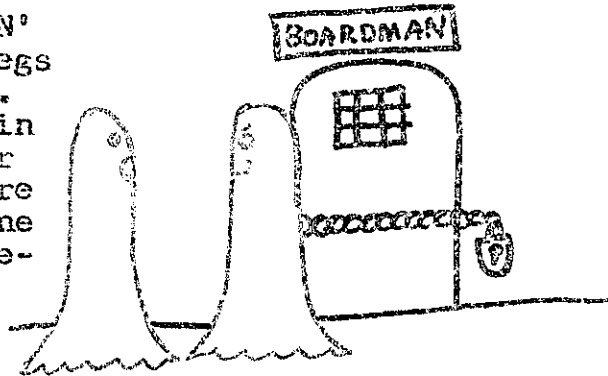


Oh, grief...here it is...the horror of WILE 'N' WORRY, a Diplomacy 'sine carrying the last dregs of WILD 'N WOOLY. There are no game openings. Subscriptions are 10/\$1. Back issues are 5¢ in lots of 2 or more, and 3¢ each in lots of 5 or more (available: 1-26). Stand-by positions are available in 1971BF to players who have won one or more postal Diplomacy games. This is Pandemonium Publication #415, edited and published by Rod Walker, 5058 Hawley Blvd., San Diego CA 92116; telephone, (714) 282-1921; member, NFFFGB, NFFFGEDD, IFW, IFWDS, DA.



"Well, if Beshara is bribing us to keep him here, who's been putting out GRAUSTARK?"

1971BF -- MINCE, PIVOT, SPAR, DUCK...

Fall 1902:

AUSTRIA (Key): A Bud-Tri, F Alb & A Ser S F Gre, A Vic-Tyr, F Gre S TURKISH F Eas-Ion. Owns: Bud, Tri, Vic, Gre, Ser (5). No change.

ENGLAND (Keathley): F Nwy (R)-Ska. F Eng-Mid /d//Pic, Lon, Wal, Iri, ob/, F Nth-Nwy, F Ska-Swe, A Edi-Yor. Owns: Edi, Lpl, Lon, ~~Nwy~~, Swe (4). No change.

FRANCE (Smythe): F Bre-Eng S by F Mid, F Spa(sc)-Mar, A Pic-Par S by A Gas. Owns: Bre, Mar, Par, Por, Spa (5). No change.

GERMANY (Goldstein): F Bal & A Den S ENGLISH F Ska-Swe, A Mun-Sil S by A Pru, A Bur S F Bel, F Bel S ENGLISH F Eng (otm). Owns: Ber, Kie, Mun, Bel, Den, Hol (6). No change.

ITALY (Eller): F Ion S TURKISH F Aeg-Gre (nso) /d//Adr, Nap, Tyr, ob/, F Tun S F Ion, A Apu-Rom, A Ven-Tyr. Owns: Nap, Rom, Ven, Tun (4). No change. Oh--F Ion can also retreat to Apu.

RUSSIA (Naus): F Nwy MS F Swe (F Swe /d//Bot, ob/), A Fin S F Swe, A StP-Lvn S by A War, F Rum S AUSTRIAN F Gre-Bul(sc) (nso). Owns: Mos, StP, Sev, War, Rum, ~~Smy~~, Nwy (6). No change.

TURKEY (Thomson): F Eas-Ion S by F Aeg, A Con-Smy, A Bul H. Owns: Ank, Con, Smy, Bul (4). No change.

AUTUMN 1902 RETREATS (England, Italy, Russia) are due on Wednesday, 17 November 1971. Any retreat off-board means a build, so send the necessary Winter 1902 build, if you retreat off-board. Will be sent, carbon copy.

SPRING 1903 ORDERS are due on Thursday, 2 December 1971.

GASCHURN (cont'd. from #26): The one portion of vonWarren's time which is not open to public view are the evening "staff conferences", when he and the six members of his staff lock themselves in a small suite of rooms within the castle. Surprisingly, the only material they ever seem to take with them into these conferences consists of reams of paper and a flat purple box about the size of a large sheet cake....

