

CLAW & FANG

Number Fifty
April 16, 1975

Published by Don Horton, 16 Jordan Ct., Sacramento, Calif 95826. Tele (916)383-1848
Printed on the 1st and 16th of every month. Subscription rate is 10 issues for two dollars (add 30¢ for airmail). Sub rate is going up to 12 issues for \$3.00 on May 1. Sample copy 25¢. Game fee is 2.00 plus a subscription. CLAW & FANG is a division of R & D COMMUNICATIONS. Diplomacy is a registered trademark of Games Research, Inc.

This issue of CLAW & FANG is dedicated to the Longisquama. This extinct animal was the "cover girl" on the April issue of SCIENTIFIC AMERICAN. The Longisquama was less than six inches long. It was a member of a group (thecodont) that was descended from the early reptiles and whose members included the precursors of the dinosaurs. Longisquama had long plumelike scales on its back and had a general covering of insulating scales. While not yet feathers, they were an evolutionary step. Interestingly, Longisquama, and most of the thecodonts, were warm blooded. The thrust of the story "Dinosaur Renaissance" by Robert T. Bakker in the April SCIENTIFIC AMERICAN is that there is much evidence that the dinosaurs were warm blooded and not reptiles at all...that birds are a living group of dinosaurs. Somehow, this all seems to wind up with an updating of an old joke. It can now read:

- Q. "What do you get when you cross a crocodile with a parrot?"
A. "I don't know, but when it talks, you better listen."

1974CZ

SPRING 1906

SUNSPOTS CAUSE GLOBAL COMMUNICATION PROBLEMS. FRENCH AND ENGLISH FILE WRONG SUPPORT ORDERS AND SCHLICKBERND DOESN'T GET ANY PRESS IN.

AUSTRIA Eric Verheiden: (6) F EMed-Smy*, A Gal*-War, A Bul*-Con, A Ukr*-War, A Rum*-Sev, A Boh-Sil /d/ R(Vic, OTB)*

ENGLAND Scott Hightower: (7) F Nth-EngC*, F Ska-Nwy*, F Bre* S F MAO, F IrI* S F MAO, F MAO* S GERMAN A Gas-Spa NSO, F Lvp-NAO*, A Mos*-Ukr

FRANCE David Reynolds: (2) F Por* S F Spa(sc), F Spa(sc)* S ITALIAN F WMed-MAO NSO

GERMANY Bruce Schlickbernd: (9) F Swe* H, A Ber*-P, A Kie*-P, A Mun* S A Sil-Boh; A War*-Gal, A Par-Pic*, A Pur*-Mar, A Gas* S A Bur-Mar, A Sil-Boh*

ITALY Joel Klein: (6) F WMed* S FRENCH F Spa(sc), F Aeg* S AUSTRIAN F EMed-Smy, F Lyon* S A Mar, F Tun-NAfr*, A Pied-Tyro*, A Mar* S FRENCH F Spa(sc)

TURKEY Jack Stewart?; (4) NMR F Bla* H, F Smy H /d/ R(Cyr, OTB)*, A Con* H, A Sev* H
Fall 1906 orders are due at 1900 hours Thursday, May 1. Would Dave Ayres please submit standby orders for Turkey? The six-way draw did not pass. The vote must be unanimous.

PRESS

BUDAPEST: Don't count your chickens before they're hatched, Erucie dear; if faithful English ally ever catches on to the fact that he is being had, Germans will be as rare as Russians inside of three years.

GAME OPENINGS

Dave Forte has agreed to Guest GM another game. There are already four people signed up for it. If you want in, get your two bucks in right away. Only one person per state or province per game. I consider Northern California and Southern California as separate states. I have now divided our second most populous state, New York, into two "playing areas", Upstate and Greater New York City.

This will be the last Guest GMed game (other than Mensa) that I will open for some time.

We do still need one Mensa to get Mensa h underway.

THE ADVENTURES OF FANGMASTER

The Clothes Horse

As many of you know, Helpmate made a New Year's resolution that I was going to lose weight. This didn't seem like such a bad idea--after she carefully explained it to me--and I went to a meeting of Weight Watchers. They took my height measurement, weighed me and informed me that I must lose thirty pounds of ugly fat. The 188 pounds of ugly lean I would have left would remain my problem.

So I went on the diet and have followed it religiously. I have choked down liver once a week, munched a couple of crates of celery, and avoided eggs after 2:00 pm (and only four a week before 2:00 pm). The results have been forthcoming. After a little over two months and I am two-thirds of my way to the goal. I have lost twenty pounds and have another ten to lose.

