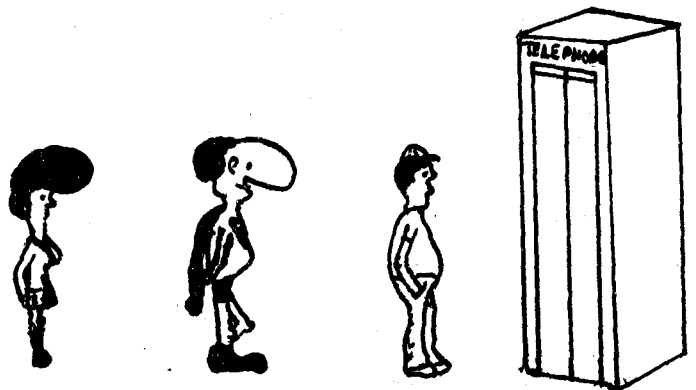


THE FLOWERS THAT BLOOM IN
THE SPRING TRA-LA TRA-LA!

April 10, 1979

Issue Number 101



This is the 101st issue of CLAW & FANG which is published monthly by Don Horton, 16 Jordan Ct., Sacramento, Calif 95826. Telephone: (916) 383-4848. Associate Editor: Mike (Smacko) McMillie--who did the cover as usual. Subscription rate is 12 issues for \$5.00. Game fee is \$3.00 plus a subscription. There are always game openings. There are about 25 games running in C&F at the present time. Most by inserts to players only. Oh yes, there is THE SIX DOLLAR SPECIAL: 1 game and 8 issues for six dollars.

(This month's dedication by Ralph Doty.) This issue is dedicated to Gary McVickers. I'm not sure just where he is now, but up until last summer he was with the Bureau of Land Management in Kingman, Arizona. The BLM's Washington office ordered field managers to restrict grazing in areas showing serious land damage. McVickers did so. In the process, he discovered some ranchers were grazing more cattle on government lands than the law allowed. He found 1,000 extra cattle on one rancher's allotment, and he ordered the excess removed. The cattlemen, of course, immediately wrote to their Congressmen, and Senator Dennis DeConcini wrote to the Secretary of the Interior. This led to two separate investigations of McVickers' work--one by the Arizona BLM and one by BLM director Frank Gregg--both of which found McVickers was doing his job well. Gregg told the press "BLM does not transfer under pressure"--and promptly transferred Gary McVickers out of Kingman. At least they didn't fire him.

WHAT'S IN AND WHAT'S OUT

Unless you are a player in his game, you won't find von Metzke's ~~fantasy~~, ~~ramblings~~, ramblings within these pages this month. It seems the post office chewed up his stencils then returned the pieces to him. He offered to send them on to me but I opted for Xeroxs for the players only. God and the USPS willing, he will be back in C&F next month and we will reprint this season.

Galen Workman and Mike Boggs are sending their adjudications direct this month. I have not received Chuck Eaton's yet and will send them out when I get them.

I have not heard from John Weswig in two months. If you do not receive adjudications in the next couple of days send me a copy of your last orders. Let's put a deadline of April 28 to get them to me. (Has the John Michalski curse struck again?)

ANNOUNCING A CLAW & FANG DEMO GAME

Famed demonstration game organizer and gamemaster Eric Verheiden has agreed to GM a demo game for CLAW & FANG. This will be an invitational game and he plans to feature both old hands and talented newcomers. While this is an invitational game, interested parties may apply to Eric (Eric Verheiden, 200 S. Azusa Ave., #2, Azusa, CA 91702) Eric will run the game on a monthly deadline and send out the adjudications himself. About every three months the seasons will be reprinted in C&F along with an analysis by a top flight analyst. There will be no increase in game fee for this game. The regular \$3.00 game fee plus a subscription will apply.

GAME OPENINGS

Conrad von Metzke still needs two more players for his second game. If you want in send a preference list to Conrad and and the game fee to me. I also need just two more players to get the next regular C&F game underway.

GAMES

1978HK DARKOVER GM: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024
WINTER 1903: AUSTRIA disbands F Alb. ENGLAND disbands A Fin. FRANCE builds F Bre.
ITALY builds A Nap. RUSSIA builds A Sev. SPRING 1904 due May 5.

