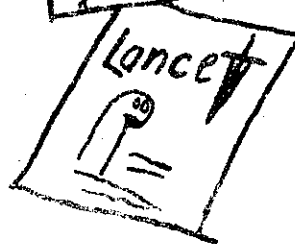
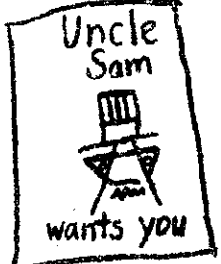
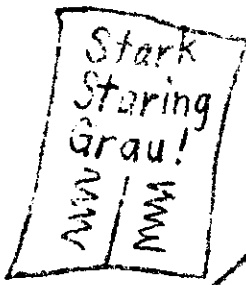
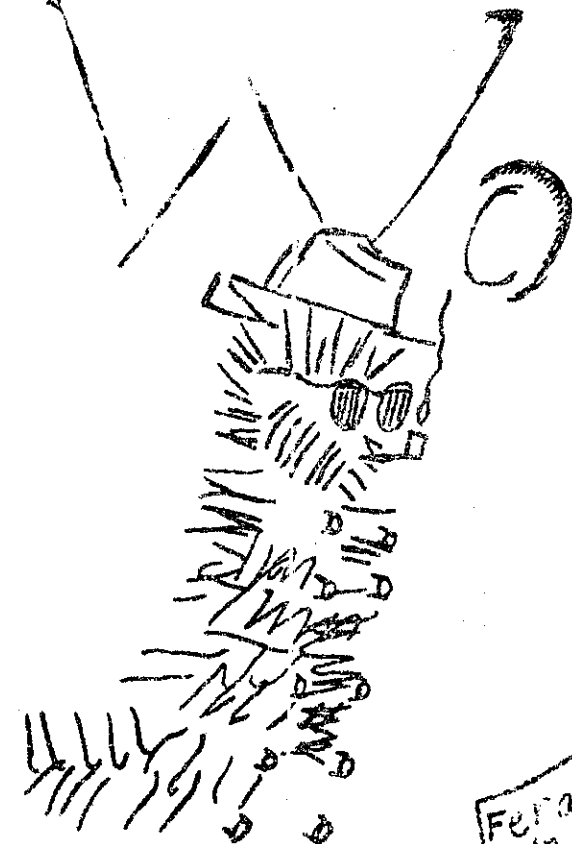
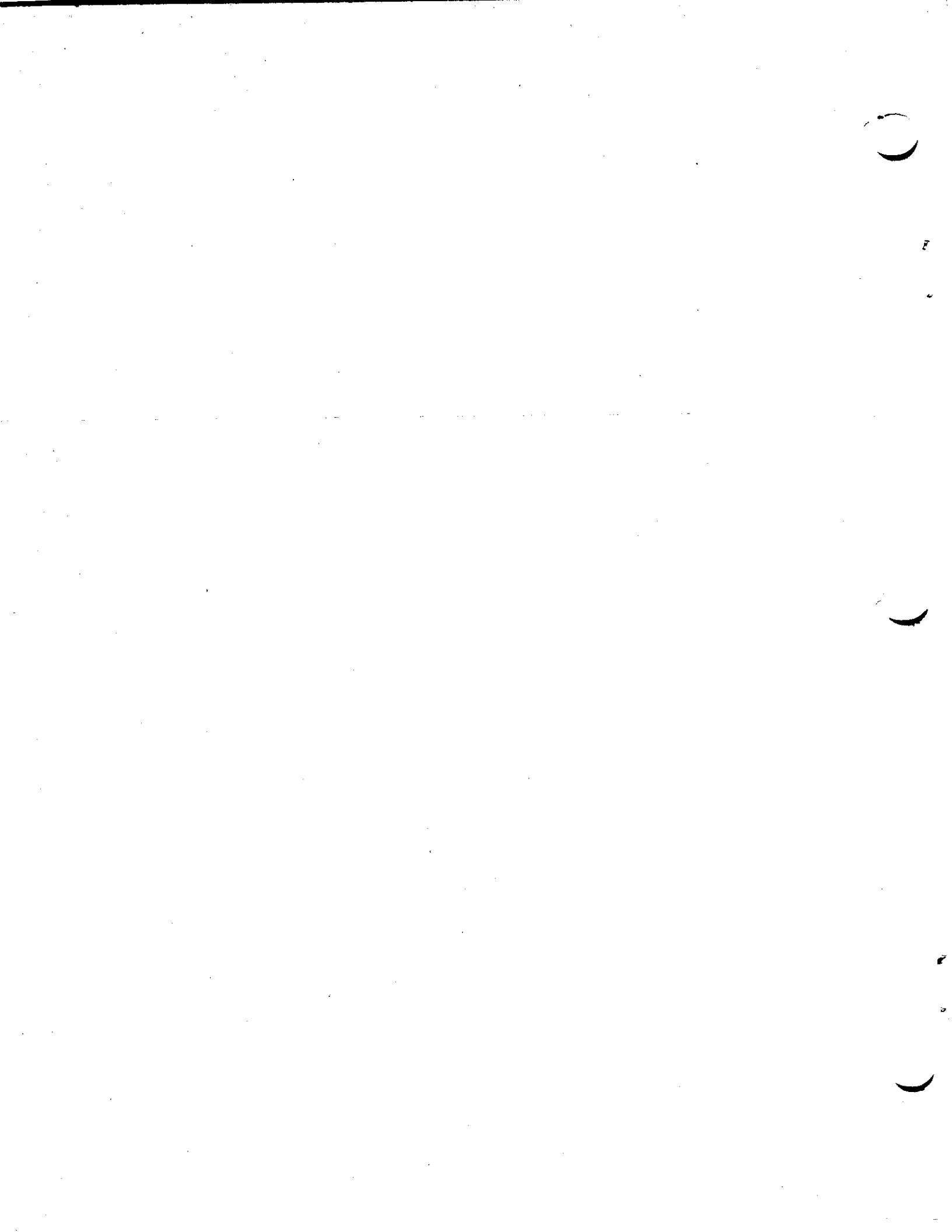