I have pleasant fantasies of slipping into rooms without being noticed, of passing adroitly through supermarket aisles around fat ladies and their shopping carts (on my way to the ricotta cheese department), and of meeting acquaintances who would ask, "Didn't you used to be Don Horton?" With these thoughts I keep weighing, munching, and counting on.

One of the desired objectives of this weight loss is to be able to get into clothes that I have not been able to wear in some time. This has happened. It is as if a whole new wardrobe has opened up for me. This is all well and good if one doesn't mind being seen in double-breasted suits, pleated pants, white shirts, narrow neckties (well, I could wear those before), and Nehru jackets. Also, my waist has been reduced to $3\frac{1}{2}$ notches on my belt (from one notch). I now have a choice of not inhaling or having my enlarged pants fall down at an embarrassing moment. (The embarrassing moment being caused by the descent.) As a consequence, I found myself in the local department store looking for something contemporary to wear.

I eschewed the Stylish Stout section and headed right for the Varsity Shop. That proved to be a bust and I went to the (just plain) Men's Section. I again discovered what I have always suspected, I am the only person in the world that's my size. Forties are too big around the waist and the 38s too tight. If the shoulders are right, the sleeves are too short. Thirty two legs are too short and thirty fours alternate between nonexistent and too long. I did come close on one pair of slacks but no coat would go with them. The salesman spent several minutes on the telephone trying to get something suitable from one of the other stores but without success. I couldn't hear the other end of the conversation, of course, but I imagine it ranged from hysterical laughter to comments like "go chase yourself"; (or me). He finally gave up and we parted friends--if I promised never to come back.

I knew I had trouble getting fitted when I was fat but surely now..... Oh well, maybe as I lose the next ten pounds my legs will shorten and my arms contract and I will assume the appearance of a normal human. Of course, with the money I am saving on booze, bread, and banana splits I can hire a tailor.

Pass me another piece of celery, dear....no, not a banana, CELERY....very funny!

* * * * *

News Item: Pillsbury has agreed to acquire Weight Watchers International, Inc., for something over 44 million dollars. I can hardly wait for the next "Bake Off" when the grand winner won't be Tunnel Of Fudge but Celery Souffle. Do you suppose if you collect 25 boxtops of Pillsbury Cake Mix you can receive a free lecture at Weight Watchers--in fact, they may make it mandatory.

DIPLOMACY BOURSE

(or, How To Make A Killing On A War)

by Scott and Paul Hightower

Bourse is a game about speculation in the currency market. It makes a "Companion Game" to any multi-player wargame, such as Diplomacy, Origins Of WWII, etcetera. Players buy and sell national currencies, speculating on the fortunes of the countries at war. Originally developed for kibitzers of face-to-face games, it is easily adapted to postal Diplomacy. Here is our version of the rules:

1. Each player in the Bourse begins with 500 units of each nation's currency (Austrian Kronen, English Pounds, French Francs, German Marks, Italian Lire, Russian Rubles, Turkish Piastres) and 25,000 units of gold.
2. Trading is initiated by players submitting bids to the gamemaster. (e.g. "Buy 100 Pounds at 75" where 75 is the number of gold units the player is willing to pay per pound) and offers (e.g. "Sell 150 Marks at 68"). All transactions are in gold.
3. Play is continuous, with bids and offers being accepted at any time and sales being transacted whenever any bid for a certain currency equals or exceeds someone's offer in that currency. All bids and offers must specify amount as well as price; prices must be in gold; fractional amounts will not be accepted. Split bids (e.g. "Buy 100 rubles at 73 and 100 at 67") are acceptable.
4. Bids and offers remain outstanding unless executed, supplanted, or withdrawn. Transactions are executed daily, with lowest offers and highest bids going first. An offer will never be executed at a lower price than specified, nor will a bid be executed at a higher price than specified. Where there is a difference in prices of bid and offer in a transaction, the difference will be split.
5. All transactions must take place through the GM--no units may be loaned or given away. Telephone orders will not be accepted.
6. Bids and offers may be accompanied by a stamped, self-addressed card (no envelopes please) so that the GM can notify the player when a bid/offer is fulfilled. Since a bid or offer may have to be met by several other offers or bids in order to equal the amount of units, the card will not be sent until the bid/offer is completely fulfilled. If a supplant or withdraw order is received before a bid or offer has been completely fulfilled, the card will list that part of the bid or offer already fulfilled.
7. Bids and offers may be conditional to events in the game on which the Bourse is based. (e.g. "Sell 100 Kronen at 76 if Italy captures Smyrna")
8. The GM will offer for sale, each turn, 10 units of each currency to the highest bidder and will buy from the lowest offer 10 units of each currency. Deadlines for these bids and offers are the same as the market summary deadline (see below).
9. When the Diplomacy game to which the Bourse is tied ends, players in the Bourse redeem their currency for gold. The value (in gold) of each currency is ten times the number of SC's held by the minting power, with 60 added to the minting power (or divided equally in case of a draw). Currencies of powers which have been eliminated will, of course, be worthless.
10. If, at the time that a bid or offer is met, there are insufficient funds to make the bid or offer good, it will be automatically withdrawn. Bids and offers which cannot be made good at the time of market summation will not be listed as high or low outstanding.
11. The state of the market four mailing days prior to the publication of CLAW & FANG will be summarized and published with the moves of the Diplomacy game. Included, for each type of currency, will be the volume of units sold, the highest sale transacted, the lowest sale, the average sale, what the GM buy and sell orders went for, the highest bid still outstanding, the lowest offer still outstanding, and the value of that currency if the game were to be declared over at that time.

