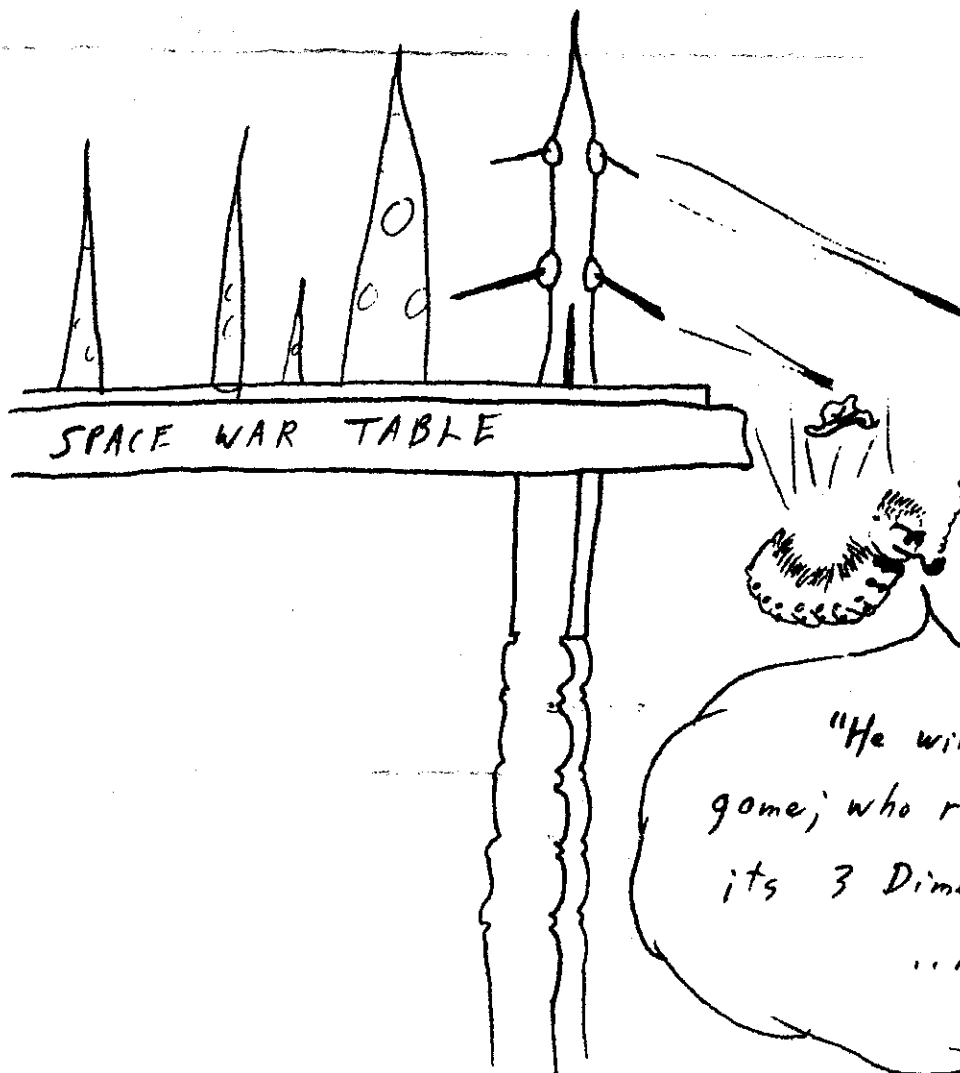


WILD 'N WOOLY



see inside for a brief description of Space war

Fall 1904

1966KN

ENGLAND (Nelson) must remove 3 units instead of just 2. Build and removal orders in the next issue.