1977IK GM: FM AUTUMN 1907: FRANCE (NRR) A Ven R OTB; GERMANY A Ber R Pru
WINTER 1907: ENGLAND builds A Lon and declines 2nd. FRANCE NBR will be one short.
GERMANY removes A War. ITALY removes A War. RUSSIA removes A Fin, A M.s.
TURKEY builds A Con, F Smy,

SPRING 1908 due May 10. Standby orders for France requested from Eric Ozog, 1526 N. Lawler, Chicago, IL 60651.

R'lyeh 2.22 Eric Verheiden; 200 S. Azusa Ave., #2; Azusa, CA 91702
9 Apr 79 Phone (213) 334-3149 (eves.)

1977 HM Closing Wrap-up

Supply Center Chart

	<u>00</u>	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>		
AUS:	3	5	5	6	6	7	7	7	7	Draw	
ENG:	3	4	4	6	7	6	7	7*	7	Draw	* indicates unit not built
FRA:	3	4	6	8	10	9	8	9	10	Draw	
GER:	3	4	4	3	-						
ITA:	3	4	4	1	1	1	1	1	-		
RUS:	4	6	5	4	3	2	2	1	1		
TUR:	3	4	5	6	7	9	9	9	9	Draw	

Players

AUS: Jim McManus (Draw '08)
ENG: Steve Hueston (Draw '08)
FRA: Keith Gercken (Draw '08)
GER: Jim Diehl (Out '04)
ITA: Bernie Oaklyn (Out '08)
RUS: Mike Hudec (Res Fall '07), c.d.
TUR: Peter Reese (Draw '08)

Closing comments

Peter Reese (Turkey): I enjoyed the game, the first one I have ever completed (other games are in progress). I thought all the players played fairly well, except Italy and Germany, both of whom suicided when the going got tough. Particular kudos should go to Jim McManus who really outdid himself in getting France out of Italy under extremely difficult conditions. My only regrets are extended to Russia and France, with both of whom I had misunderstandings which materially affected the game. In particular, the misunderstanding with France (sorry about that, Jim), cost the two of us the chance for a two-way draw instead of the four-way draw.

Bernie Oaklyn (Italy): As may have been apparent, I was depressed at being assigned Italy in this game, since I had just been assigned to play Italy in four games prior to this one. So in this game, all I did was hop back and forth across the broken wooden fence, the one ridden with termites and, try as I did, managed to antagonize both France and Austria and kept Turkey looking my way too. After being all but wiped out, I felt foolish and I felt that my reputation was going downhill. So I wrote to France and offered a plan to hold in Tunis. France agreed and we further agreed to exchange Tunis for Spain at the first safe opportunity, my army then to be supported in the direction of Austrian centers. Italy was to take part in a final draw or victory over Austria and Turkey. Alas, I blew it and forgot to mail in my final order to move to Spain.

Eric Verheiden (GM): Thanks again to the players, the relative lack of NLR's is always gratifying. Congratulations to all the survivors, particularly Keith Gercken, who quickly turned things around after attacking England, only to be stabbed by Austria and Turkey.

THE PUZZLE PAGE

A Different Sort of Dippy Quiz

by Mark Berch

How would you like to try a tough quiz? There are only 4 questions. They should be answered True or False. If the statement is always true, then say true. Otherwise, say false, and explain exactly why it is false. Each question is independent of, and unrelated to, the other questions.

I will give a 10 issue sub or sub extension to my zine (DIPLOMACY DIGEST) to anyone who gets them all right. I reserve the right to divide the prizes if I get several perfect scores. Send the answers to me (Mark Berch, 492 Naylor Place, Alexandria, VA 22304) by May 5, 1979. The answers will be printed in the next C&F. Please do this on your own. No specialized knowledge is needed, just the Map and Rulebook.