(continued overleaf)

For high, low, and GM sales, the amount of units sold will also be recorded. For each player will be shown the amount of gold which he possesses, and the number

Bourse 1974CZ Winter 1904

Transactions: KRONEN ... RUBLE ... GOLD

1. Volume	1500	10	-
2. High	72/300	-	-
3. Low	68/50	-	-
4. Avg	69.5	-	-
5. GM buy	67/10	1/10	-
6. GM sell	68/10	-	-

Outstanding:

1. Buy	67/200	-	-
2. Sell	73/100	-	-
Values:	70	10	-

Player A:	1020	5	500
Player B:	3510	70	1050
Player C:	520	1060	250
Player D:	260	720	11250

of units of each type of currency. A portion of a market summary is shown to the left. Where price and amount of units both appear, price per unit is shown first, then amount of units. To compute total price for the transaction, multiply price per unit times amount of units.

12. When the Diplomacy game ends, the Bourse freezes. The market summary accompanying the declaration of winner(s) will be the last summary to appear. The winner of the Bourse will be determined by this last summary, regardless of any transactions which may have occurred since the summary deadline. Official prices, and the worth of each player in gold will be declared in the next issue. The player holding the most gold will be declared King Midas. (Also see #15.)

13. Any number of players may enter the Bourse, up to 25. Players may enter after the Bourse begins. As soon as Don announces the players of the game on which the Bourse is based, players in the Bourse may begin submitting bids and offers, along with the gamefee of 75¢ to Scott and Paul Hightower, 3118 Lamar Dr., Lexington, KY 40502.

14. Players of the Diplomacy game on which the Bourse is based may play in the Bourse. It might lend a bit of realism to the Diplomacy game, by encouraging players to do things for more than just military or political reasons.

15. There will be rewards to the winners. The first place finisher will receive a free game and a 6 month subscription to CLAW & FANG. The next two finishers each get free games.

1974GM

AUTUMN 1902: France R F MAO to NAfr

WINTER 1902: Germany build A Mun, A Kiel

There is a new Guest Gamemaster for 1974GM. Larry is busy enough publishing his own gamezine and trying to start five new games. Let's don't even mention the trouble we have had with the Fresno Postal Service. The new GM is Gary Burce.

COLUMBUS: This is your first relief Guest GM from Columbus. Spring 1903 moves are due May 9, 1975 to Gary Burce, 1168 Bunker Hill Blvd., Columbus, Ohio 43220. Moves called in will be accepted anytime they get through at (614) 451-4474. If my wife answers, she is most capable of taking down moves. If a 4 1/2 foot long lizard answers, call back later. This will be a 3 season game with Winter moves being sent to me IMMEDIATELY after you get the fall results in C & F. I'll notify everyone by return mail immediately and spring moves will be due at the next deadline. Winter and spring moves will be published together. Personally, I'm very honored to be GM'ing a game Ron Kelly is in, I've always thought that Ron Kelly was a conglomerate. And one word of caution to Doug--it takes just as long for a letter to go from Courtenay to Columbus as from Columbus to Courtenay. Press is encouraged and will be misspelled with consistency.

THE EXPERIENCES OF A NOVICE GERMANY

by Tom McCloud

Part One: Die Eröffnung dem Selbstmord

Spring 1901, Germany orders: Fleet Kiel-Denmark
 Army Berlin to Prussia
 Army Munich to Silesia

You don't have to tell me it is a stupid opening. As I write this it is Fall 1908, I have one army, in Trieste, and am very glad to have it. So why did I try it?