1966C -- ENGLAND WINS!!!! (IT'S ABOUT TIME....)

Fall/Winter 1923: French adjustments are submitted by the GM to keep the bookkeepers happy. Pages 2-5 contain John McCallum's victory statement/article, and the game is continued on the bottom of page 5.

ENGLAND (McCallum): F Nat-Mid S by F Iri, A Iri H S by A Bud, all other units hold (see issue 26). Owns: Edi, Lpl, Lon, Nwy, Swe, StP, Mos, War, Bud, Sev, Rum, Ser, Bul, Gre, Con, Smy, Ank, Tri (18). Build 2. Builds A Edi, A Lpl and WINS.

Game 1963C has ended. Ending in 1923 it was an intrinsically long game being surpassed only by 1967U, played in Graustark which lasted until 1928. In real time, however, due to the various vicissitudes of Wild 'n Woolly, it is, by far, the longest game ever played postally, having taken just two months short of 6 years to complete. Though so long, it was, paradoxically, too short; but we will come to that later.

I entered three games in late 1965: 1965U in sTab, 1966A in Lonely Mountain, and 1966C in Wild 'n Woolly. The latter two began virtually simultaneously in the openings days of 1966, and the other had begun only a few weeks earlier. By some mischance the luck of the draw assigned me England in all three games, a fact that contributed greatly to my mental confusion - it was months before I had the three games properly straightened out in my mind. Adding to my confusion was the fact that Charles Wells was associated with all three of them, being game-master of one and playing in the two others, and that three other people were each involved in two of them, namely, John Moning, Charles Reinsel, and Jack Root. As a result, the most trivial letter dealing with any of the three required taking out the files of them all to find out what game was concerned, and the perusal of the file of the game from the beginning to clarify what had gone before.

In all three games my original intention was to try for a three-power western alliance. This idea is, of course, well known now. Six years ago it had been discussed and suggested but not many instances of it were actually known, and I thought that it would be worth while to try it out. In 1965U, in sTab, Charles Reinsel, playing France, refused to have anything to do with a three way agreement, wanting a firm two-power pact. That game ended in a stalemate which is discussed at some length in sTab #43, 17 Feb. 1968. In the Lonely Mountain game, 1966A, Jerry Pournelle, playing France, and Terry Luck playing Germany did agree to a tri-power pact. However, I missed a move in 1901 and both, quite rightly, regarded the pact as broken; the best I had from then on was a somewhat uneasy non-aggression agreement with them. A brief description of this game will be found in Lonely Mountain #44, 1 Nov. 1968. This leaves 1966C, the Wild 'n Woolly one, as the only one of the three where the western alliance idea got a real trial. (Incidentally, it is worth noting the dates of ending of the sTab and Lonely Mountain games. Both were rather long games by ordinary standards, going to 1915 or so. At that time both journals published regularly, though not on the lightning schedule of the Graustark/Big Brother tradition. Yet it is three years since the longer of the two was completed a further indication of the great length of 1966C. For example, Monte Zelazny entered Diplomacy after this game was begun, played in many games and established a great reputation, left the game, and has been virtually forgotten in most current discussion. All of this happened during the course of the game we are now considering.)

The western alliance has some manifest advantages. In the first place, the opening moves of those powers will be very much what they would be in any event, absorbing Iberia, the Low Countries and

and Norway and Denmark, so that the eastern powers are unlikely to take alarm until 1902 at the earliest. In all probability war will break out some where in the Balkans in 1901 and, once begun, these things have a certain momentum: it is difficult to break off and make common cause with some one that you have been at war with on the previous move. And, finally, even if they see the danger from the west, and want to try to meet it, how can the four of them manage it? Italy, Austria, and Russia can form a defensive line against the west but how can Turkish power be deployed? It can only advance through the Carpathians into Silesia, a line of advance which will be viewed with the greatest uneasiness by Austria and Russia, or become a naval power and advance into the Mediterranean which will alarm Italy and Austria. If Italy, Austria, and Russia try a Schlieffen plan in reverse, a lightning war into Turkey to eliminate it before forming their line against the west, they will have to overcome the most readily defensible country on the board. Long before their conquest of Turkey can be complete they will have their western enemies on - and beyond - their own frontiers. So, in the early years at least, a triple alliance of the western powers seems to offer some real advantages. Let us see what happened with such an alliance structure in this game.

