

MERRY CHRISTMAS

Number 1,979

December 25

A/K/A CLAW & FANG #109 dated 10 December 1979.

This issue is dedicated to Donner and Blitzen. They must get terribly tired constantly looking at the north end of the southbound publicity hog, Rudolf.

DIS AND DATA

1. After over six months a game has finally ended..1977CX ended in 1912 with a three way draw between Jim Fiack (England), Sheldon Kahan (Italy) and Dave Ditter (Russia). Gentlemen (winners and losers) please send in your statements by January 1 (or risk not having them run until February).

2. Game Openings. I need only one more player for MENSA 10. Three are signed up for the next regular game and four are signed up for the preference list game. To get into the preference list game you must already be playing in C&F. I will try and give you one of your top three choices and guarantee not to get the bottom one or two choices.

3. With 34 games in progress and only four games carried regularly within the main body of CLAW & FANG, readers don't get to see any of the subzines unless they have a game in one of them. Some of these subzines have a lot of wit and press (these are often mutually exclusive). On pages 7 and 8 is one of the best ones POIGNARD, hammered out by David Loewenstern. If you would like more of these, let me know.

4. It's Fang of the Year time again. Send in your nomination for FOY and the reason for your nomination. I've gotten in a number of them already, but judging will not take place until January 2. The winner receives a free 6 month sub to C&F and there are usually some runner up awards. (The subscription goes to the winning nominator not the FOY. I don't know what the Ayatollah Khomeini would do with 6 months of C&F except torture the hostages with them.)

5. Coming next month: The advance rules to Scott Hightower's WARHEAD. Send in your comments and ideas on strategy. Someone is working on a play by mail version. Do you have any suggestions?

6. The face-to-face game will be held here on Jordan Court on Sunday, January 27 at 10.00 a.m. Lunch will be a potluck affair so please bring something to eat and share. I will furnish table service and one of the infamous Fangmaster desserts. Please let me know if you plan to come. Seating is limited and while there probably will be 2 games this is not a MiniCon or a MaxiCon but just a face-to-face get together.

STOLEN FROM HERB CAEN IN THE SAN FRANCISCO CHRONICLE:

"Herodotus rewritten: We all know what may have been the most inspiring words ever applied to public servants--'Neither rain nor snow, nor gloom of night, shall stay these couriers from the swift completion of their appointed rounds.' Is there a U.S. mailman or mailwoman who does not bend every effort to live up to that credo? Possibly. When the mail failed to arrive in the 1400 block of Milvia in Berkeley a Thursday ago, Myrsam Wixman called the Post Office to find out why, and was told, 'The mailperson brought the mail back to the post office because it was getting dark.' Okay, get out the chisel and delete 'Nor gloom of night.'"

197801

THE PRESS(?) GAME

SUMMER 1909: GERMANY F NthS R Bel, A Boh R Gal; RUSSIA A Sev R Arm.
 FALL 1909: AUSTRIA & FRANCE EACH LOSE ARMIES BUT GAIN CENTERS. TURKEY BLOWN OUT. PRESS
 FAMINE FEARED.

AUSTRIA Watson (10): A Smy* S F Con-Ank*, A Bud-Rum*, A Ser-Bul*, A Boh* S A Tyo-Vie*,
 A Ven* H, A Sev-Mos /d/ annihilated, A Uln* S A War* H.
 CENTERS: home, ser, bul, gre, rum, smy, ven, con, ANK, WAR (12) build 3 (only room for two).
 FRANCE Schlickbernd (14): F Tyn* H, F Rom* H, F Yor-Edi*, F Aeg-Ion*, F Lon-Nth*,
F NAO*-Nwg, F Nth-Nwy*, F Eng* S A Bur-Bel*, A Mun* S A Kiel-Ber, A Pie* H,
A Hol* S A Ruhr*-Kiel, A Kiel-Ber /d/ annihilated.
 CENTERS: home, por, bel, spa, lon, lvp, rom, tun, hol, nap, ~~Kie~~, mun, EDI, NWY (15) build 2.
 GERMANY David Lowenstern (6): A Ber* & A Den* S F Bal-Kie*, A Gal*-Vie, A Sil*-Mun,
F Bel-Hol /d/ R(Pic, OTB)*. centers: ber, den, ~~gal~~, swe, ~~sil~~, nwy, KIE (4) remove 2.
 RUSSIA Flack (3): F Bar*-Nwg, A Arm*S A Mos-Sev*. CENTERS: sev, stp, mos (3) even.
 TURKEY Baumeister (1): F Bla* S RUS A Arm-Ank NSO. CENTER: ~~ank~~ (0) out.