It wasn't just a matter of wanting to be different. There was logic behind it. Germany is the weakest country on the board, Russia the strongest. But Russia has four potential enemies in the early game: England, Germany, Austria-Hungary, and Turkey. Russia could not plausibly ally with both Austria-Hungary and Turkey, so at least one would be certain to attack. If England could be persuaded to co-operate in an attack on Russia, that would make it at least three to one and perhaps four to one. With odds like that Russia would go under very quickly and there would be Germany with lots of allies to choose from for the next stage of the game.

What about Italy and France? Especially France. Well, obviously, the ideal would be a Franco-Italian war. But unlikely. Still, Italy cannot do much in the opening, and France can be delayed by the taking of Belgium, Spain, and Portugal--which then has the advantage for Germany that France's spurt to six units ought to scare both England and Italy.

That was the logic. What actually happened was something else again. I started out with letters to everybody, attempting to arrange three two-way alliances, and two neutrality pacts, and to lull Russia. The first reply was from England (Keith Thompson) saying that he would consider going along, if I did indeed attack Russia. Since I felt England was the key to this opening, I committed myself and sent in those fatal spring orders. Other letters came in. Russia seemed lulled. Austria-Hungary was upset that I had "bullied" him by mentioning the possibility of a Mun-Boh, and was not ready to commit to an attack on Russia. (I sent an apology for mentioning Bohemia.) The Austro-Hungarian reluctance for an attack on Russia did not seem serious at the time. Especially when Turkey came through with an acceptance. France came through with a stylized letter to the "IMPERIAL CHANCELLOR, ADVISOR TO THE KAISER", and asked for an anti-English alliance. (I turned him down and tried to talk him into neutrality.) Italy did not respond. (As a matter of fact, I have not heard from Italy at any time in this entire game.) Everything looked pretty good. Until CLAW & FANG #9 arrived and I saw the Spring 1901 moves.

1973BM SPRING 1901

A: F Tri H	A Bud-Ser	A Vie-Bud
E: F Lon-NthS	F Edi-NwgS	A Lvp-Edi
F: APPar-Pic	A Mar-Spa	F Bre-MidA
G: F Kie-Den	A Ber-Pru	A Mun-Sil
I: F Nap-Ion	A Ven-Tyro	A Rom-Ven
R: F StP(sc)-Both	F Sev-Bla	A War-Gal A Mos-Lvn
T: A Con-Bul	A Sny-Arm	F Ank-Bla

There were two keys to Germany's downfall in that Spring season. First, the movement of the Russian army into Livonia, a clear sign that someone had tipped him off to the German plan. At the time I ascribed it to Italy, and didn't worry about it. Second, the utter failure of Austria-Hungary to defend itself. Russia and Italy seemed to be cooperating in a manner that would wipe out Austria-Hungary much too quickly. Vienna was in very serious danger of capture in the Fall.

On the other hand, everything else seemed to be working according to plan. An Italian attack on Munich was possible, but unsupportable. England was opening as he said he would. France was clearly headed for Iberia. And Turkey was attacking Russia

(continued overleaf)

in the most aggressive manner possible.

Letters came and were sent. Austria-Hungary wanted alliance (not surprising). France still wanted an anti-English alliance. A tactic for saving Vienna by threatening Warsaw was devised (with the twist that I told Russia that I was not going to attack Warsaw, and then didn't). Russia was furious, and promised to destroy Germany (a promise he eventually kept.) England promised to convoy to Norway, an essential move.

The Fall moves were no great surprise, England did indeed convoy to Norway. Russia supported himself safely into Warsaw while I blocked Tyr-Mun, and slipped into Livonia as the Russian army left. The Austrian army returned to Munich. Italy took Greece and the German fleet ended up in Sweden as the Russian fleet shifted to the Baltic.

More letters. A great deal of tactical and strategic discussion with England and with Turkey. There was something of a defense problem, but it looked like a very real chance of knocking Russia down to one center by the end of the year. Winter came and went with no surprises. England promised to take StP in the spring, Russia had nothing with which to oppose the move. We would defend Holland, Kiel, and Berlin by an agreed standoff in Kiel. Austria-Hungary could hold out until Turkey, England, and Germany had decimated Russia. There were problems, yes, but it still looked like the basic strategy--attack Russia quickly and from all sides, was working.