Charles Wells, playing France, Bob Ward, then playing Germany, and I as England made the standard agreement for such cases amounting in essence to everyone agreeing to stay out of the Channel. The intention was that, after cleaning up the neutrals in our own area, I would take over the Scandinavian peninsula as a road into Russia, Cline was to push against the dual monarchy, and Wells to sweep into the Mediterranean. In doing this we were aided by two quarrels in the east, both an Austro-Italian and a Russo-Turkish war being in progress almost from the beginning. By 1905 Austria and Russia were both gone, Turkey was the core of the opposition with 7 centres, and Bob Ward's Italy was fighting a rear guard action with some naval support from Koning's Turkey. In 1907 the opening phase of the game was over, Italy also had been eliminated, and the fighting in the Balkans between the Anglo-Germans on the one hand, and the Turks on the other was indecisive, some supply centres changing hands several times. More significantly both France and Germany began manning their mutual frontier and, by the time that Bob Ward resigned the German command, to be replaced by Hal Haus, open war had developed along the Rhine. This distraction in the west resulted in Germany weakening its hold in Austria and the Balkans, and Turkey made corresponding gains. By own southern front, Galicia-Ukraine-Sovastopol, was able to hold but was too narrow to give any hope of successful advance.

At about this time I began to receive from Charles Wells appeals to join him in his war against Germany. I rejected these for two reasons: 1, I wanted to see what chances there were for the triple alliance as originally conceived, and 2, I think that to have wiped out Germany at that stage would ruin any English chance for an ultimate win. With a Germany more or less of equal strength to either standing between them England and France can not attack one another. They come near touching only on their home grounds. And any build of a French fleet in Brest, or movement of the English convoy fleet from the North Sea to the Channel would telegraph a future attack, so that both powers have reasonable security against a surprise attack. On the other, Germany removed, however, they have

a long front at any point of which a sudden attack can be made by either side, so that both will be uneasy. Moreover, Turkey was still formidable; it was already engaged in a war with England and would be more likely to continue it, joining France, than to reverse its field and ally with England. For these reasons up until the end of 1909 I rejected Wells' appeal to join him against Germany. However, in Spring 1910, for some reason that now escapes me, I occupied German Denmark. In retrospect I think that the move was a mistake; presumably I thought I needed another army. Also it was made at a moment when Germany was at the top of its expansion and I may have felt that a little tipping of the scales in France's favor would do no harm. Anyway, it was done. Haas bore no grudge for this, strangely enough. He accepted the situation and relations between us went on as before until 1918 when I told him to take Denmark back again, with the additional army I was able to take Turkish help Budapest in 1913 but I think this might well have been done without it. My final advanced front against Turkey was Budapest-Rumania-Sevastopol and it soon became apparent that a further advance, by either side, would be impossible. The position at the end of 1915 was that Turkey held the southern Balkans, France held Italy, Trieste and Iberia, Germany held the low countries and Vienna; two wars were going on, an Anglo-Turkish one and a France-German one. The former war was stalemated; the latter saw a good deal of ebb and flow of battle.

At this juncture I presented Wells with an ultimatum. I asked to be allowed to move fleets past his position into the Med, so as to put leverage on Turkey by an attack from the west as well as the south. Wells' own fleets were all in the Mediterranean at the time so that he had no option but to accept since a united attack on his home territory by Haas and myself would certainly have destroyed his home base. From there on the game was very slow and dull: fleets had to be sailed from northern waters on the long trip through the Atlantic and Mediterranean to Turkish waters. Due to a misunderstanding I took Naples from Wells but he recovered it again once our fleets, sailing in opposite directions, were disentangled. From there on there was just a straight siege of Turkish territory while Germany and France continued to joust along their long frontier. My feeling is that in another game, unaffected by the war-weariness that the long duration of this one produced, Germany and France would have allied in about 1918 or 1919, including Turkey in the alliance, and attacked me everywhere. This would have been a rather risky thing for Germany as it was open to attack from my many armies in the east; however, my own home territory was defended by only one army and no fleets, and I expect that I could have been overwhelmed. However, this did not happen and the game went to its inevitable conclusion with Turkey ground to pieces between my armies in the north and fleets in the south. One French centre was captured in the final year to make the requisite 18.

