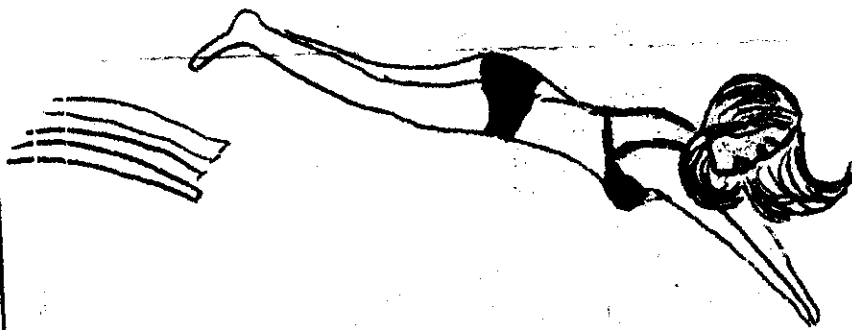
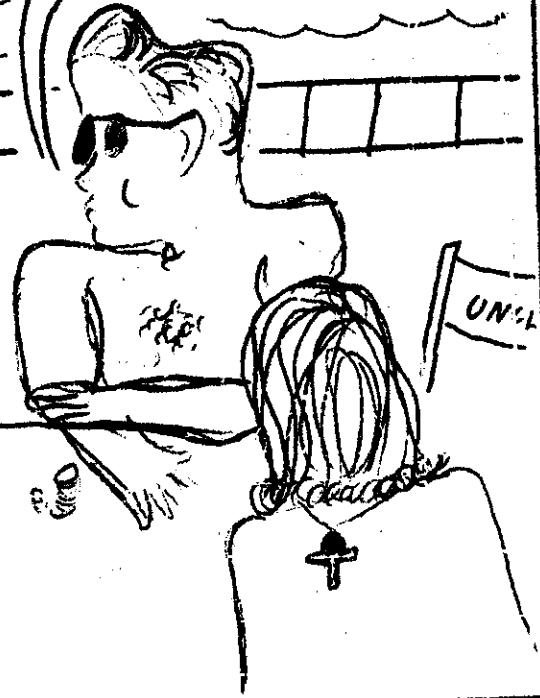


Wild - PA - Woolly



But Braman, the Westeroon has been over for two days and we need some sleep!!! And I didn't get to meet Cap'n Kirk or Harry Harrison or Frits Leibor or Paul or Astrid .

Shut up and deal.



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ild 'n Wooly #98

July 6, 1967

all 1904 Retreat

1966KQ

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HOW EARL THOMPSON THREW A PARTY FOR THREE HUNDRED FIFTY PEOPLE AND HIS WIFE, GAIL DID ALL THE WORK, AS USUAL

Reporting on a convention is difficult enough, and usually inaccurate, because no person can attend more than 20% of what goes on. Since we arrived late, left early, and slept one night, I guess we saw about 5% of the Westercon. However, a couple of things we did see were worth mentioning.

Finally, after six years of rehearsals, they put on the Gilbert and Sullivan type parody on Captain Future (Ed Hamilton) and, it was beautiful! Bruce Pelz stole the show. (I purpose) No, I don't mean that he took home all the saleable props and costumes, etc. (Although he might have if he'd thought of it) He was just funnier than hell!

The following night, they did a parody on Star Trek. This was also wonderfully done. My carried the show more equally here, tho Astrid Anderson did outshine the female lead (pun intended), although her voice didn't hold up too well. I bet you wonder who played Spock? Believe it or not, Karen Anderson. And very well too! Lots of laughs and roughly entertaining. Methinks this is the beginning of a trend at stf conventions though I doubt very much that future shows will be as good.

Our suite was lovely and comfortable and as big as our apartment at home. (and only \$12 too!, but they made up for it at the swimming pool, charging more for the use of towels and chairs, etc. than I could afford)

My only complaint about the Westercon was that I didn't get to play Bragg, or 1-ree or even poker, but a bunch of ~~Swedish "poker" games~~ ~~or raffles~~ that they put on for your stomach. My opponents were charming tho.