1. If a unit, ordered to give support, is dislodged, its support is nullified, or "cut". However, the dislodgement of a unit cannot nullify the cutting of a support.
2. Unit A supports Unit B into Space C, dislodging the unit in C. This dislodged unit may or may not be able to retreat depending on:
 - a. Whether its an army or a fleet and/or
 - b. The location of one or more other pieces on the board.
3. A player wishes to move from A to B, and has a unit available to support this move. However, he believes, correctly, that the enemy will move from B to A with support from C. The support given by C cannot be cut. Therefore, the player cannot move the unit from A into B in that season ("season" here includes any retreat season afterwards).
4. After the spring move, a player has a unit X sitting on a supply center. He wishes for the unit to remain where it is for the fall season. He believes, correctly, that the enemy will attack X from A, supported by B. He thinks that C will probably provide a second support for A-X as well. The player has one other unit, Y, which is to be used to try to keep X where it is. His only possibilities are:
 - a. Y supports X
 - b. Y attacks one of the units supporting the attack on X
 - c. Y supports X to A

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You Be The GameMaster

1. (submitted by Mike Boggs) AUSTRIA: F Aeg→Bul(sc), A Gre S F Aeg→Bul(sc)
TURKEY: F Bul(sc)→Aeg, F Smy S F Bul(sc)→Aeg, A Con S F Smy
2. (by Mike Doggs) AUSTRIA: F Aeg S A Gre→Bul, A Gre→Bul
TURKEY: F Bul(sc) S F Smy→Aeg, F Smy→Aeg, A Con→Bul
3. (by Mike Boggs) AUSTRIA: F Aeg→Bul(sc), A Gre S F Aeg→Bul
TURKEY: F Bul(sc) S F Smy→Aeg, F Smy→Aeg, A Con S F Bul(sc)
4. (by Smacko) RUSSIA: A :ru→Ber
GERMANY: A Mun→Ber, A Ruhr S FRE A Bur→Mun
FRANCE: A Bur→Mun
5. (by Smacko) AUSTRIA: A Bud→Rum, A Rum→Bul
ITALY: A Ser S A AUS A Bud→Rum
TURKEY: A Bul→Rum, F Bla S A Bul→Rum
6. (by Paul Boymel) ENGLAND: A Lon→Bel, F Eng S A Lon→Bel
FRANCE: F Nth C ENG A Lon→Bel, A Bel→Hol
GERMANY: A Hol→Bel

Adjudicate the above assuming no other units involved. Answers on page 5

THE FORUM

[The readers' views on a few selected subjects. Please send in your own comments and feel free to suggest future topics.]

Topic I: How To Keep Track Of A Number Of PBM Games

CONRAD STRUCKMAN: I have used the following system for the past two years and I believe it has cut my workload and cost in half. I use a "bunch" of clear acetate plastic sheets, 8 'vis a vis' visual aid marker pens, and one or two conference maps. By putting a sheet over a conference map you have an instant game map.

In the upper right hand corner of the 8½" by 11" plastic sheet (larger than a conference map) you put the game identification number, e.g. 1978CX, and the season(s) and year(s) of the next orders due, e.g. F '07 due. The markers come in yellow (useless), green, red, blue, orange, purple, brown, black. Representing respectively; nothing, Turkey, Austria, France, England, Italy, Russia, Germany. You can put the identification number in your country's color if you wish.

Then you just mark F for fleet or A for army on the plastic sheet over the provinces the pieces occupy. The country is taken care of by the color of the the ink. The beauty of the system is that with a wet tissue you can erase anything (don't sneeze, though!), and start over.

When the zine comes you put the old sheet over one conference map, and put an unused (not necessarily new) sheet over another map. You can then check the GM's adjudications (though we are almost always perfect, right Don!) as you outfit your new map. You can then put the old map under the faucet and erase the old map. It's ready to go again!

It is a quick and easy system. If I get a letter or phone call (especially the latter) you can quickly grab the right sheet without saying excuse me I have to set up the board, or I think I remember the situation, etc. It is INCREDIBLY easy and fast.

Cost: Markers are \$5.60 for a package of 8. Acetate sheets are 15¢ apiece. Obtainable at art or business stores.

For six games that is \$6.50, but I have used this for two years and the markers haven't worn out yet! I have used them for other things as well. The sheets need to be replaced about now, though. It is cheaper than replacing a door, buying a bulletin board, or buying 150 conference maps. You need a folder to put them in, but the advantages of the system are clear; time and efficiency. It also is the best if you have little space. Besides you can take them with you, not bad. I really don't care if you use it but it is my favorite. I don't use it for GMing because of possible erasure of pieces.

John Michalski is absolutely correct about the main item being playing style, and his letter was excellent!