Then came Spring 1902, England stabbed Germany, and Austria-Hungary double-crossed Turkey. The latter was complicated and not at all decisive. Austria-Hungary supported Russia into Rumania, while sending its own army into Bulgaria, but Turkey took Sevastopol. England's stab was clever, decisive, and fatal. Instead of taking St. Petersburg, the English army entered Sweden, while the German fleet exited to Denmark, and instead of standing off the German A Ber-Kiel, the English fleet in Holland simply sat, letting Russia take Berlin without a struggle. Italy was still attacking Munich, and France moved into the Ruhr. Germany took Warsaw, but so what? The sole power on the board not attacking Germany was faithful Turkey, and he was having problems of his own.

The position....no, not the position, the situation. The situation was so bad that I sent a letter to Russia not only conceding the game but promising him my every possible support for what little time I might have left in the game.

Why did it all go wrong? Essentially I was playing the wrong game. In a war game the strategy might have won, indeed with the right combination of players it might have won in a Diplomacy game. But it was a Diplomacy game, not a war game, and I had totally failed to take in to account the personalities of the players. If Austria-Hungary had been played by strong aggressive player, if England had been played by a less devious diplomat or more adventurous strategist, if Italy had not been willing to support a remote ally by attacking Munich, if Russia had been played by a less masterful strategist and diplomat, or simply with less solid determination, then it might have worked.

But Austria-Hungary was played by Terry Paul, England by Keith Thompson, France by Roger Downing, Italy by David Scott, Russia by Steve Hall, Turkey by Steve Jones, and Germany by Tom McCloud. In the end, that is what decided the game, not any particular strategy, not even the stupid German Suicide Opening.

(In the next issue, Part II, "The Turk and the Pesky Devil or How to Reverse a Hopeless Position When Your Enemy's Position is Worse")

* * * * *

Eric Verheiden becomes the second player to earn a spot in the play off of the Publishers Grand Tournament. Eric guided Russia to victory in 1910 in Duane Linstrom's DOOMAFICKIES which immediately folded with the ending of this game. My congratulations to both Eric and Duane.

THE DIPLOMAT'S OTHER TABLE

Sourdough Pan Bread

by Michael Ward

So now you know how to get a starter and you are wondering what to do with it; or you have no idea what I'm talking about because you did not read the important part of CLAW & FANG #49. I explained there that you should take three cups of starter and use it in your favorite bread recipe, which I forgot to include, being so excited over my new army in Moscow. So here it is: your favorite bread recipe--which comes as soon as I get a few preliminaries out of the way.

P1: flour. I recommend that novices learn to make bread using pre-sifted bleached all-purpose flour. If you can make a good loaf of bread using that stuff, you've arrived. Then, you can go on to perfection and use what you should have been using all along: unbleached hard winter flour, which is next to impossible to find, and expensive to boot. I haven't found any for less than forty-five cents the pound, but I'm still looking. I usually use unbleached all-purpose flour, which is a lousy compromise, but what can you do?

P2: measurement. Flour absorbs water, so all measurements are approximate. You must work by feel, which brings us to....

P3: kneading. A lot has been said and written about kneading, and most of it is bovine droppings. I have never seen or felt dough that felt like velvet, like an earlobe or what have you. Let's face it, dough feels like dough, and the only way to know if you have enough flour in the dough is to bake a few failures. Bake a loaf with not enough flour, and you have found one limit. Bake one with too much and you have found the other. The acceptable range is large, and even failures are better than Wonder Bread. To knead you either place the dough in a mixmaster with a kneading attachment and add flour, or you plop the dough on a counter covered with flour, fold the back over the front, push away, turn a quarter turn and repeat. Keep this up, adding flour, until you don't want to do it anymore, or until the dough is ready, whichever takes longer.

P4: temperature. The best temperature in which to grow your yeast is 85°. More than 95° will kill it, less than 80° will slow it down, so to begin with keep it at 85°. Later, play with lower temperatures, because even though it takes a lot longer, it makes for interesting variations in texture. I'll give two ways to maintain that temperature. If anyone has any better ideas, I'd like to hear them. First method: poke a hole in a styro foam ice bucket and push a light socket through. A 7½ watt bulb is said to keep the desired temperature, but I've never tried it. Second method: put a pan of water on a towel on one of those glass hot trays that Salton used to have a monopoly on. A water bed heater control will keep the water within a few degrees of the desired temperature, and just put the bowl of dough in the water. You can cover it with an ice chest if you want, but it isn't necessary.

P5: Punch down means just that. You stick your fist into the dough and let the air out.