AUTUMN 1909 and WINTER 1909 only due January 10. Votes all failed. Votes
 proposed for this month are French-Austrian draw, German-French-Austrian draw,
 French win, and psychiatric observation for the gamemaster. Vote for all, some, one,
 or none of the above.

PRESS

ANKARA: Maybe, by supporting the Russians (whom we dislodged last time by
 helping the Austrians in Sevastopol) into the last Turkish center (inconsistent, to
 say the least), we will face off the assumedly supported Austrian stab into Ankara;
 so this way, by helping both allies who stabbed me without knowing it, and by screwing
 France, who hadn't the faintest idea I was ever in the game, my unit keeps everyone
 at bay while keeping my last supply center. Maybe. (Probably not.)

SACRAMENTO: You were right at the end.

OSLO: LOEWENSTERN! LOEWENSTERN, commit!

GERMANY TO AUSTRIA: Can't you see that Schlick will win unless you attack him?

BERLIN: Due to winter vacation the German High Command's address will be 12002
 Audubon Ave, Philadelphia, PA 19116.

19780CH

THE WINNERS' GAME

GM: David Forte, 11800 Edgewater Dr, Apt 412, Lakewood, Ohio 44107.
 216-226-0456

SUMMER 1907: France A Mun R Bur, F Ion R Tyrr; Russia A Lva R War.

FALL 1907: ENGLAND SQUEEZES RUSSIA; DRAW FAILS.

AUSTRIA Kendter (7): A Tyr* S A Mun, A Mun S FRENCH A Ruh-Kie /NSO/d/ R Boh, OTB,
A Tri* S A Tyr, A Vie* S A Tyr, A Bud* S A Tri, A Alb* S A Tri, F Gre* S ITALIAN
 F Ion.

ENGLAND Straten (9): A StP* S A Liv-Mos, A Liv*-Mos, F Bar* H (unordered), F Nth* H,
 A Kie* S GERMAN A Ber, A Den-Pru*, F Bal* S A Den-Pru, F Both*-Lva, A Edi* H (unord).

FRANCE Willemsen (10, 2 short): A Bur-Mun*, A Ruh* S A Bur-Mun, A Pie*-Tyr,
F Adr*-Tri, A Nap* H, F Tyrr*-Ion, F Tun* S F Tyrr-Ion, F Apu* S F Tyrr-Ion.

GERMANY Flack (2): A Ven* S FRENCH A Pie-Tyr, A Ber* S ENGLISH A Den-Pru.

ITALY Kahan? (1): NMR F Ion* H.

RUSSIA Bassett (5): A War* S A Mos, F Aeg* S ITALIAN F Ion, A Sil* S AUSTRIA
A Mun-Ber/NSO/, A Pru S AUSTRIA A Mun-Ber/NSO/annih/

CENTERS: AUSTRIA: Home, Ser, Gre, Bul, Con (7) Even.

ENGLAND: Home, Nwy, Hol, Den, Kie, Swe, StP (9) Even.

FRANCE: Home, Bel, Spa, Por, Rum, Tun, Nap, Mun (10) Build 2.

GERMANY: Ven, Kie (2) Even.

ITALY: Smy (1) Even.

RUSSIA: Mos, Sev, War, Rum, Ank (5) Build 1.

FROM THE SHORES OF LAKE ERIE: Merry Christmas to all! Next set of orders due
 at my place on January 7, in the next decade. [Purists say the next decade doesn't
 start until January 1, 1981.]

EXPERIMENTAL DIPLOMACY

by Ben Zablocki

I don't believe that the game of Diplomacy has been completely invented yet. The game that Allan B. Calhmer invented is one of the greatest games of all time, but no classical game has ever yet been developed to completion by any one person or in any one lifetime. It's amazing to me that, in such an energetic and multidirectional hobby as this, there is no interest group working toward the goal of perfecting the basic game through experimental playtesting.