BERNIE OAKLYN: After reading the article written on how to keep track of your games using map tacks, I remembered just how clumsy that method was, way back when I used to use it.

The main problem with that method is that when you finally get your zine from the gamesmaster/publisher/post office combo, you must note the actual moves with supports. Otherwise, you must take on the burden of remembering just who did what, to you, or for you.

My system not only clears up the picture, but affords you a record that you may look back on in seeing what the sequence of events have been. This again relieves you of having to remember over the many months of a game.

I have reproduced the map itself in large quantities. I use a different map for each move season. I use a small triangle for an army and a small rectangle for a fleet. I use colored pens, using at least four colors (Red: Austria and England; Blue: Russia and France; Black: Germany and Turkey; Green: Italy). I deviate from this color sequence when, say, Austria and England have engaged each other and red would be confusing. If I do not have enough colors on hand, I fill in the triangle and rectangle for one country, say Austria, and do not fill in the triangle and rectangle for the other country for which I am using the same color. I use a thin-lined arrow head showing movement direction and support, adding the "S" for support. I use a small "o" at the end of the arrow head when the unit is opposed. I use a "D" for a defeated unit, using another arrow and the symbol "R" for the retreat path. I use the "A" for a symbol when that unit is annihilated.

(continued overleaf)

Then, I re-do the map showing the final resting places of each unit, making that new map ready for the next season. I also have a small chart, which I superimposed on the map when it was camera ready copy for the printer, which allows information as to the game designation, the gamemaster, the magazine, the game season, and deadline information. Of course, other information is added from time to time on the map, such as alliance structures.

My method seems fool proof (I needed a fool proof method for this hear fool.) It is lasting. Map pins can not pop out and fall to the floor and cause a hurt toe. So, eat your hearts out!

Topic II: Use of the Telephone in Postal Diplomacy

BRIAN ALDEN: The telephone adds a bit of FTF flavor to a postal game, and really is not all that expensive, especially if you call at off hours and only interstate. I find the best time to use it is in later stages of a turn, after one has sent out written diplomacy and received some written replies; here the phone can be used to iron out problems, pass on late breaking info, and make final move adjustments.

There are a couple of key drawbacks, however. Don't rely on a last minute call to the GM to get a move in; the odds are better than even that you won't get through until after the deadline. Also, while talking to another player, you'll probably make a few game related communication errors, passing on unintentional information without even realizing that you said it. The written word is more precise; its down in black and white, and you only pass on what you want other players to know about.

Lets face it, the phone is not a luxury item; like the car, it's a basic necessity in 20th century living. Care and restraint are necessary, though; it should be used as a supplement, not a replacement, for written postal Diplomacy. It should be left up to the individual as to the extent he uses the phone in Diplomacy. Let your preferences be known early in a game as to whether or not you'll instigate or receive calls, and best times to call. Most, if not all players, will honor your preferences and communicate accordingly.

Topic III: Standbys

LAURENCE GILESPIE: I noticed in your letters on the subject, none of the readers recognized the existence of the laissez-faire system, whereby the gamesmasters eschews all responsibility for standbys, but still permits their use. In essence, the system works like this: when an NMR occurs, the GM calls for standbys from the zine readership at large. He uses some equitable system of choosing one when more than one volunteers (i.e. first postmark, etc, with a handicap for geographically distant areas), and does not appoint a standby unless he gets a volunteer. This eliminates all the fuss and muss of lists, and does not force the GM to judge when a position is and is not viable. Countries can never count on a neighbor going into permanent CD, because there's always a chance a reader-volunteer will jump in and reactivate it. This reduces the chance of getting a dud standby too, something which sometimes happens in zines which use year old replacement lists.

This system worked very well in Dan Gallagher's Warlord (though he did stimulate standby response by offering awards for best replacement player and the like) and I would hold it worked OK in Zeppelin [Laurence's zine] too, until my declining circulation reduced the pool of potential standbys below a certain level. Its only flaw is that you could get a country to deliberately get a trusted friend or relative to voluntarily standby and puppet to him, but this could happen in a list system or in any other system too. It has never happened in Zeppelin or Warlord to the best of my knowledge. Certainly this system has never received widespread support in the hobby, but it should be recognized as a good alternative to the list or anarchy systems.

