

WILD 'N WOOLY
WISHES YOU A
PROSPEROUS
NEW YEAR



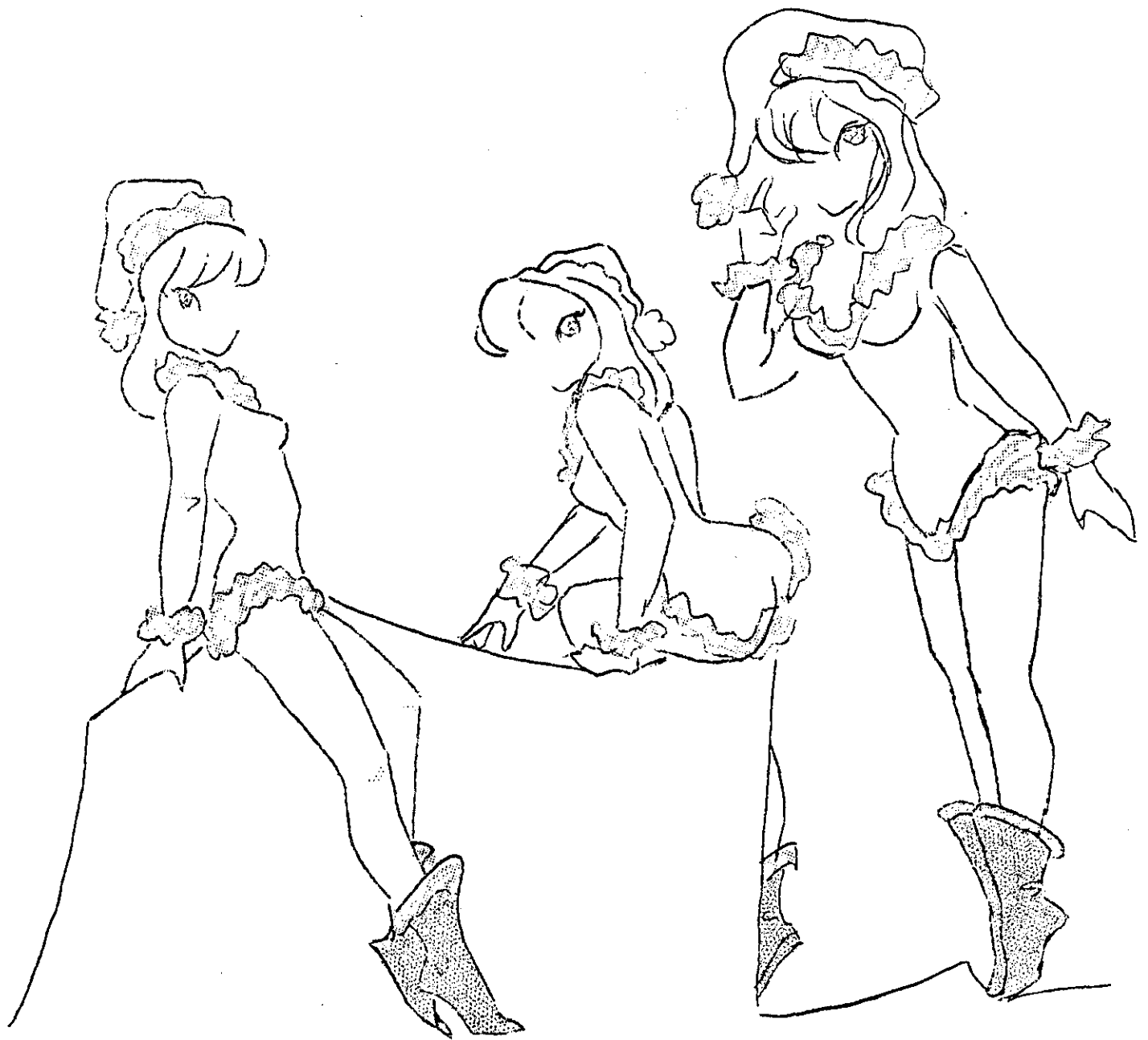


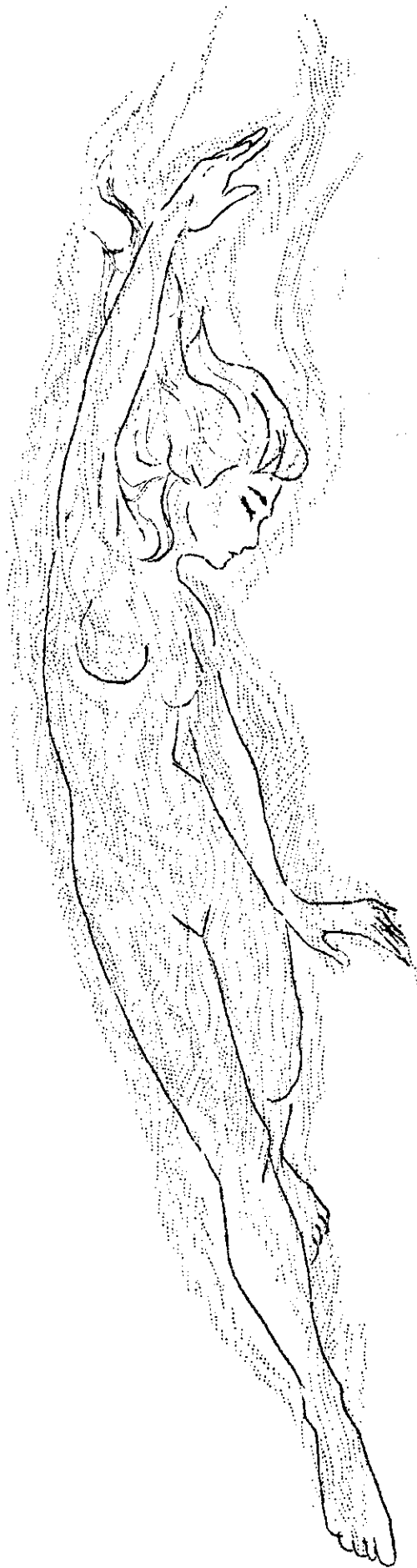












Rules to be followed by the Gamesmaster

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 envdlops.)
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 replat 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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To enter games, write to Dan Brannan, Apt. #5, 106 South Edgemont, Los Angeles 4, California, 90004. State your choice of country or countries if you wish to enter more than one game and your choice of game speeds. You may send money later.

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!

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THIRD CLASS MAIL
(printed matter only)