POSTMARK DEADLINES: Spring 1905 moves; June 5, 1967
Fall 1905 moves; June 23, 1967

DIPLOMATS GROW TENSE

Spring 1907

1966KL

ENGLAND (McCallum) ARMY GALICIA TO (RUMANIA) army (moscow) to sevastopol
ARMY (UKRAINA) SUPPORTS GALICIA TO RUMANIA
ARMY (WARSAW) SUPPORTS UKRAINA ARMY (LIVONIA) HOLDS
FLEET (NORTH SEA) HOLDS FLEET (NORWEGIAN SEA) SUPP. NORTH SEA

FRANCE (Wells) ARMY (BREAST) HOLDS ARMY PARIS TO (PICARDY)
ARMY BURGUNDY TO (BEEGIUM) ARMY (VENICE) HOLDS
FLEET MARSEILLES TO THE (GULF OF LYON)
ARMY (ROME) SUPPORTS VENICE
FLEET IONIAN SEA TO (EASTERN MEDITERRANEAN)
FLEET TUNIS TO THE (IONIAN SEA)
FLEET (NAPLES) SUPPORTS TUNIS TO THE IONIAN SEA

GERMANY (Cline) FLEET (SWEDEN) HOLDS FLEET (DENMARK) HOLDS FLEET (HOLLAND) HOLDS
ARMY (MUNICH) HOLDS ARMY (SILESIA) HOLDS ARMY (BOHEMIA) HOLDS
ARMY (TYROLIA) HOLDS ARMY (VIENNA) HOLDS ARMY (TRIESTE) HOLDS
ARMY (BUDAPEST) HOLDS army serbia OFF THE BOARD

TURKEY (Koning) ARMY ANKARA TO (ARMENIA) ARMY (SEVASTOPOL) HOLDS
FLEET (BLACK SEA) SUPPORTS SEVASTOPOL
ARMY RUMANIA TO (SERBIA) FLEET (GREECE) HOLDS
ARMY (BULGARIA) SUPPORTS RUMANIA TO SERBIA
fleet (albania) to trieste

So far, Hal Naus has 2 of the 3 approvals that he needs to replace Bob Cline as Germany. It has been noted that Hal has submitted moves for Bob in this game already but now he wishes to take over officially.

POSTMARK DEADLINE: Fall 1907 moves; June 23, 1967

Spring 1912 Retreats

1965KX

RUSSIA ARMY NORWAY TO ST. PETERSBURG ARMY SWEDEN TO FINLAND
ARMY GALICIA TO UKRAINA

POSTMARK DEADLINE: Fall 1912 moves; June 14, 1967

SPACE WAR

one game to be published by: Daniel J. Alderson
6720 Day Street
Tujunga, California, 91042

Other games to be published by: ? ? ?

Current game in progress:

The Blue Barbarians Steve Henderson
Schimmelpenick Anders Swenson
STAR TREK Christina Cartier
lost in space (wiped out) Dan Branuan

Space War is a very colorful game and very interesting. While essentially one of the games of the Diplomacy game family; the tensions do not become so fierce as in Diplomacy because there is more room for individual strategy. However, when played in person it takes longer than Diplomacy.

The game is three dimensional, four by four by four. Each cube contains one star system. At the beginning of the game; the property cards are dealt out to the players. (left overs are neutrals) Each player must select one of his star systems to be his Capitol. At least one half of your star systems must be designated as "Agricultural" (not counting your Capitol) on each turn. You may build one ship on each of the non-Agricultural star-systems each turn.

The loss of your Capitol puts you out of the game. The last surviving player wins the game. Ships may move to any adjacent star system. When ships of more than one player are in the same system, ships are removed according to a table.

Ownership of star systems changes with occupation. Each Agricultural system has a defense equal to two ships. non-Agricultural systems have a defense equal to five ships. Capitols have a defense equal to ten ships.

That's all there is to the rules . . . Oh yes, you may elect to accumulate points by not building ships where you are entitled to. One point for each ship not built. Ten points gets you One Novabomb. Novabombs may be sent anywhere. They destroy all the ships (but have no effect on the planets) in the star system to which they are sent. It was such a Novabomb that reduced the defenses of my Capitol to where a mere 11 ships could take my Capitol.