It's tempting to blame the variants gang for this state of affairs. If you want a change from regular Diplomacy, you can always play any one of hundreds of interesting variants or even design one of your own. Why bother tinkering with minor rule changes when you could be creating a whole new board or a whole new set of rules? But even though the existence of variants has probably drawn away a lot of the energy that might have gone into perfecting Diplomacy itself, it is not really fair to complain. Variants have enriched the hobby and have added to our understanding of the complex inter-relationships of the rules to one another and to the board. What I am proposing is in addition to not instead of the design of Diplomacy variants.

It's also tempting to blame the old timers. Haven't Mike Rocomora, Rod Walker, and others averred over and over again that all conceivable rule modifications have been tried long ago and that nothing has ever been found to improve on the basic game? This is hard to believe but there may be an element of truth in it. After all, Diplomacy was playtested for years before Calhmer published the final form and it certainly may have reached a plateau at which there are no further obvious improvements. But this is not to say that no improvements are possible. One might imagine people playing chess for centuries, convinced that its rules were immutable, only mildly annoyed with the slow development of the rooks, until some inspired soul thought up castling. In any case, it would be interesting to see the documentation of serious experiments with the rules. Are these in the archives somewhere?

I have to admit that I have no earthshaking ideas for improving the game of Diplomacy. This is partly due to my lack of imagination and partly due to the fact that most players of my acquaintance, both postal and ftf, have always been squeamish about any experimental changes in the rules. Any variant, as long as it is labelled a variant, gets a much warmer reception, in my experience, than a suggestion that we play a game of regular Diplomacy that is not quite regular Diplomacy. Do other people encounter this resistance or is this just my luck?

The things about Diplomacy that most need improvement, in my opinion, are these (in order of importance): the unbalanced weakness of Italy, the closing down of options and (dare I say it) dullness of the endgame, and the inability to accompany rapid changes in alliance with rapid redeployment of forces. I should emphasize that what form they should take. I would like to see a Diplomacy of the future in which somehow Italy was made just slightly stronger without disturbing any of the other delicate balances of forces in the area. I would like to see the Diplomacy after 1910 played with slightly different rules, not to abandon the principle of balance of forces on which Diplomacy is based, but to make the achievement of such a balance more of continuing challenge rather than a matter of having the patience to find a stalemate line and sit behind it. I would like to see one or two minor modifications of the land movement rules, perhaps to give a bit of the flexibility that long convoy chains provide at sea. Just as long convoy chains are rarely used in actual games, neither, hopefully, would these land options. But their availability would add a dimension of possibility just as convoy chains do whether they are used or not.

Is anybody interested in playing experimental Diplomacy? What I have in mind are irregular postal games in which one and only one minor rule modification was introduced at a time and careful records were kept of the outcome. A fringe benefit would be that, since the games would be irregular, they would not attract the ratings nuts and cross-game alliance weirdos that have come to infest the postal hobby. But before starting any such games it would be interesting to hear from people who have thought about this question and the results of those who have been experimenting with the rules.

TRAVELLER #7 / RANDIA EXPLAINED

by Eric Ozog

Most of Randia is dead. Uncontrolled industrialization tore the planet's delicate ecological system to shreds. Acid rains began to destroy their glittering cities, and what was left of the fragile countryside.

The wildlife was all but gone, except for a few hardy types, who adapted to the filth, (such as the Tucca, which were like a gentle polar bear) but all these animals were now hideously unrecognizable, and were vicious beyond belief. They scratched out a meager living eating themselves, a few muddy worms, and an occasional lost traveller.

What did the people do about all this? They thumbed their noses at all of it, constructed domes around their two major cities (Barban and Arbea) and occupied their minds with thoughts of making a buck.

Millions left the planet, but about 500,000 stayed because Randia is a virtual treasure house for minerals. Soon, they hope to be self-sufficient in food, once the fourth great farm-dome is completed.

Next on their Christmas Wish-list is a Class 'A' starport, complete with starship construction facilities. Plans are now being drawn up.