WILD 'N WOOLY



I don't mind sex in Diplomacy zines, but I do object to being esoteric on the cover of Wild 'n Wooly!

ABC Swensonoff



January 16, 1967

Wild 'n Woolly #80

page 3

FALL 1903 Retreats

1966K8

GERMANY DECLINES TO RETREAT ARMY KIEL & FLEET SWEDEN OFF THE BOARD
TURKEY RETREATS ARMY GREECE TO BULGARIA

POSTMARK DEADLINES: Italian & Russian Build Orders; February 23, 1967
Spring 1904 moves; March 13, 1967
Fall 1904 moves; April 18, 1967

Fall 1908 Build orders

1965KY

ENGLAND BUILDS ARMY EDINBURGH & ARMY LONDON
FRANCE BUILDS ARMY PARIS
AUSTRIA-HUNGARY REMOVES ARMY UKRAINA

POSTMARK DEADLINES: Spring 1909 moves; February 10, 1967
Fall 1909 moves; February 26, 1967

Fall 1910 Build orders

1965KX

(Rome) King Victor Emmanuel delivered a personal apology to the Austro-Hungarian Emperor, after it was discovered that German intelligence agents had successfully diverted changes in orders to Armies Tyrolia and Burgundy. The King is reported to be consulting with advisors on novel and interesting ways for executing those officers responsible for the miscarriage of orders.

((Actually, I phoned the Postal Inspectors to complain about the probable cause for my not getting some of my mail, Jerry.))

On the same subject, we've had some interesting problems trying to get mail to John Boardman. We got KALMAR back marked "no such number". It was properly addressed of course, with the same old address that John has been using for years. I think he owns the building. Is he too cheap to buy house numbers for it? Did he ask the P.O. to return it because he doesn't like KALMAR? If so, how did he persuade them to mark it "no such number"?

Fall 1910

1965KX

GERMANY REMOVES ARMY RUHR & ARMY SILESIA
ITALY BUILDS ARMY ROME & ARMY NAPLES

POSTMARK DEADLINES: Spring 1911 moves; February 17, 1967
Fall 1911 moves; March 7, 1967

This is Wild 'n Woolly, the Diplomacy newspaper that always arrives when you least expect it. Editor, Gamesmaster, & Publisher is;

Dan Brannan
3044 A Telegraph Avenue
Berkeley, California
94705

Sure, we're always late, but this way you don't get wiped out so quickly! Jim Dygert finally got Davidson put out of the game 1966KN but he'll get his - I'll keep the game a slow game, which is the ultimate punishment for Jim. I can hear him screaming now. As he reads this, he is thinking, "I'll Kill you, Brannan!" and turning purple.

Gee, I'm mean.

We are working industriously on the XENO rules. An excerpt;

THE VICTORY CRITERION

or

HOW IN THE HELL DO YOU WIN THE GAME?

(the following is subject to revision, of course - your suggestions are welcome)

1. An individual player, who doesn't belong to any published Coalitions may be declared the winner when he Controls $1/3$ or more of the planets involved in the game.
2. A Coalition of 2 players may be declared the winner when the Coalition Control $1/2$ or more of the planets in the game.
3. A Coalition of more than 2 players may be declared the winner when they control more than $1/2$ of the planets in the game.

So, how are Coalitions formed? Its still sickeningly complex. We will work on it some more.

We have discovered how to publish a 3 dimensional playing board on paper. It involves some tedious work with the stylus but its a great improvement over the series of charts that we published before.

.....

THE GAME BOARD

The Game Area is, theoretically, 15 light years across in each of 3 dimensions. By dividing it into cubic lightyears, we have 3,375 "Sectors". We indicate the 8 corners of each "Sector" by "Co-ordinate Points" numbered; A B P G H I J L N Q R T V X Y Z. This gives us 4,086 "Co-ordinate Points". Ships move from one Sector to another by moving to a Co-ordinate Point adjacent to the Sector they are in, then to a Co-ordinate Point adjacent to the other Sector, and then into the Sector. The Sectors are numbered by indicating 3 pairs of Co-ordinate Points such as Sector LN, LN, LN is the center most Sector and adjacent to Sectors: LN, LN, JL; LN, LN, NQ; LN, JL, LN; LN, NQ, LN; JL, LN, LN; NQ, LN, LN, in fact it has a common surface with each of them. Ships may not pass through such common surfaces, however.

The magazine, XENO, will be published soon. Game fee is \$2. There is no limit to the number of players in the game. In fact, the more the merrier, so we will publish only one game.