The Star-systems; I1A Deneb I1B Alderamin I1C Gienah I1D Sadir
I2A Cih I2B Schedar I2C Polaris I2D Rastaban I3A Mirach I3B Algol I3C Merak
I3D Izar I4A Almach I4B Mirfak I4C Dubhe I4D Phecda III1A Alpheratz
III1B Aldebaran III1C 61Cygni III1D Vega II2A El Nath II2B Capella
II2C Kochab II2D Arcturus II3A Alhena II3B Castor II3C Pollux II3D Zosca
II4A Menkalinan II4B Algeiba II4C Alioth II4D Mizar III1A Diphda III1B Markab
III1C Fom III1D Altair III2A Mira III2B Sirius III2C Sol III2D Ras-Alhague
III3A Bellatrix III3B Procyon III3C Regulus III3D Denebola III4A Rigel
III4B Betelgeuse III4C Alphard III4D Spica IV1A Mintaka IV1B Achernar
IV1C Fomalhaut IV1D Sabik IV2A Alnilam IV2B Phact IV2C Miaplacidus
IV2D Alpha Centauri IV3A Alnitak IV3B Murzim IV3C Adhara IV3D Agena
IV4A Saiph IV4B Canopus IV4C Wezen IV4D Antares

The playing-board is easy to construct. Planes I, II, III, & IV are shown separately on Dan Alderson's original board. Each plane has horizontal lines A, B, C, & D. Each plane has vertical lines 1, 2, 3, & 4. The corresponding co-ordinates in planes I & II, II & III, or III & IV are considered to be adjacent.

XENO

published by:

Dan Braman
3044A Telegraph Ave.
Berkeley, California, 94705

game fee \$2

We have received dozens of complaints about my being esoteric again. Particularly about the mechanics of the action in Sectors.

The playing space is considered to be 15 light years by 15 light years by 15 light years. It is assumed that about 700 to 900 stars are present within this small area. (One star can easily serve planets for 3 or 4 Sectors.) The stars have no bearing on the mechanics of the game, however, and not mentioned. (It can be assumed that there are no stars at all near the Sectors where no players locate any planets.)

The only planets in the game are those put there by players. Each player has 5 planets to put into the game in any location he chooses. He may keep some of them in reserve for several turns if he wishes until he finds a safe place for them. ((Note: If you're too busy to play the game now but want to enter the game later on with a few extra ships, you can start with one planet and just build ships every turn (Warships recommended) and then locate your other 4 planets when you've more time to play.))

Ships (Scoutships or Warships) are built at the start of each Turn but may not move until the following Turn. Ships may be built only on your 5 original ("home") planets and only on those not occupied by other players Warships.

Missiles, when armed, go off under any gravitational stress, and thus cannot be fired from planets or ships near planets, nor can they be fired at planets or at any ships near planets. One of these missiles completely destroys any ship it hits. (It is assumed that they are built on planets and carried on all ships and always arm themselves after they have been fired.)

To make the game possible to play; the playing space is divided into 3,375 Sectors, each one cubic light year. All planets and ships within a Sector are considered to be somewhere near the center of the Sector and no more specific locations are considered. Any number of ships and planets may be in one Sector belonging to any number of players. (THERE IS NO CONFLICT EXCEPT WHEN WARSHIPS OF MORE THAN ONE PLAYER ARE ON THE SAME PLANET)

It requires 15 Turns for ships to move from one Sector to another but only one Turn for a ship to go from one planet to another planet within the same Sector. However, Interstellar Travel is possible (at terrific speeds) from certain points of minimum gravitational stress to another. These points of minimum gravitational stress are at the corners of the Sectors and it takes only one Turn to move from any planet to one of the eight corners of its Sector.

The corners of the Sectors are identified by 3 letters; A B F G H I J L
N Q R T V X Y Z Any combination of 3 of those letters indicates one particular co-ordinate point which is the corner of 8 different Sectors, except on the sides where it is the corner of only 4 different Sectors, the edges where it is the corner of only two different Sectors, or co-ordinate points AAA, AAZ, AZA, ZAA, ZAZ, ZZA, ZZZ, or AZZ which are the very corners of the playing space and border an only one Sector each.