At The Randian Capital

Relaxing in the noisy, smokey surroundings, Barry Groucutt sat at the bar, thinking local thoughts, and drinking a local drink.

He found this saloon tucked away in a quiet corner of the outer downtown area. Just remodeled to an American West decor (Earth circa 1860), it gave Barry the felling of having jumped into a history book. He took an interest in the lively stage show, with its scantily clad women in their feathered plumes prancing around the floor, dancing to the metallic sound of an electronic player piano.

This is when he came. He stood in the doorway, and the smoke, colored lights, and feathers swirling around him gave this HUGE man an eerie look.

No one noticed him.

There was something wrong. He seemed to be transparent, with a bright shimmering around him. Then with a cry that rose over the music and the clamor he yelled.

"I am Ferkin Longstalk and I've returned from the dead!"

And with that, he pulled out a sub-machinegun and shot down the fakey chandelier! With a rat-a-tat-tat, it crashed to the floor, people scurrying out of the way.

There was utter silence now, with a few gasps in between. The music stopped. The dancing girls stopped dancing. Loose feathers floated to the floor.

"Out of my way!" yelled the apparition, shoving the piano man out of the way.

The piano player (he's just there for show, he can't play) fell to the floor grovelling.

"Don't shoot me, I'm only the piano player!" he pleaded.

Longstalk hovered to the bar and pushed Barry Groucutt off his stool; who landed with a jolt, on the dirty floor.

"Shippos", Ferkin Longstalk told the bartender, who got him the drink (you can't get it in the U.S.) and returned in a matter of seconds.

The dead silence hung in the air.

Now you can bet ol' Barry was taken aback, but thrusting down his fears, he got up, brushed himself off, and faced Longstalk's skulking form. He lashed out with his fists and they disappeared into his scummy transparent hide! With a yelp, he pulled them out again.

Ferkin's eyes showed a controlled, evil glee.

"You don't know what you're dealing with", said the shimmering apparition, "So I'll tell you what you're dealing with. You're dealing with the UNDEAD!"

With those words he casually poured his drink in Barry Groucutt's hair, floated to the edge of the room, and walked through the wall.

A slow, melodious laughter echoed in the saloon.

(Ferkin Longstalk appears courtesy of J.R. Jarvinen.)

[This is the first in a series of Diplomacy zine reviews. This is not the usual "plug" column but honest reviews. As for my part, I pledge no editorial interference. I'll run what he writes.]

THE OLD SAMPLE COPY AFFAIR

Zine Reviews by David D. Perlmutter

Being a newcomer to postal Diplomacy I decided that the best way to see what are the best zines for my money is the old sample copy affair. Armed with enclosed stamps my letters went off on their merry way seeking replies. The copies are still rolling in, but I thought I'd let you in on what I found.

NOTE: The Perlmutter scale of quality.

- ($\$$) means top quality, stunning zine.
- ($\frac{1}{2}\$$) means very good but flawed zine.
- ($\#$) means O.K. zine, worth subbing only if you have nothing else to do with a few bucks.
- (\emptyset) means "Blah" zine, toss the sample away and hope it folds or publisher cleans up act.

THE VOICE OF DOOM, published by Bruce Linsey, 71 Hudson Terrace Apts., Newburgh, NY 12550. Sub \$4.50/10 issues. Game fee \$3.00.

This is a newcomer to the zine market; Bruce only being up to issue number three. Yet this has got to be one of the best zines I have ever seen. The type is bold and as clear as NEWSWEEK. Bruce, or BRUX, as he calls himself, has a witty interesting manner of writing that he carries throughout the zine. One great thing he does is something I wish other publishers would learn, not cluttering up the zine by shoving stuff together. People find it hard to read zines that do this. The games in VOICE OF DOOM seem well underway and Bruce is cracking down hard on any NMRs. Go to it, they always spoil games.

One or two words of caution must follow this torrent of praise. First of all, Bruce's politics seem a bit far to the right. Luckily, he doesn't talk about them much. Anyway, who cares? He has as much right as anyone to espouse his views. Secondly, there is the fact that the zine is brand new, and no matter how trustworthy Bruce is, there is always the possibility he may tire of publishing. I personally don't think that will happen, and my sub has already gone through.