My feeling, after this game, is that a triple western alliance can never endure until all other opposition has been overcome. France, with fleets there, will inevitably grab the Adriatic littoral. This will squeeze the Anglo-German forces into a very narrow front which will only be able to advance to the extent that Turkish resistance is weakened by French attacks on the rear. Fortunately for me, the friction between France and Germany broke into

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open warfare fairly early, giving me another option and, eventually, the game. France perhaps has some chance from a triple alliance position carried through conscientiously. Germany certainly has no chance; it does much of the fighting, accepts the risk attendant on having an... ambitions ally on both flanks, and finds its natural path of advance squeezed out between them. England's only hope from it is if a war breaks out on the China fairly early, as happened here.

I would like to thank both the gamesmasters of this game, Dan Brannan and Rod Walker. They ran the game very well from a ruling point of view. Rod is, of course, very well known to all current players. Few concern may know less of Brannan. Next to Boardman's Granstark it was Brannan's Wild 'n Woolly which set the pattern of the game as we now know it. The multi-game zine, with outside material, a magazine in fact, for carrying Diplomacy was his invention and all Diplomacy players are indebted to him. I would also like to thank the players for an enjoyable game. Particularly Wells and Naus, my allies, and Koning and von Metzke, my consecutive Turkish enemies, who continued playing long after their own interest in the game had ceased. My one regret is that I could not induce Wells and Naus, by the sight of my expansion, to make common cause against me. With a little good management we might have prolonged the game forever and so distracted Walker's attention from the Great Cloud. Ah, well.

(1966C cont'd):

FRANCE (Wells): A Par H, A Pie-Ven S by A Tyr (A Tyr /d//Pie,ob), F Tyr-Nap, F Lvo-Mar, F Por-Mid, A Spa H. Owns: Bre, Mar, Par, Spa, Rom, Ven, Tun, ~~Tr~~, Nap, Por (9). Build 2 (2 not built, 1922; 1 /a/). Builds A Mar, A Bre.

GERMANY (Naus): A Boh-Tyr S by A Vie & A Mun, A Bel-Pic, A Hol-Bel, A Bur-Mar, A Kie-Ruh. Owns: Ber, Kie, Mun, Hol, Vie, Bel, Den (7). N.c.

TURKEY (vonMetzke): F Bla H. Owns: ~~A/K~~ (0). OUT.

1966C. WILD 'N WOOLLY (W00-S13), WILE 'N' WORRY. GM: Dan Brannan (game 1966KL)(W00-S13), Rod Walker.

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23
AUS	5	3	2	1	-																		
ENG	4	5	6	7	7	7	8	8*	9	11	9	9	10	12	12	12	12	12	13	13	14	16	18
FRA	5	6	7	7	6	9	10	11	10	9	9	10	9	10	10	10	9	9	9	9	10	9	
GER	5	6	6	8	11	11	9	8	8	7	7	6	8	7	6	6	6	7	7	7	8	7	7
ITA	4	5	4	3	3	-																	
RUS	5	4	3	-																			
TUR	4	5	5	8	7*	7	7	7	7	7	9	9	7	5	6	6	6	6	5	5	3	1	-

AUS: Jock Root (out S05); ENG: John McCallum (won W23); FRA: Charles Wells; GER: Bob Cline (dro S07), Hal Naus; ITA: Bob Ward (out F06); RUS: Ron Bounds (out F04); TUR: John Koning (dro W19), Conrad vonMetzke (out W23).

Congratulations to John McCallum on his third postal victory. I want especially to thank the players who stuck with the game all the way to the end. Games that last this long are usually full of replacements; I had to make only one player change, and only one was made by Dan. Unusual!