The Sectors themselves are not numbered but they may be identified by naming any pair of opposite corners. Each Sector has 8 corners. If you name the co-ordinate point at one of the corners and the co-ordinate point at the opposite corner, you have specifically located one particular Sector.

For examples this time, we'll use the 8 corners of the playing space. At one corner we have a Sector which can be identified as AAA-BBB, or AAB-BBA, or ABA-BAB, or BAA-ABB, or BBB-AAA, or BBA-AAB, or BAB-ABA, or ABB-BAA. They all indicate the same Sector.

At another corner we have Sector AAZ-BBY, otherwise called AAY-BBZ, or ABY-BAZ, or BBY-AAZ, or BBY-AAZ, or BBZ-BAZ, or BAZ-ABY, or ABZ-BAY, or BAY-ABZ.

At another corner we have Sector AZA-BYB, otherwise called AZB-BYA, or AYB-BZA, or AZB-BYA, or AYA-BZB, or BYA-AZB, or BZB-AYA, or HYB-AZA, or BZA-AYB.

At another corner we have AZZ-BYY, otherwise called AZY-BYZ, or AYY-BZZ, or AYZ-BZY, or BYY-AZZ, or BZZ-AYY, or BYZ-AZY, or BZY-AYZ.

At another corner we have a Sector which can be identified by any of the following:

ZZZ-YYY	ZZY-YYZ	ZYZ-YZY	YZZ-ZYY
YYY-ZZZ	YYZ-ZZY	ZZY-ZYZ	or ZYY-YZZ

At another corner we have a Sector which can be identified by any of the following:

ZZA-YYB	ZYA-YZB	ZYB-YZA	ZZB-YYA
YYB-ZZA	YZB-ZYA	YZA-ZYB	or YYA-ZZB

At another corner we have a Sector which can be identified by any of the following:

ZAA-YBB	ZAB-YBA	ZBB-YAA	ZBA-YAB
YBB-ZAA	YBA-ZAB	YAA-ZBB	or YAB-ZBA

At the other corner of the playing space we have a Sector which can be called any of the following:

ZAZ-YBY	ZAY-YBZ	ZBY-YAZ	ZBZ-YAY
YBY-ZAZ	YBZ-ZAY	YAZ-ZBY	or YAY-ZBZ

Now in the very center of our gameboard or playing space, with the following pairs of co-ordinates, with any of the following pairs of co-ordinates, we have our centermost Sector called: LLL-NNN, or LLN-NNL, or LNN-NLL, or LNL-NNL, or NNN-LLL, or NNL-LLN, or NLL-LNN, or NLN-LNL.

When one of your home-planets or a planet under your Control is attacked (successfully or not) You will be notified and you will be told the player's number of your attacker. When one of your ships is destroyed, you will be told the player's number who destroyed your ship.

To find out whose planets are in a Sector, you must send a ship into that Sector to "Search". To Search, ships must be in Space. They cannot Search from a Planet or a co-ordinate Point.

We are delighted to point out that the geographical distribution of players in the XENO game is excellent. There are no large groups of players from any one area except in that most of them are in the United States. You will be pleased to know that there are less players in the game from California than from four other states! I'm particularly disappointed in the response from San Diego. (ie- none at all) Perhaps this is my punishment for fighting the IDF.

The NYCON 3 will take place in New York on Sept. 1, 2, 3 & 4 and will be one whole of a convention. There will be fights, feuds, Booze, Broads, songfests, parties, entertainment, books, celebrities, drunken editors, temporarily sober authors, (Al Bester may even drop by, although certainly not sober) games, art and other exhibits, auctions, movies, costumes, some nice people a minimum of intellectual conversation (a maximum of boredom for whoever johnboardman corners), and no doubt a lawsuit for me from the NYCON 3 Committee for describing it this way. See you there!

Send \$2 for a non-attending membership or \$3 for an attending membership to:
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(make checks payable to John Boardman)

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