THE VOICE OF DOOM rating ($\$$).

EGGNOG, published by Konrad Baumeister, 11416 Parkview Ln, Hales Corners, WI 53130. Sub 10/\$3.50. Game fee (none open).

Contentwise, EGGNOG is moderate. At least in the zine I got, Konrad told the reader about the weather in his part of the country. Very interesting! The games are, however, quite interesting and amusing to read. The press, of course, is the best part, and EGGNOG overflows with it. Yet, it must be said that the print quality in my sample was awful. Black splotches were scattered here and there. The blue on yellow printing is hard to make out. I couldn't read one page because it was so fuzzy.

Yet, there is a lot on the plus department. Mostly, Konrad himself. He is, after all, approaching issue number 40. This backs up what I hear about his reputation for honesty and dependability.

EGGNOG rating ($\frac{1}{2}\$$).

WHY ME?, published by Lee Kendter, 4347 Benner St., Philadelphia, PA 19135. Sub 10/\$3.50. Game fee \$3.00.

Are there no horrible zines? So far, at least, the answer is "no". Lee is one of the most friendly people I have talked to. He was more than happy to give me any info I wanted. The zine itself is a fine example of a solid Diplomacy magazine. Both games and press are great to read, though the games tend to get a

(continued overleaf)

bit confusing. Also, a few more articles would be nice. Lee has a few new twists, too, such as the blind game he is starting.

One problem is print quality. A lot of the type is fading in many places and it gets hard on the eyes after a while. However, Lee has admitted that there is a problem and promises to fix it in the future.

WHY ME? rating ($\frac{1}{2}$)

Well, that's it for now. The samples just keep rolling in. Any publisher who has not heard from me, please send me a sample and I'll whip off a stamp to you.

Next time I'll dissect DIPLOMACY WORLD, VOLKERWANDERUNG, and the mighty CLAW & FANG itself.

1978HK GM: Rod Walker, 1273 Crest Drs, Encinitas, CA 92024

FALL 1906: DEUTCHEDAMMERUNG! GERMAN HIGH SEAS FLEET BLOWN UP AT HAMBURG DOCKS! DER WESTWALL HOLDS, BUT FOR HOW LONG? HAPSBURGS RESTORE THE APOSTOLIC KINGDOM OF HUNGARY TO FULL GLORY: IS THE AUSTRIAN PART NEXT? FRANCE, ITALY, TURKEY SET UP FOR FIGHT OVER THE MEDITERRANEAN CORK... BUT ITALIAN GOVERNMENT CRISIS CAUSES FREEZE ON MILITARY ORDERS.

The GM, through the Fangmaster, wishes to ask Conrad Struckman, 214 Nugent Hall, Rensselaer Polytechnic Institute, Troy, N.Y. 12181 to send stand-by orders for Italy for...well, think about it anyway. Rick Price is asked to send a letter of intent to continue with the game, plus a set of tentative set of SO7 orders by the W06 deadline. If he fails to do so, He will be replaced by the aforementioned stand-by player effective SO7.

AUSTRIA (Berch): A Gal MS A Rum, A Alb-Tri S by A Ser.

Owens: Bud, Tri, Ser, Gre, Rum (5). Build 1.

FRANCE (Stevens): A Por-Gas C by Mid, F Nat S F Mid, A Bel-Hol S by F Nth, A Bur-Bel S by F Eng. Owens: Bre, Par, Por, ~~Spa~~, Edi, Lon, Lpl, Bel (7) No change.

GERMANY (Carpenter): F Kie-Hol /d/, A Hol-Bel S by A Ruh, A Mun-Bur.

Owens: ~~Spa~~, ~~Kie~~, Mun, Hol, ~~Spa~~ (2) Disband 1 (2 /d/)

ITALY (Price?): NMR. A Pie, F Spa(sc), F Lyo, A Trl, F Naf, A Mar, A Vie all /h/. Owens: Nap, Rom, Ven, Tun, ~~Spa~~, Vie, Mar, Spa (7). No change.

RUSSIA (Hightower): A Swe-Fin, A Den-Kie S by A Ber, A Sil-Mun, A Ukr H S by A War & A Mos. Owens: Mos, StP, ~~Spa~~, War, Nwy, Swe, Den, Ber, Kie (8). Build 1.