P6: pans. Glass pans make a thicker crust than metal pans. Nuff said, on with the recipe: 3 cups starter

6 cups flour (more or less)

2 TBS sugar

1½ cups milk (warm)

2 TBS butter (melted)

2 tsp salt

This makes two loaves. For one loaf, halve the recipe.

Stir one cup of flour into the starter, stir in the sugar, salt, milk (warm), and butter, in that order. Stir in flour until the dough is too stiff to stir with a spoon.
(continued overleaf)

Knead until done. Grease a bowl and place the dough there in. Turn the dough so that there is grease on the top. Cover and put into the 85° spot until it has doubled in bulk. (They say when you poke your finger in and the hole remains, but I just eyeball it.) This should take 1½ to 2 hours. Punch it down, turn it over, and let it rise again. The second rising should take a lot less time than the first. Punch it down, make loaves, and put them into greased pans. Again they rise until double in bulk, then into a preheated, 375° oven for about 45 minutes. When they are done, they should fall right out of the pans, and should sound hollow when you thump the bottom. Let them cool on a wire rack on their sides; covered for a soft crust, uncovered for a crisp crust. I can never resist cutting a big slice and buttering it before it has cooled but it's hard to do that and not butcher the bread.

In my next article: how to control the sourness, and how to make San Francisco Style French Bread.

GAME THEORY.

When Saddling Up; Don't Overlook The NMR

by Steve Hall

A short comment on John Torrey's game theory analysis in CLAW & FANG #47. He described a situation he actually faced and the analysis he used to determine his move. After eliminating clearly inferior moves for both sides, he got down to a situation that had no saddlepoint. With no clear reasons to go either way, he flipped a coin.

I agree with him to a point. Eliminating inferior strategies was good for the analysis, because it is always wise never to underestimate your enemies. However, when this results in a situation where the choice between equally good moves is a toss up, it need not be a matter of "knowing your opponent", whatever that means. When you have a choice between equally good moves compared to your opponent's superior choices, go back and reconsider his inferior choices. In John's case, we get this table:

		B (Russia)			
		good 1	good 2	poor 3	poor 4
A (John)	good 1/	0	1	2	1
	good 2/	1	0	1	1
	poor 3/	0	0	0	0

Clearly by considering Russia's poor moves, choice 1 for John is best since it results in either a gain of 2 or 1, where choice two can gain at most 1. I would have added a column for a Russian NMR, to fully evaluate all the choices.

This is an elaboration of a method I have used intuitively all along. When I cannot find a clearly superior strategy, I choose among the best by determining what I stand to gain from the enemy's NMR or most likely blunder. Often one move will clearly stand out when examined in this light.

* * * * *

COFFEE BREAK WAR ENDS

CLAW & FANG has learned that a face to face Diplomacy game that started in February came to an end April 8, 1975. The war itself lasted 21 game years, ending in the Fall of 1921 with a Russian victory (18), Italy second (13), and England third (3). The game usually maintained its intended one season per day schedule. The game was conducted at Helpmate's place of employment, although she had nothing to do with it. The negotiations actually did take place during coffee breaks and the moves were adjudicated at lunch time so as not to raise the ire of supervisors.

1975N

Gamemaster: Doug McMullin, Box 26 Moor Rd, RR #2, Courtenay, B.C., Canada V9N 5M9
FALL 1901

FRANCE AND ENGLAND MAKE THE SQUEEZE PLAY ON GERMANY

AUSTRIA Tom Burkacki: (3) A Boh-Vie*, A Ser*-Bud, F Alb*-Gre
ENGLAND Wayne Callahan: (3) A Yor-Nwy*, F NthS*C A Yor-Nwy, F EngG*S FRENCH A Pic-Bel
FRANCE David Weitz: (3) A Pic-Bel*, A Bur*-S.A Pic-Bel, F MAO-Spa(sc)*
ITALY Tim Tilson: (3) A Ven*H, A Apu-Tun*, F Ion* C A Apu-Tun
GERMANY Charles Neal: (3) A Kiel-Den*, A Ruhr-Mun* F Hol* S ENGLISH A Yor-Bel (NSO)
RUSSIA Gary Burce: (4) A Gal*-Bud, A Ukr-Rum*, F Both-Swe*, F Bla* S A Ukr-Rum
TURKEY Alan Cathcart: (3) A Bul*-Gre, A Smy-Con*, F Con-Aeg*

CENTERS

AUSTRIA: Bud, Vie, Tri, SER build 1
ENGLAND: Liv, Yor, Edi, NWY build 1
FRANCE: Mar, Bre, Par, SPA, BEL build 2
GERMANY: Mun, Kie, Ber, HOL, DEN build 2
RUSSIA: StP, War, Mos, Sev, RUM, SWE build 2
ITALY: Nap, Rome, Ven, TUN build 2
TURKEY: Ank, Con, Smy, BUL build 1

Winter 1901 builds are due at 1900 hours May 1 at the Fangmaster's. Spring 1902 orders are due in Courtenay on May 9. Send spring orders dependent upon builds.