Well, anyway, everyone had a good time and we want to thank Los Angeles. The Westercon will be here in Oakland next year. I don't know who's in charge yet.

The next issue of Wild 'n Wooly will catch us up. After that, Wild 'n Wooly will be on schedule. The games will be speeded up a bit too.

and now,

THE XENO LECTURE THAT I PLANNED TO GIVE AT THE WESTERCON AND DIDN'T

The game is intended to be realistic. The vastness of the playing space, the secrecy of the identity of the other players, the secrecy of the locations of ships and planets, the total lack of vital information without efforts of investigation, all these factors are meant to create the real problems of a race trying to expand to other planets.

Still, a lot of things have been left out. Factors like planetary defenses, supply lines, communications, economics, varied natural conditions, close range space battles, close range maneuvering, and even the stars themselves! are not mentioned in the description or the rules of the game. It is cruel of me perhaps to leave out so many colorful details which might certainly add to your enjoyment of the game. I have left them out for the purely selfish reason of simplifying the game enough for me to Gamesmaster it single handed. Although colorful, they would (in my opinion) offset each other equally enough so that they wouldn't affect the outcome of the game.

HOWEVER, all these things could be included fictionally! by those players who are willing to write the press releases. I will publish all the material I receive from any and all players (except for vulgarity and extreme redundancy). There is now reason why a race that discovered the presence of other races might not fill the void with message rockets broadcasting propaganda in all directions. You could describe real or fictitious spacefleets, conflicts, confrontations, attempted invasions, the locations of your opponents planets (not necessarily their true locations), understate, or exaggerate your strength and holdings, describe stars, brag about your trustworthiness, etc, etc.

The co-ordinate points are the only points in space considered to be free enough of excess gravitational stress to which and from which interstellar flight will be allowed. The procedure of interstellar flight is considered to be so delicate that the presence of more than one ship at a co-ordinate point destroys all ships there (even though none of them are attempting interstellar flight at the moment).

The playing space is (arbitrarily) considered to contain 4,096 co-ordinate points each one light year apart and lined up in straight lines in all three directions. To be more realistic, they should be randomly scattered, but it would complicate the game too much for me that way.

For further simplification of the play, the planets are considered to be located somewhere within a particular Sector (a Sector is the cubic light year surrounded by each set of 8 co-ordinate points) and no attempt is made (except in fictitious "press releases" to locate a planet any more exactly or to locate any particular arrangement of the planets that are in the same Sector.

As a player, you will locate your 5 "Home planets" by writing to the Gamesmaster and giving their names and locations (except for those Home planets which you may wish to hold in reserve and locate somewhere in the game later on. You cannot build any ships on a planet until the Turn after it has been placed somewhere in the game, however.) on Turn 0.

Then on Turn 1, you may build 1 Warship or 3 Scoutships on each of these planets. Planets are defended only by whatever Warships stand on them. Ships are built at the beginning of the Turn and thus take part in defense; but ships may not move from the planet until the Turn after the Turn on which they are built.

Then, on Turn 2, you have your first opportunity to move ships. You may move any ships on Turn 2 that were built on Turn 1. Ships moving from a planet do not defend that planet. From a planet, you may move to Space (within the same Sector), to another planet (within the same Sector) (you must name the planet you are moving to, of course, by its original name as on file with the Gamesmaster), or to one of the 8 co-ordinate points at the corners of that Sector.

From a co-ordinate point, a ship may move to another co-ordinate point, or to Space or a Planet within one of the Sectors that it stands at the corner of.

From Space, a ship may move to one of the 8 co-ordinate points at the corner of that Sector, to one of the planets (if any) within that Sector, or to an adjacent Sector. However, trips to adjacent Sectors require 15 turns to complete and such moves must be completed! You cannot call off a Sector to sector move.

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