[Also from Laurence] For your next write-in game, have you considered discussing Machiavelli? I'm very surprised that for a game so close to the Dippy game system, it has elicited so little interest in PBM/FTF Diplomacy circles. Is there something wrong with it? I've had a copy gathering dust in my game warehouse for almost nine months now. I would sure like to hear what serious Diplomacy players think about it. (I would especially like to hear what Allen B. Calhamar thinks about it, since it's such an obvious ripoff of the Diplomacy game-system.)

A CENTENNIAL CONTRIBUTION:

CROSS GAME ALLIANCES

by Steve Hueston

One of the most prevalent and interesting phenomena in Diplomacy is the cross game alliance. To newcomers the cross game alliance can be a signal for them to quit. There is nothing quite like walking into a pre-set alliance and getting chewed up. But this form of pregame alliance is by no means the only facet to this situation.

Basically there are two types of cross game alliances. The above mentioned type is fortunately fairly rare, at least I hope it is. The second is more common and just as dangerous to the new player. It is an alliance or non-alliance related to a player's previous record.

All of us have played a game or games with people that strike us as particularly trustworthy. Thus in future games we will seek out this player and regardless of the relative positions of our two countries we will ally. This is impossible to prevent and can be deadly to the poor player caught between us. It is impossible to diplom and he's doomed unless he can get help from the outside. To condemn this type of alliance is hard to do. After all, don't we all seek to make alliances that will hold up? Why take a chance on a new kid when an old pro is around who has a proven track record? And then again there is the player who insists on game length alliances and who if you stab him in one game will take it personally and never ally with you again. With this type of player an experienced player has little choice but to ally and sigh for the loss of play in the game.

The pattern of allying because of past records also has its reverse, the pregame non-alliance. Most of us have played with people we considered so untrustworthy that nothing could ever induce us to trust them again. Aside from those you've stabbed and who've never forgiven you, the most interesting type comes from the ranks of the paranoid. These players are constantly afraid that you'll stab them so they stab you to beat you to it. And then there are also the terminally stupid. Few of us have the nerve to ally with someone so stupid that he can't even recopy the moves you send him. These people are best wiped out so the game can go on without them.

It is my conviction that Calhamer intended this game to be played according to the changing situations. All of us should be ready to stab or re-ally if the game indicates this as the best course. Of course Calhamer expected the human element to be present and that the right moves wouldn't always be made. This adds considerably to the game and makes it what it is, exciting. I just wish that more people would treat each game as an entity unto itself. I believe that the large number of drawn games results from a lack of desire to test our allies by stabbing them. None of us wishes to risk a future alliance for a temporary gain in this game.

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THE DIPLOMAT'S OTHER TABLE

SZERENTSCZY by Ralph Doty

This dish is called 'Szerentsczy' because (1) I have to call it something, (2) it sounds Balkan and exotic, and (3) it shuts up the people who ask me what the hell they are eating.

Ingredients:

1 lb. ground beef	1 small can tomato paste
1 medium-sized onion	$\frac{1}{2}$ cup red wine
2 large green peppers	$\frac{1}{4}$ tsp salt
1 cup fresh mushrooms	basil
	garlic powder

Dice the onion and peppers and slice the mushrooms. Saute them in about a tablespoon of oil (I prefer peanut oil), and slowly crumble the ground beef into them. Add the salt, basil and garlic powder to taste, stirring everything from time to time so the meat browns evenly. Pour off the grease. Add the tomato paste and mix until it covers everything. Then add the wine and stir it in. When the mixture begins to bubble, it's ready. You can serve it over rice if you want to stretch it; it will serve four that way. If you don't want the rice, it will only feed two.

Answers to You Be The Gamemaster (page 4).

1. AUSTRIA: A Gre* S F Aeg*→Bul(sc)
TURKEY: F Smy* S F Bul(sc)*→Aeg,
A Con* S F Smy
(In equally well supported attacks,
no one moves.)
2. AUSTRIA: F Aeg* S A Gre*→Bul
TURKEY: F Bul(sc)* S F Smy*→Aeg, A Con*→Bul
(A Unit will have its support cut when
attacked from a space other than that which it
is supporting into.)
3. AUSTRIA: F Aeg→Bul(sc) /d/ R.....,
A Gre* S F Aeg→Bul
TURKEY: F Bul(sc)* S F Smy→Aeg*,
A Con* S F Bul(sc)
(A support unit will not have its support
cut by an attack from the space it is supporting
into.)

