



YE  
LUSTIE KRAWNYKUL

and

TYMMES-SUNNE-TRYBUNNE-HERALDE  
OF HAMMO



Ye Holie Paille

Vol. I No. 1

Ye L.K. and T.S.T.H. of Hammo  
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tributed as an enclosure to the

Ye Dragome Taille

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journal EREHWON to persons registered for this game, subscribers, and persons trading their 'zines for EREHWON. All correspondence concerning this game should be addressed to the Gamesmaster, Capt. R. C. Walker, TUSLOG Det. 163, APO New York 09254. Please use only air mail (domestic rate).

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Greetings all ye questors after Ye Holie Paille. Ye Holie Paille, as ye all know, is the pail wherewith Cassius slopped his hogs on the night of 14 March 44 B.C. It appeareth to all who are truly black of heart and nasty of spirit. It is awarded by Ye L.K. to he who delivereth the most truly horrible, wrenching, mean back-stab of any given game-year. In Feudalism, back-stabs are not only nice, they are almost mandatory.

This first issue is to announce that the game list for Feudalism is still open (as if you didn't know). There are 19 persons registered, so we need 31 more. The fee is \$1, but current players in EREHWON may join without charge. In the interim, until the game list is filled, occasional issues of this 'zinelet will appear to keep you posted on progress and to remind you that I have your blood-oath to play.

Feudalism is a game for 50 people. There are 10 states: The Anglo-Saxon Kingdom of Britain, the Byzantine (East Roman) Empire, the Umayyad Caliphate of Cordova, the Fatimid Caliphate of Egypt, the Kingdom of France (West Francia), the Kingdom of Germany (East Francia), the Kingdom of Italy, the Kingdom of Hungary, the Kingdom of Norway, and the Grand Principality of Russia. Each state has five feudal principalities (in Russia, e.g., Kiev, Chernigov, Volhynia, Smolensk, Novgorod), each played by a different player. Each state also has four other territories (in Russia: Halich, Suzdal, Pskov, and Pinsk). Many neutral states lie between the major powers (e.g., Livonia, Finland, Poland, and Tatarakan lie near Russia). The game is set in the year 1000 A.D.

The rules are not yet completed; they are designed to duplicate the political and social situation of feudal Europe. One player is Head of State (the Prince of Kiev is nominal Grand Prince of Russia), but any player may collect one or more vassals and proclaim himself head of state. Since the military adventures of a state will depend on its unity at home, each player must weigh personal ambition against the dangers of civil war.

The players also elect one of their number as Pope. This is a rather anomalous entity in my mind at the moment: the method of election and the powers to be given the Pope are uncertain (advice on this point is welcome). Other possible elective positions: Holy Roman Emperor, Kalif al-Islam, Patriarch of Constantinople (and maybe some others invented by players who want an excuse to unite).

The beginning of this game will be delayed for some time, yet, because of the large number of players still needed to fill it. In the meantime, the maps and rules will be finished and sent out. Any suggestions for rules or method of play are welcome and will be carefully considered before the final product is put out. Future issues of Ye L.K. &c. will discuss various points and summarize the rules.

Some idea of the general layout of the board can be had by consulting the following publications:

William R. Shepherd, Historical Atlas (any edition), p. 58/9

Hammond's Historical Atlas, p. H-12 (the new edition only)

Earle W. Dow, Atlas of European History, p. 8

Of course, the interest of the game have dictated some changes: for instance, the territory of the Pechenegs (Patzinaks) has for the most part been divided between Hungary and Russia: but this was done on the authority of Colin McEvedy, The Penguin Atlas of Medieval History, pp. 53 & 55, together with other sources which indicate that the boundaries were in fact as indicated therein rather than as in the other sources named above. The Hammond atlas, by the way, contains at least 21 major errors involving the existence of states, location of capitals, form of boundaries, &c.

One departure from my normal procedure will be the assignment of countries on the basis of choice. If you would prefer to play one country over another, please send me a list of your choices in order of preference. Try to send at least 5 choices, but you may rank all 10 nations if you wish. Five people will be assigned to each country. It will be my policy to avoid "clumping" persons from one geographical area in one country.

If you receive this issue of Ye L. K., you are either (a) on my list as desiring to play in this thing, or (b) I think you ought to be on my list, or (c) you are trading 'zines with me. The following 19 persons are on the game list at this moment: Charles P. Alexander, Brian Bailey, Douglas Beyerlein, Edd Birsan, Chuck Carey, Ken Fletcher, Margaret Gonnigani, Jerald Jacks, Christine Krogh, James Latimer III, Greg Long, Harry Manogg, Cliff O'Hilla, Steve Perrin, Charles Redhsel, Richard A. Shagrin, Anders Swenson, ~~Charles Turner~~, Michael Vaughn. Those who wish to be deleted (finks!) should contact me immediately. Those who wish to be added should also get in touch. Editors and Gamesmasters of various 'zines with which I trade are cordially requested to say a few kind words about this mess and encourage people to join up. Many thanks.

Future issues of this 'zinelet will be irregular until the game begins. They will be devoted to discussions of the rules and other aspects of the game, correcting your (and my) misconceptions about the 11th Century, and figuring out if I ought to add the Buyayhid Sultanate of 'Iraq and Persia as an 11th power. Again, your comments and suggestions are earnestly solicited and will be gratefully accepted.

This issue will arrive much later than the publication date in many cases, since it will be sent out with EREHWON #9 (to save postage). It is being sent earlier to other Gamesmasters and to members of the game who do not now receive EREHWON (just to let you know I'm still alive and haven't lost track of you).

From GJG to the Computer

Rod Walker