TURKEY (Shreve): F Tyn-Wes, A Sev-Mos, F Arm-Sev S by F Bla.

Owens: Ank, Con, Smy, Bul, Sev (5). Build 1.

DEADLINE for Winter 1906 adjustments is Saturday, 5 January 1980. I have tentative sets from Austria & Turkey. France can relax. Italy (see above) owes me tentative SO7 orders by that date.

NOTICE TO PLAYERS: It's my understanding that C&F doesn't reach you until the 20th or so, which doesn't leave much time for negotiations. Therefore, if you will send a SASE with your orders, I'll send you a copy of the adjudications when I mail them to Don. I will only do this if every player sends SASE. I suggest you agree among yourselves whether you will do this. I will also do so only for Spring and Fall seasons...not for Winter. Re: press. What I'm getting isn't worth the effort. I know you guys can do better.

NEWS FLASH FROM LARRY ENGLISH:

Jimmy Carter is sending a hand-picked crew to Iran to get the hostages out. According to a high source, Jerry Brown is in charge of planning and travel logistics, John Connally has responsibility for fund raising, and Ronald Reagan will lead the men into battle. Carter regrets he cannot be in the field with his colleagues, but has generously offered Air Force 1, provided it is piloted by Ted Kennedy. Gerald Ford was not asked to participate but is standing by, in case someone can think of a role for him.

Poignard 5 (pwa-nyar' flv) (from Fr. poignard, O.Fr. poignal, Vulg. Lat. pugnalis, Lat. pugnus(=a fist); meaning a fist-weapon, + five, Ang.-Sax. fif; meaning five): A well-written and interesting issue of the superlative sub'zine written and edited by David Loewenstern, Haverford College, Haverford, PA 19041. Phone # 215-896-6606....But see below.

1979CX Summer 1902: E.: NRR! Fmwy retreats otb. (That's Fmwy-r-otb)
Fall 1902

BRITISH MISSES; GERMAN MASSES. GM* TELLS ALL! GERMANS
FAKE WEST, GUT RUSSIANS, FAKE SCARES LIMEYS INTO FAINT.
ITALY FINALLY MAKES DECISIVE ACTION! TURKS AND BRITS LOSE
COLONIES!

A. (Jim Cassity): Fgre-aeg/b, Abul-con/b, Abud-vie, Aser-gre/f,
Aalb-tri. owns: A., gre, ser, BUL build 1.

E. (Scott Copeland?): NMR! Fnth&Feng&Ayor-U. owns: E., nwy even.

F. (Jerry White): ApicSabre, AbreSApic, Agas-bur, Fmat-iri, Fspas-
mat. owns: F., por, spa even.

G. (Paul Sallabedra): FdenSFska-swe, Fkie-hol, AbelSaruh, AruhSabel
owns: G., den, hol, BEL, SWE build 2.

I. (Clark Reynolds): Aven-apu, Fion-aeg/b, Ftun-ion/f, Atus-h
owns: I., tun even.

R. (Gary Howe): FrumSFsev-bla, Fswes/cdr(bal, bot, fin, otb) Fmwy,
FmwyS/o G.Fska-nth, AmosSAukr-sev. owns: R., rum, swe, NWY
build 1 if Fswes-r-otb, otherwise even.

T. (Bernie Oaklyn): Fcon-aeg/b, Fbla-con/fdr(arm, ank, otb),
Aarm-smy. owns: T., bul even or build 1 if Fbla-r-otb.

b=bounce, c=support cut, d=dislodged, f=attempt on friendly unit,
o=NSO, r=retreats. U=unordered. New Centers are in CAPS, Lost
Centers are underlined.

+++++PRESS+++++

Haverford: COA for the GM: David Loewenstern, 12002 Audubon Ave.,
Philadelphia, PA 19116, Phone # 215-676-3492. Starts 12/20,
ends 1/13/80 (WINTER VACATION!!)

COA for Austria: Jim Cassity, 1966 Alameda, Ventura, CA 93003.

PARIS: ((Old Press News Service)): If German Armies continue
to occupy Franco-German borders relations will be broken. Belgium
is not a German protectorate.