4. RUSSIA: A Pru*→Ber
GERMANY: A Mun*→Dor, A Ruhr* S F R A Bur→Mun
FRANCE: A Bur*→Mun (Self-dislodgement prohibited.)

5. AUSTRIA: A Bud*→Rum, A Rum*→Pul
ITALY: A Ser* S A AUS A Erd→Rum
TURKEY: F Bla* S A Bul*→Rum
(Although the self-dislodgement prohibition
keeps A Bud from taking Rumania, it does
keep Turkey out.)

6. ENGLAND: F Eng* S A Lon→Bel*
FRANCE: F Nth* C ENG A Lon→Bel, A Bel→Hol /d/ R.....
GERMANY: A Hol*→Bel
(I ran across this rules oddity a few years ago. Despite rules against self-
dislodgement, this is legal.)

[A CONTEST OF SORRES. "You Be The Gamemaster" problems isolate a single battle in a game of Diplomacy. I thought it would be interesting to have all the orders in a season to adjudicate. I further thought it would be interesting for the readers to submit the problem. Therefore, I am asking you to submit the orders for all powers for a season to be adjudicated in "You Be The Gamemaster." This can be at any stage of a game, spring or fall, 1901 or 1928, 7 powers or 2 powers, and you need not submit the answers. (Who knows, you may stump me!) For each set printed in CLAW & FANG you will receive 3 free issues.

1978CH THE WINNERS' GAME GM: David Forte, 11800 Edgewater Dr., Lakewood, Ohio 44107
SUMMER 1904: Turkey retreats F Smy to Syr (216) 226-0456
FALL 1904: TURKEY GRACIOUSLY ABDICATES; FRENCH TACTICS SHINE

AUSTRIA Kendter (7): F Aeg→Gre*, A Gre→Alb*, A Ser* S A Gre→Alb, F Adr* S ITA A Tus→Ven,
A Tri* S ITA A Tus→Ven, A Boh* S A Tyr→Mun, A Tyr→Mun /d/ ret Vie, OTB
CTRS: home, ser, gre, bul, con (7) even (build 1 if A Tyr ret OTB)

ENGLAND Straten (7): A Nwy→StP*, F Ska→Swe*, F Den* S F Ska→Swe, A Kie*→Ber,
A Hol*→Kie, F Nth* H, F Bar* H CTRS: home, nwy, hol, den, kie, SWE, STP (9) bld 2

FRANCE Willenson (7): A Ruh* S GER A Mun, A Bur* S GER A Mun, A Pie→Tyr*,
A Rom* S GER A Ven, F Ion*→Adr, F Tyrr→Nap*, F Wes→Tun*
CENTERS: home, bel, spa, por, rom, TUN, NAP (9) build 2

GERMANY Fiack (3, 1 short): A Ven* S FRE A Pie→Tyr, A Mun* S FRE A Pie→Tyr
CTRS: mun, ven, ~~ber~~ (2) remove 1 (New address: Rt 1, Box 302, Glenn, CA 95943.)

ITALY Kahan (2): F Smy* S RUS F Con→Aeg, A Tus*→Ven CTRS: ~~nap, tyrr~~, SMY (1) remove 1

RUSSIA Prescott (7): F Con→Aeg*, F Bla* H, A Ann→Sev*, F Bal*→Kie, A Ber* S AUSTRIA
A Tyr→Mun, A Sil* S AUS A Tyr→Mun, A Pru→Liv* CTRS: mos, sev, war, rum, ank, ~~spa, stp~~, BER

TURKEY Goldston (1): F Syr* S ITA F Smy CTR: ~~spa~~ (0) out (6) rmv 1
Turkey leaves the game like a winner. Dennis labored mightily under the twin handi-
caps of distance and a somewhat ham-handed gamester. Retreat, removals, and
builds (in other words a separate winter season) are due at my place on May 5, NOTE
AGAIN: May 5! I shall be in South Carolina on the 6th.