PRESS

CEDAR HILL: The press release dateline for this GM is now Cedar Hill, which is the name of my parent's farm which I live at in spite of all their wailings for me to either move out or do some work. Naturally, I do neither. Well, I'm too busy to do the second, and because of Diplomacy, I cannot do the first, which in turn makes me more busy.

PARIS-IN-A-WINECELLAR: Government sources here report the new automated cork cutter factory breakdown has caused a crisis that could topple the Third Republic and that Count Frankly de Euseless, well-known secret advisor to the Prime Minister has been called in.

The crisis began when the nation's newly constructed cork cutters were found unable to slice cut corks into lengths of less than one meter. de Euseless, upon hearing this, reportedly ordered construction of bottles with one meter necks.

Well (belch) substantiated reports indicate de Useless, last night, in a desperation move recruited the press corps to dispose of wine flowing through the streets of northern France and headed for Belgium. Despite a sudden reduction in the wine level Belgium's dikes are expected to collapse momentarily. In other developments it was noted that no newspapers were published today in the city. Nine chickens, three pigs, and a mongoose have drowned. The population is in an unusual state of euphoria, however, and the Prime Minister has reportedly asked about the quality of the vintage.

CEDAR HILL: At the end of this press was a note that I thought read, "Doug: If that's too much press--just eat it." Well really! If anything, I said, it should be "just drink it". Then I looked closely and realized that it said "cut" instead of "eat". So you're off the hook, Dave.

CONSTANTINOPLE: News Bulletin.....The Sultan was unanimously elected president of Bulgaria for life; popular Turkish sovereign acclaimed as "Bulgar voteman."

1074FA

The deadline for Spring 1906 is delayed until May 1. France submitted his two builds as A Par and A Burg. Automaton that I am, I just copied them that way. We all know that there is no supply center in Burgundy, don't we. (Well, don't we?) France builds an army in Paris and will be a unit short in the coming year.

1975V

GAMEMASTER: Dave Forte, Apt 4A, 601 W. 113th St, New York, N.Y. 10025

FALL 1901

STOIC CZAR CEDES SOUTH TO TURK; AIN'T DOIN' GREAT SHAKES IN NORTH NEITHER

AUSTRIA Mike Willomsen: (3) F Alb-Gre*, A Ser*-Rum, A Tri*-Ser CENTERS: Home, SER, GRE (5) Build 2ENGLAND Joel Klein: (3) F Nvy*-Bel, F Nth* C A Yor-Bel, A Yor-Bel* CENTERS: Home, BEL (4) Build 1FRANCE Bill Hanagan: (3) F MAO-Por*, A Spa* H, A Par*-Bur CENTERS: Home, POR, SPA (5) Build 2GERMANY Edward Karlinksi: (3) A Mun*-Bud, A Kle-Hol*, F Dem*-Sue CENTERS: Home, HOL, DEN (5) Build 2

ITALY Dave Nelson: A Ven* H, A Tus* H, F Tyrr-Tun* CENTERS: Home, TUN (4) Build 1

RUSSIA Steve Cartier: (4) A StP*-Nvy, A Fin-Sue NSU, A Lvn* Unordered, F CBoth*C
A Fin-Sue, F Rum H /d/ annihilated CENTERS: StP, War, Mos, ~~4/7~~ (3) EvenTURKEY Len Lakotka: (3) F Bla-Rum*, A Arm-Ser*, A Bul* S F Bla-Rum
CENTERS: Home, SEV, RUM, BUL (6) Build 3

This Winter season only, send the builds directly to Fangmaster by 1900 hours Thursday, May 1. The Spring 1902 orders are due in New York on May 10th. Send the Spring orders conditional on the Winter builds, but remember you will get CLAW & FAING with the builds in time for you to change the Spring orders if necessary.

PRESS

WARSAW: Tsar Nicky announced today, "Dats Da Way Da Ball Bounces."

BERLIN: The Kaiser today announced his intentions to enter the French pastry business. "Of course," he said. "First we shall need a few French."

BURGUNDY: The German is congratulated on his taste but the French wine country shall remain forever French.