Brest((OPNS)): English Fleets off the ~~xxxx~~ French coast are not
the best of peaceful acts.

GASCONY((OPNS)): The new provincial capital has released statements¹ that France is at peace with all her neighbors.

VATICAN((OPNS)): The Holy Papa announced today in a special message to the school of Larks ((BOO! HISS! A pun like that should get you excommunicated!)) that the Curia will be moved to France next year. "We have decided that God ((I recognize that reference!)) is closer to the French and, of course, we want to optimize our connections to the Big Boy.

CONSTANTINOPLE: Five easy lessons on how to lose a Diplomacy game ((in case you tried and tried, but just couldn't lose)); first one is to send letters meant for Italy directly to Austria; second one is to put Austria's address on your rolodex file card under the name of the Italian player; third one is not to accept a reasonable offer made by Russia in the first place; fourth is any of the above; fifth one is all of the above.

GERMANY-RUSSIA: The Bear is getting too big for his allies, so the above is a little not th Rus²ia with love. Auf Wiedersehen, mein Herr.

ZURICH (GM Polyglottal Omniscient Press Service): NOTE TO TURKEY: None of my side remarks should be taken seriously. I don't give a damn if you're Baddy Tretick or Winnie-the-Pooh, and so all of my attacks on your (or A/E/F/G/I/R, also) press is purely in search of humor and not meant as an attack.

HAVERFORD: Also to Bernie: Don Horton the Fang makes all decisions on game openings -- I just work here.

HAVERFORD AGAIN: I have been asked to describe my college life. I have decided to pick now because finals week is next week and so I am just aching to bitch.

Haverford has no fraternities, and Bryn Mawr (sister College to Haverford) has no sororities. The result is that there are no "Animal Houses" here -- which makes it dull -- except when both campuses (campi for the Classics majors) become full-scale Animal Houses, which does happen occasionally, and is rather wild.

The food tastes like recycled floor sweepings, and I'm told it's an improvement over last year's. The campus is near Philadelphia, and people go there when it's not closed (LAUGH! W.C. Fields made millions on that line!)

Why do I like Haverford? The students here (and Bryn Mawr, too) are wonderful. This is probably the only college in the world where the pre-meds don't backstab each other for a 4.0! For those who like such things (me, for instance), the male:female ratio favors men, because Bryn Mawr is all-female, which H'ford intends to become coed next year and already admits female transfers. The academic preparation, for pre-meds like me, is one of the best in the nation, on the level with the Ivy League. The politics of the schools is liberal (as in the '60's, when the counselling staff worked overtime making sure all draftees -- even younger brothers of students -- had conscientious objector status). More Next month.

Autumn '02, Winter '02, and Spring '03 are due 1/7/80 at 12:00 noon IN PHILADELPHIA! Oh, yes -- STANDBY FOR ENGLAND: Scott Hightower, 28L Jane Lacy Drive, Endicott, New York, 13760.

12/10/79

November 30, 1979
 Molucca or Malacca, or the Maldives
 or some such exotic place

Dear Don,

Being, as you know, a long time CLAW & FANG subscriber, I am only too happy to take up Mr. LeCarre's challenge and represent America in his attempt to have famous writer's analyse your demonstration game. I would have gladly accepted anyway, even without the rather insultingly goading note he sent to me. (Pompous, verbose pedant indeed! I'd like to see that undersexed Ian Fleming get 26 nights of prime time some year!) However, he is right that analysis needs less discussion of moves and more historical perspective. Diplomacy is a historical game, and the moves certainly aren't. The next time you try to defend St. Petersburg from attack through Finland and the Baltic provinces, see what good a fleet in Archange does you.

Sincerely,
 /s/ Jim

ANALYSIS OF DEMO GAME 1979EPV

Chapter Four: Decision (?) In Constantinple by James A. Michener

Angus "Jock" McNeill was well aware of the importance of the meeting he was about to attend. Behind the large wooden door he was approaching, waited Souvla Bey, the subtly sardonic Turk and Kruger, the blunt, capable German. He knew that what was about to occur would most probably be the single most important decision ever made by anyone in the history of the world. Which is probably why the English chose to send a Scot--they needed someone who could get something done.

