(Pournelle)

FLEET HELGOLAND BIGHT TO KIEL ARMY BURGUNDY TO BELGIUM
 ARMY DENMARK SUPPORTS HELGOLAND BIGHT TO KIEL
 FLEET NORTH SEA SUPPORTS BURGUNDY TO BELGIUM
 FLEET NORWEGIAN SEA SUPPORTS NORTH SEA
 ARMY MARSEILLES TO BURGUNDY ARMY PIEDMONT TO MARSEILLES
 ARMY PICARDY SUPPORTS MARSEILLES TO BURGUNDY
 army tyrolia supports austrian army bohemia to munich
 ARMY VENICE SUPPORTS TYROLIA
 FLEET IONIAN SEA SUPPORTS AEGEAN SEA
 FLEET EASTERN MEDITERRANEAN SUPPORTS AEGEAN SEA
 FLEET AEGEAN SEA SUPPORTS AUSTRIAN SMYRNA

AUSTRIA-HUNGARY

(von Metzke)

ARMY BOHEMIA HOLDS ARMY BUDAPEST HOLDS ARMY BULGARIA HOLDS
 ARMY VIENNA SUPPORTS BUDAPEST ARMY SERBIA SUPPORTS BULGARIA
 FLEET GREECE SUPPORTS BULGARIA FLEET SMYRNA HOLDS

RUSSIA

(McCallum)

ARMY FINLAND TO SWEDEN ARMY UKRAINA TO MOSCOW
 FLEET NORWAY SUPPORTS FINLAND TO SWEDEN
 ARMY GALICIA SUPPORTS RUMANIA ARMY RUMANIA SUPPORTS GALICIA
 ARMY SEVASTOPOL SUPPORTS RUMANIA ARMY ANKARA SUP CONSTANTINOPLE
 FLEET CONSTANTINOPLE HOLDS FLEET BLACK SEA SUP CONSTANTINOPLE

POSTMARK DEADLINE: German Retreat; January 3, 1967

Fall 1910 moves; January 12, 1967

The more players a country has, the worse its political situation and the less likely it is to get moves in.

CORRECTIONS

1965KN

It was not mentioned with the Fall 1909 moves but France has an army sitting in Picardy. Also, Italy did not have an army in Venice, yet. So Italy builds two and A-H removes one. The errors were caught separately and individually by both Koning and Smythe. More on the next page.

Spring 1907

1965KQ

ENGLAND FLEET LONDON HOLDS

FRANCE FLEET ENGLISH CHANNEL SUPPORTS ENGLISH LONDON
(Wells) ARMY PORTUGAL TO SPAIN ARMY GASCONY HOLDS
ARMY BURGUNDY HOLDS ARMY BREST HOLDS

GERMANY FLEET LIVERPOOL HOLDS ARMY HOLLAND HOLDS
(Jose) FLEET BELGIUM HOLDS ARMY RUHR HOLDS
ARMY MUNICH HOLDS ARMY BERLIN HOLDS
ARMY SILESIA HOLDS

ITALY FLEET TYRRHENIAN SEA TO TUNIS
(Reinsel)

AUSTRIA-HUNGARY ARMY APULIA HOLDS ARMY TYROLIA HOLDS
(Swenson) ARMY BOHEMIA HOLDS ARMY GALICIA HOLDS
ARMY RUMANIA HOLDS ARMY SERBIA HOLDS
FLEET NAPLES HOLDS FLEET IONIAN SEA HOLDS

RUSSIA ARMY YORKSHIRE TO WALES FLEET NORTH SEA HOLDS
(Nelson) FLEET EDINBURGH TO YORKSHIRE
FLEET NORTH ATLANTIC HOLDS ARMY WARSAW HOLDS
ARMY SEVASTOPOL HOLDS ARMY UKRAINA SUPPORTS SEVASTOPOL

TURKEY ARMY ARMENIA HOLDS ARMY CONSTANTINOPLE TO BULGARIA
(Pournelle) ARMY GREECE SUPPORTS CONSTANTINOPLE TO BULGARIA
FLEET AEGEAN SEA SUPPORTS GREECE
FLEET BLACK SEA SUPPORTS CONSTANTINOPLE TO BULGARIA

POSTMARK DEADLINE: Fall 1907 moves; January 12, 1967

Fall 1909 Builds

1965KN

(Naples) The construction of the warships that will eventually become the 7th Fleet, is still ahead of schedule. The Admiralty leaked rumours that Vice Admiral Lago will command the new armada. There have been no official statements as to where the 300 new warships will be stationed, but lately there has been an increase in the activity of pirates in the Ionian. It would not surprise us if the Senate ordered the Fleet to secure the Ionian Sea for peaceful commerce.