Answer to last months crossword.
P H A L A N X □ W A R P □ O P E N
R E T I R E E □ O M A R □ D A M A
E N A M O U R □ M E N E □ A D I T
S T R A W □ X E B E C S □ H U R A
□ □ □ □ □ E E L □ R O I □ S K A T
I M P R E S S E D □ R D F □ A T O
R E L E N T □ M O T □ E I T H E R
O R E A D □ T E R R A N E S □ □ □
N E W S □ P E N N A N T □ E R D E
□ □ □ O V E R T I M E □ S T A I R
C O R N E T □ S E P □ R A S I E R
R U E □ E R E □ R E G I M E N T S
I T A L □ O R B □ R E B □ □ □ □ □
M A L O □ G R A S S E □ A G A N A
E R L E □ R A R A □ Z H D A N O V
A D O S □ A T O M □ E U L O G I A
N E T S □ D A N E □ R E E L E R S

TRAVELLER No. II
by Eric Ozog

About the game: In character creation, a name is selected, and two dice are rolled to determine that character's strength, dexterity, endurance, intelligence, education, and social standing. Strength and education may be affected by the planet's gravitation and technological levels respectively.

A playing aid for Traveller by Dave Sering, of Judges Guild, broadens player characteristics by giving tables for height, weight, whether a character has good eyesight or a poor memory, personal habits such as sadistic, outgoing, honest, conceited, or boozier. Also added are family structures, personal, cultural, and societal backgrounds. The Parent Occupation Table tells what kind of jobs the parents have, such as shopkeeper, farmer, terrorist, pornographer, magician, or body painter, etc.... The Reason for Adventuring Table explains why the character is adventuring, such as "Pursuing personal enemy" or "Paid to leave home planet."

The Story

Remember where we left Sir Xavier when he stepped outside? The man, or rather we think its a man, sneaked out after our hero. While Xavier was on the beach, soaking up the fragrant air, a small, alien-like man was watching him with unending persistence. The alien took out a gunlike weapon, and aimed carefully, for he would only get one chance like this. BLAMM! The palm tree next to a very bewildered Xavier exploded violently into a pale green flame and disappeared. Xavier saw his enemy, whose plans were now ruined, and with no time for his weapon to reach its peak power level, decided that he had better get out of there. Xavier drew his sword while racing frantically to catch up with his tiring enemy. The alien stumbled (he just blew it) and Xavier slashed off his leg. The enemy lay on the ground, showing no signs of pain, not even a cry, gave Xavier a look that would have curdled new milk, and popped a pill in his mouth. While Xavier was debating whether or not to finishe the rascal off, the alien burst into a silent green flame, and was no more. He left not a trace.

You can bet your last devalued credit (with inflation the way it is in these times) that ol' Sir Xavier was a bit bedazzled.

"An attempt on MY life?" he bemused, "Who would honestly believe that a good Xavier is a dead Xavier?"

He walked back, as if in a trance, to the hotel.

(To Be Continued)

1978CI: The So-Called Press Game

SUMMER 1905: Austria A Tri R Bud; Italy A Pie R Tus

FALL 1905: FROG FLEETS HALVE ITALY

AUSTRIA Watson (6): F Aeg* S A Bul*→Con, A Bud* & A Ser* S A Vie→Tri*, A Tyro*→Ven
CENTERS: home, ser, bul, gre (6) even

FRANCE Schlickbernd (8): F MAO→WMed*, F Tyrr→Rom*, F Wal*→Lon, F WMed→Tun*, F Eng*→Lon,
A Pic*→Bur, A Del*→Bur, A Pie* S AUS A Tyro→Ven

CENTERS: home, por, bel, spa, lon, lvp, ROM, TUN (10) build 2

GERMANY Reges (7): F Nth* S F Edi→Nwg*, A Mun* H, A Pru* S A Sil→War*, A Lva*→Mos,
F Bal*→Swe
CENTERS: home, den, hol, edi, swe, WAR (8) build 1

ITALY Reynolds (4): F Tri S A Ven /d/ R(Alb, OTB)*, F Adr* S F Tri, A Tus* S A Ven,
A Ven* S F Tri
CENTERS: ven, ~~adr~~, nap, ~~tyr~~ (2) remove 2

RUSSIA Fiack (6): F Nwg→Nwy /d/ R(Cly, NAO, Dan)*, F Rum→Bla*, F Nwy*→Swe, A Sev*→Arm,
A Mos→Stp*, A War→Mos /d/ R(Gal, Ukr, OTB)*

CENTERS: sev, ~~war~~, stp, mos, nwy, rum (5) remove 1

TURKEY Baumeisteri (3): F Smy* S F Con* H, A Arm* H CENTERS: home (3) even

With 3 remov.ls and 3 retreats I am calling for WINTER 1905 only (o.k. AUTUMN, too) on May 10. However, if everyone submits SPRING 1906 I will run th t also.