He wondered if those early DalRaida Scots had any idea of the future when they set off from the northeast shore of Ireland some 1500 years ago. He could picture them in their tiny round coracles bobbing up and down in the perilous waters of the Irish Sea, then up the Mull toward the dreary, fog shrouded highlands of the land of the Picts. (Editor's Memo--Dear Jim, could you move it along just a little? We only like to use one page here. Thanks.) Yes, it was probably MacNeil's ancestor the great V'Neil himself who had led this tiny yet portentous armada. But then would come the clashes with the cold, calculating Anglo-Normans of the south-Wallace at Stirling and Fallark, Bruce at Bannockburn, James at Flodden, Pinkie, the '15, and finally, the Bonnie Prince and the end of all things at Culloden. How ironic that after all of that the English still looked to the northern "barbarians" when they needed someone with fire coursing through his veins to get a difficult job done (Ed's Memo--All very interesting, certainly, but I think the average C&F reader would really be more interested in what is going on at this meeting.)

MacNeil had arrived at the secluded conference room deep within the Porte. His practiced eye couldn't help admiring the exquisite craftsmanship of the massive wooden door. Inlaid patterns of magnificent teaks and mahogonies from the far off Ganges had been laboriously brought to Persia in the days of the Khwarizmian empire--shortly before the hordes of Tamburlaine senselessly shipped off all of the great craftsmen to beautify the parks and palaces of Samarquand. He had taken far more artisans than such a meaningless task could ever have employed, such that the ancient Persian tradition of matchless craftsmanship was dashed forever. (Ed note--OPEN THAT DOOR, FOR CHRISAKES!)

So the time of decision had come. MacNeil reached for the doorknob, and was intrigued to see that the large, intricately sculpted Knob was bronze, not brass as in the west. Here, so close to the ancient cradles of civilization, it was a staggering link to the far distant past to think of Hittites and Canaanites turning from stone and flint tools and weapons to smelting the first metals..... (Editor's Memo--End of Chapter 4)

n 1yeh 4.6

7 December 1979

GM: Eric Verheiden; 200 S. Azusa Ave., #2; Azusa, CA 91702
Phone: (213) 334-3149 (eves.)

1979 CT Claw & Fang Demo Invitational

Winter 1902 Europe Freezes Over; Spring Thaw Anticipated.

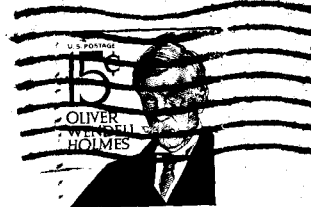
- Austria (Sergeant): R F Alb. Has A Ser (1).
- England (Palter): B F Edi. Has F Edi, F Nth, F Ska, F Kie, A Den (5).
- France (Reese): No change. Has F NAT, A Bur, A Gas, A Mar, A Pic (5).
- Germany (Bingle): B F Ber. Has F Bel, F Ber, A Ruh, A Mun (4). (Aut '02: A Bur R Mun)
- Italy (Ditter): No change. Has A Tri, A Vie, A Ven, F Adr, F Ion, F Tun (6).
- Russia (Cusack): B A Mos, A Sev, F StP nc. Has F StP nc, F Nwy, F Bla, A Fin, A Bud, A Ank, A Gal, A Mos, A Sev (9).
- Turkey (Marley): No change. Has F Aex, F Bas, A Gre, A Bul (4).

Spring 1903 orders are due 7 January 1980. Spring orders are on file for Austria, France, Germany, Italy and Russia. Press will be run at that time. Incidentally, I will be on vacation from 21 Dec to 6 Jan. Mail orders should be sent to California, however I can be reached by phone during that period at (503) 649-3771.

Note Boardman number 1979 CT. This should be used in further correspondence.

If you are in one of Smacko's games and don't hear from him, or me, within the next few days you had better send me a copy of your last orders.

Merry Christmas, Happy Hanukkah, and Jolly Winter Solstice from
CLAW & FANG #109 sent your way by
Don Horton
16 Jordan Ct.
Sacramento, CA 95826



___ your subscription expires this issue.

___ have a happy new year, too.

Rod Walker
1273 Crest Dr.
Encinitas, CA 92024