Fall 1909

1965KN

FRANCE REMOVES ARMY GASCONY
ITALY BUILDS ARMY VENICE AND FLEET NAPLES
AUSTRIA-HUNGARY REMOVES FLEET ALBANIA

POSTMARK DEADLINE: Spring 1910 moves; January 12, 1967

Fall 1911

1965KM

(Berlin) German naval might has reached its peak in the inner Scandinavian seas, as the 2nd Fleet occupied the Gulf of Bothnia. Meanwhile, German soldiery in St. Petersburg have executed a group of terrorists claiming to represent all the workers of the world. The terrorists, led by a fanatic Tsarist restorationist seminary student who took the wildly improbable name of Stalin, attempted to kill the German High Command by substituting wood alcohol for the Vodka. The sharp senses of Flight Lt. Hermann Goering detected the substitution after his 7th glass; other officers had consumed only one small glass by that time.

Goering has been posthumously promoted to the rank of Commandant and awarded the Reichs-Kreuz in honor of his salvation of the St. Petersburg General Staff.

His Majesty, Wilhelm II, appearing in the uniform of a British Lord High Admiral for the State Inspection of the Forces in London, announced that the Italians would do better to surrender, rather than supporting insolence of the Russian Tsarists.

When informed of the incident at St. Petersburg, he remarked, "It would appear that the terrorists were successful in their plot to render the Russian staff mad. I can see only that as a rational explanation of their demands that France surrender."

Fall 1911

1965KM

FRANCE	ARMY BURGUNDY SUPPORTS GERMAN MUNICH	ARMY PIEDMONT HOLDS
(von Metzke)	FLEET TUNIS HOLDS	ARMY NORTH AFRICA SUPPORT TUNIS
	FLEET WESTERN MEDITERRANEAN SUPPORTS GULF OF LYON	
	FLEET GULF OF LYON SUPP. PIEDMONT	FLEET MARSEILLES SUPP. PIEDMONT
GERMANY	FLEET SWEDEN TO THE GULF OF BOTHNIA	ARMY DENMARK TO SWEDEN
(Pournelle)	ARMY BERLIN SUPPORT MUNICH	FLEET BALTIC SEA SUPPORTS BERLIN
	ARMY MUNICH HOLDS	ARMY ST. PETERSBURG HOLDS
	ARMY KIEL TO DENMARK	FLEET BARENTS SEA SUPPORTS ST. PETERSBURG
	ARMY RUHR SUPPORTS MUNICH	
		BUILDS ARMY KIEL
ITALY	army venice to piedmont	fleet tuscan supports venice to piedmont
(Goldman-Dygert)	army bohemia to munich	ARMY TRIESTE SUPPORT VENICE (not valid)
	FLEET NAPLES SUPPORTS RUSSIAN TYRRHENIAN SEA	FLEET ROME SUP TUSCAN
RUSSIA	FLEET TYRRHENIAN SEA HOLDS	FLEET IONIAN SEA SUPP. TYRRHENIAN SEA
(McCallum)	FLEET AEGEAN SEA SUPP. IONIAN SEA	ARMY ALBANIA TO SERBIA
	army tyrolia supports italian army bohemia to munich	
	ARMY GALICIA SUPPORT SILESIA	ARMY SILESIA SUPPORTS PRUSSIA
	ARMY PRUSSIA SUPPORTS LIVONIA	ARMY LIVONIA SUPPORTS PRUSSIA
	ARMY MOSCOW SUPPORTS LIVONIA	

POSTMARK DEADLINES: Spring 1912 moves; January 21, 1967
Fall 1912 moves; February 8, 1967

Spring 1912 Retreats

1965KL

ITALY ARMY VENICE TO APULIA FLEET NAPLES OFF THE BOARD

POSTMARK DEADLINE: Fall 1912 moves; January 3, 1967

Some of you people like science fiction. Some of you people watch television. Therefore, some of you would like to see a science fiction program on television. Is the third statement; (1) True (2) False or (3) uncertain?

Seriously, there is a television program with some more appeal to the intellectual than the average program has. Its called "Star Trek". Try to see it sometime. And soon! because it is danger. Its not getting ratings. Maybe we're too small a group to affect the ratings and maybe we're not. We're going to try. We received a letter from "The Committee" (Poul Anderson Robert Bloch Lester del Rey Philip Jose Farmer Frank Herbert Richard Matheson Theodore Sturgeon A. E. van Vogt etc.) -

"Those who have seen the show know it is frequently written by authentic science fiction writers, it is made with enormous difficulty and with considerable pride. If you were at the World Science Fiction Convention in Cleveland, you know it received standing ovations and was awarded a special Citation by the Convention. STAR TREK has finally showed the mass audience that science fiction need not be situation comedy in space suits.

STAR TREK's cancellation or change to a less adult format (a fate worse than Off the Board) would be tragic, seeming to demonstrate that real science fiction cannot attract a mass audience.