AND NOW THE PRESS.....

TURKEY: I will no longer harass Russia. This will enable it to send all units to fight the German mental midget.

END OF PRESS

1978IZ SUMMER 1902: Russia A Gal R Ukr

FALL 1902: TURKISH FLEET SURPRISES AUSTRIANS IN GREECE

AUSTRIA Silver (5): F Gre S TUR F Aeg-Ion NSO /d/ R(Lon,OTB)*, F Adr* S ITA A Apu-Ven,
A Bud*-Rum, A Alb*-Tri, A Gal*-War CTRS:home,gr,ser (4) evenENGLAND Dorsett (5): F Nths* H, F Eng* S F NAO-MAO*, F Wal-Iri*, A Nwy-Swe*
CENTERS: home, ~~pp~~, nwy, SWE (5) evenFRANCE Elliot (4): F Bre* S A Pic, A Pic* S A Par*-Bur, A Spa* H CTS:home,por,SPA(5)bld 1
GERMANY McMillen (5): F Den* S ENG A Nwy-Swe, A Ruhr* S A Mun-Bur*, A Sil*-Gal,
A Bel* S A Mun-Bur CENTERS: home,den,hol,BEL (6) build 1ITALY Prottengeier (4): F Ion-Aeg*, F Tus-Tyrr*, A Ven*-Tri, A Apu*-Ven
CENTERS: home,tun (4) evenRUSSIA Fields (4, 1 short): F Swe H /d/ R(Bal,Bot,Fin,Ska,OTB)*, A Ukr*-Mos, A War*-Mos
CENTERS: ~~pp~~, mos,war,stp (3) evenTURKEY Zablocki (5): F Bla* C & A Sev* S A Arm-Rum*, A Bul* S F Aeg-Gre*
CENTERS: home,bul,rum,GRE,SEV (7) build 2NEUTRALS: ~~pp~~, ~~pp~~ (0)

AUTUMN 1902, WINTER 1902, and SPRING 1903 due May 10.

BAVARIA: The imperial general staff has been called to a local mountaintop to get an overview of the situation. and to meet with their secret weapon--the celebrated Silesian mystic, the Countess Pimpell von Schwartzkopf. The king, von Moltke (the younger) called the group together and the countess, arm in arm with von Moltke (the sinile) entered the conference.

"O Countess, wherein is the danger? What lies in the future?" questioned von Moltke (the prepubescent).

The Countess gazed toward France. "I see a gentleman leaving his igloo..." (That would be the Constable, Comte Laurin du Saskatchewan, added von Moltke ((the adolescent))). "His lead sleddog has a flat--he has no spare--his brain is frostbitten--it is very tragic..." She swoons.

"Woist die Bahnhof?" pipes up Sir Hepplewhite-Pennyfarthing, the English liason officer in charge of Swedish affairs, showing off what is unfortunately the only German he knows. He is roundly ignored.

The Countess awakens. She gazes south, "I see a traveller with red, white, and green cufflinks. He carries an attache case in one hand and conference maps in the other. He is in a brooding Alpine pass. Terror! Avalanche! He is no more."

"Is that the Italian ambassador to Germany?" asks von Moltke (the lesser). "No, that is the Italian ambassador to everyone," replies von Moltke (the somewhat better endowed), "fiscal problems, cutbacks, that sort of thing."

She revives. "France then is the danger?" she is asked. She laughs hysterically. She gazes east and screams, "Yellow peril! They are coming to destroy us! They can not be stopped! There, there is the danger! Kill the yellow dragon before it grows! Arrggghh!" Unfortunately, she dies before she can explain her cryptic message.

"Odd bird, wot?" mumbled Hepplewhite-Pennyfarthing and the meeting dispersed.

Would you like a recipe for Szerentsczy?

What is Szerentsczy? See page 7 of

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