

WILD

'N

WOLLY



I know how important he is to Security, but must he snore through Rosenkavalier?!

Final Game List

1965 KL

England	Earl Thompson 4318 Lindsey Pico Rivera, Calif. 90661
France	J. S. Root 206 East 25th St. New York City, New York 10010
Germany	Robert J. Ward Phelan Hall, USF San Francisco 17, Calif. 94117 temporary address untill February 12, 1965: 5383 Auburn Drive San Diego 5, Calif.
Italy	John Boardman, Ph.D. 592 Sixteenth St. Brooklyn 18, New York 11218
Austria-Hungary	Phil Castora Burbank Hotel Burbank, Calif. 91502
Russia	Conrad F. von Metzke 5327 Hilltop Drive San Diego 14, Calif. 92114
Turkey	Bill Schreffler 650 Wattles Road Bloomfield Hills, Michigan

Spring 1901 moves must be postmarked on or before January 26, 1965.

Fall 1901 moves must be postmarked on or before February 13, 1965.

To withdraw and enter another game at no charge, February 21, 1965.
State your choice of country and game speed with your withdrawal or we'll assume that you want the same country and game speed.

ALL DEADLINES ARE POSTMARK DEADLINES!

(Warszawa, Jan. 12 - PAP) The Prime Minister of the Kingdom of Poland, H.R.H. Crown Prince Theodotus, and the Foreign Minister, Gen. Andrzej Sawiczewski, announced at a joint press conference this morning that, as a gesture of peace to all European states, the Imperial Second Army, based in Moscow, is being removed from active alert immediately. Crown Prince Theodotus expressed the hope that other forces can be similarly deactivated in the near future.

Foreign Minister Sawiczewski also expressed the sorrow of the King and of the people of the Empire at the illness of Her Majesty Victoria, Queen of the British Empire, and stated that H.R.H. Conrad I, King of Poland and Muscovy, has dispatched a personal note to her, to be delivered in person (if Her health permits) by the Polish Representative at the Court of Saint James, the Hon. Dr. Jerry Wilubowenski

Dear Steve,

I have been sufficiently enraged by your mishandling of the contest results to do the unprecedented: write a letter of comment on the matter!

My own solution for the French opening move is:

Army Marseilles Supports Army Paris to Burgundy
 Army Paris to Burgundy
 Fleet Brest to Picardy

First, let us examine France's opening position. She is secure in the South because Italy cannot attack without moving into Piedmont, and Piedmont cannot get into Marseilles without French co-operation, to put it mildly. France is reasonably secure in the North because Britannia can with greater profit go after Scandinavia or the Lowlands (and often gets Denmark if Germany is under severe opening attack) than a Great Power such as France. Germany cannot afford to attack France without complete assurance that Italy, Austria-Hungary, England, and Russia won't attack him! Its difficult to wage attack successfully on another power when you are under attack from a third party.

On the positive side, France has two guaranteed supply centers: the Iberian peninsula. But these lie away from the center of action. It is unwise, however, to take three supply centers the first year since this may result in an axis forming against you, to prevent you from becoming too powerfull too early. Portugal can be left in reserve to be picked up in 1902, in order to provide you with another unit where it will do you the most good. France should stake out Belgium in 1901, and this tenet is the basis of my strategy.

France should make and keep an agreement with England to neutralize the Channel. As a matter of fact, these two powers should sweep East towards the center of the board, with or without the participation of Italy. Either Picardy or Burgundy can Support the other into Belgium in Fall 1901, although the army should go in because it can bear on much German territory. The Piccardian Fleet can gaurd the Channel or go to Brest for the Mid Atlantic or work its way into Belgium for more immediate activity in the North Sea coastal areas. The Marseilles Army moves to Spain in Fall 1901 and to Portugal in 1902.

France must make up her mind whether to advance overland into Germany or underland into Italy. Chances for both are exeellent and exquisite and will be decided as the game progresses. But France should stake out a claim early to Belgium in order to have the territory as a buffer against rapacious England and all-devouring Germany.

Diplomatically yours,

Dr. Marsupio deThre von Ringo-Beattle

(Jack Harness, 619 South Hobart, Los Angeles, Calif.)

I do agree with Jack about the inadvisability of gaining three supply centers in the first year.

Rules to be followed by the Gamesmaster

6. RULE #6 IS SUSPENDED UNTILL FURTHER NOTICE! (probably permanently)

13. A convoy move does not cut support against the fleet in the body of water through which the army is convoyed last. When one of the fleets in the convoy-chain is dislodged; the attempted convoy does not cut any support at all.

NEW RULE: 14. When two or more units that are dislodged are given orders to retreat to the same place; they will both be removed from the play.

THERE IS A TWENTY DOLLAR PRIZE FOR THE FIRST PLAYER TO TAKE 34 SUPPLY CENTERS IN A BLITZKRIEG GAME.



GRAND BAL IN VIENNA

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.

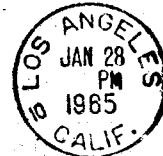
To subscribe or to enter games, write to Dan Brannan, Apt. #5, 106 South Edgemont, Los Angeles 4, California, 90004.

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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
18 Granard Blvd.
Scarborough
Ontario
Canada