We need letters! Yours and ours, plus every science fiction fan and TV viewer we can reach through our publications and personal contacts. Important: Not form letters, not using our phrases here; They should be the fan's own words and honest attitudes. They should go to: local television stations which carry STAR TREK, TO sponsors who advertise on STAR TREK, and local and syndicated television columnists and TV GUIDE and other television magazines.

The situation is critical; it has to happen now or it will be too late. We're giving it all our efforts; we hope we can count on yours."

Now we all have our correspondence piled up on us and letters, especially of this nature are time-consuming and difficult to write. But lets give it a good try. If we lose, then, perhaps, we'll get Neilsen and Hooper and etc. in some other game. If we win, we've accomplished a feat comparable to winning a game against Smythe.

ANNOUNCING XENO !, the only new Diplomacy magazine to be announced this week! (for this area, anyway, . . . as far as we know, that is . . .) As if we needed another magazine . . . or another game either;

The first game won't get started until mid-1967 because of the many preliminaries involved (including the stream-lining of the rules)

The game fee is \$2 per player. The following people are paid up if they wish to play; Dan Alderson, Phil Castora, Bob Cline, Dick Houston, John Koning, Jerry Pournelle, John Smythe, Monroe Jeffrey, Clint Bigglestone, Jack Harness, John McCallum, Anders Swenson, and Conrad F. von Metzke.

Write to Charles G. Brannan, 2417 Webster St., Berkeley, California, 94705
A digest of the rules will be on the next page.

(name of game from Sgt. Saturn's Drink - see SS and TWS)

The playing area consists of 3375 Sectors, each supposedly one cubic light year in size (and cubical in shape, of course), and 4096 Co-ordinate points at the corners of these 3375 Sectors.

The game starts with "turn 0" in which each player places his 5 home planets somewhere in the playing area. The locations of these planets are secret and can be discovered by other players by going on "Search" (This requires keeping a ship within a Sector for 2 moves, after which the Gamesmaster notifies the Searcher what planets are in that Sector). Any number of planets may be placed in the same Sector and any number of players may place planets in the same sector.

On every subsequent turn, each player may build one Scout, no 3 Scoutships or 1 Warship on each of his 5 "home planets" except those that are occupied by some other players Warships.

Ships may not move on the same turn in which they are built but they do take part in the defense of their planet if it is attacked on that turn. (This only applies to Warships because Scoutships do not engage in Planetary combats.)

All ships require one turn to move from a Planet to the Space in the same Sector, from a Planet to one of the 8 surrounding Co-ordinate points (at the corners of the cubes), from the Space within a Sector to a Planet, from the Space within a Sector to one of the 8 surrounding Co-ordinate points, from a Co-ordinate point to a Planet, or from a Co-ordinate point to the Space within a Sector. Ships may not move from one Planet to another, or from one Sector to another in less than two turns.

A Warship may move from a co-ordinate point to another co-ordinate point in any orthogonal direction a distance of 1 or two points. A Scoutship may move from one co-ordinate point to another a distance of from 1 to 7 points. Ships move in straight lines only. Only one ship may occupy a co-ordinate point.

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 4 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.

Ships that attempt to pass each other on the same line and ships that arrive at the same co-ordinate points are in "Collision". They cease to exist and their shots on that turn do not count.

Any number of players may enter the game. Players may enter the game after it is under way. New players planets placed in a Sector that has already been "Searched" are kept secret until the searcher searches again in that Sector.

Any number of ships may be in one Sector at once and any number of Scoutships may be on one Planet at once but when Warships of more than one player occupy a Planet all the Warships on that Planet except those of the player who has the most Warships present cease to exist. Scoutships do not count.

You can gain "Control" of a Planet by occupying it with Warships but you can retain "Control" of that Planet only by continuing to occupy it with Warships.

When one of your "home planets" is occupied by another players Warships, you cannot build there on that turn.

The first player to Control more than half of the Planets in play wins the game.

Even though the game may not get under way until mid 1967, you may indicate a desire to play in the game by sending in either the \$2 game fee or your orders for turns 0, 1, & 2. (Conflict is impossible before turn 2 and then it will be only a few possible collisions.), or both.

On turn 0, you select the locations of your five home planets by naming the eight co-ordinate points at the corners of the sectors. You may also give proper names for your Planets. The co-ordinate points are numbered; A B F G H I J L N Q R T V X Y Z, from right to left or left to right, from top to bottom or bottom to top, and from front to back or back to front. (it makes absolutely no difference so long as the order of the "numbers" (letters) is not changed)

On turn 1 you build ships and on turn two you build more ships and move the others if you wish.

Don Reardon
2417 Webster St.
Berkeley, California
94705



Third Class Mail
(printed matter only)