FROM UNDER CENTRAL PARK: It has been requested that the guest GM reveal his telephone number. Well, I'm glad to do so, but there are a few problems my playing colleagues should be aware of. Mainly, it is that I live with a bunch of disparate fellows who either lack the patience, temperament, intelligence, or time to take down orders in my absence. So, if you want to call, do so person to person, and after 5 P.M. (EDT) as one guy here works nights and sleeps days. No: (212)UN-4-9240. No calls after 11 P.M. please. Also, I'd appreciate your dating (real as well as game) your written orders. Finally, one gamesman has suggested that the moves and builds come in consecutive C&F issues. This is very difficult in a guest GM situation. We have to get orders five days before Don Horton puts out the issue, so that our Mousty Postal Service has time to take the results from NYC to Sacramento. By the time you receive the results via C&F, there is almost no time left for getting your new orders in, let alone diplomacy. So, we'll have to keep to the current schedule for after this next season.

1974J

SPRING 1909

ANTE-TURKISH ALLIANCE STILL SOLID. TURK MAY GIVE UP SMOKING.

AUSTRIA David Scott: (5) A Ven*-Tri, A Gal-Vic*, A Rome*-Ven, A Pic*-Ven,
A Mos* S GERMAN A War-UkrENGLAND Jeff Topper: (5) F Bre* S GERMAN A Bur-Gas, F Nvy* H, F MAO-MAO*,
F Tri* S F MAO-MAO, F Lon-EngC*

FRANCE G.D.: (1, 1 short)

GERMANY Garry Sokolitsky: (9) F Lvn-Bal*, A Mun-Boh*, A Ber-Sil*, A Ruh-Bur*,
A StP*S AUSTRIAN A Mos, A Bur-Gas*, A Pic-Par*, A Tyrr* S AUSTRIAN A Ven-Tri,
A War*-UkrTURKEY Bill Stafford: (14) F Bla* C A Con-Rum, F Spa(sc)-Por*, F Mar* H, F Nap-Tyrr*,
F MAO § F Gas /d/ R(Spa(1c), Spa(sc), WEd, HAF, OTD)*, F Gas § F MAO /d/
R(Spa(1c), OEB)*, A Con-Rum*, F Adr* S A Tri, A Rum-Gal*, A Sev* S A Ukr,
A Bul-Ser*, A Ser-Bud*, A Tri* § A Ser-Bud, A Ukr* § A Rum-Gal
Fall 1909 orders are due at 1900 hours Thursday May 1.

SUMMER 1909: FRENCH F Tyrr R Lyon

1974L

TURKISH A Mos R Sev

FALL 1909

THREE POWERS SWAP CENTERS WHILE AUSTRIAN FORCES TRAP FRENCH FLEET IN DRAINAGE DITCH ON WAY TO ROME.

AUSTRIA Gary Leppert: F Rome-Tus*, F Tyrr* / TURKISH F Ion-Tun, A Boh*-Mun,
A Tyro* S A Pied, A Pied*/ F Rome-Tus, A War* S TURKISH A Sil-Pru, A Ven* S
F Rome-Tus (7) CENTERS: Home, Ser, Ven, ~~W~~, Rome, WAR (7) Even

ENGLAND John Weswig: (11) F Both* H, F Pru-Bal*, F Nth* C A Yor-Den, F Nwy-Nwg*,
A Edi* H, A Yor-Den*, A Lon* H, A StP* S A Mos H, A Ber-Sil*, A Mos* H,
A Lvn* S A Mos H CENTERS: Home, Nwy, Den, Hol, Kiel, Ber, ~~W~~, StP, Swe, MOS (11) E

COA FRANCE Russ Nekorchuk: (8) F WMed* S F Tun, F Tun* / F Lyon-Tyrr, F Lyon*-Tyrr,
F Tus-Rome /d/ annihilated, A Bur* S A Mun, A Mar*-Pied, A Ruhr* S A Mun,
A Tur*/ ENGLISH A Ber-Sil, CENTERS: Home, Por, Spa, Bel, Tun, Mun (8) build 1

TURKEY Jeff Barber: (8) F Bla* C A Arm-Rum, F Ion*-Tun, F Gre*-Ion, F Apu-Nap*,
A Arm-Rum*, A Sil-Pru*, A Ukr* S AUSTRIAN A War, A Sev*-Mos
CENTERS: Home, Bul, Sev, Rum, Gre, ~~W~~, NAP (8) Even

Winter 1909 build due at 1900 hours Thursday, May 1. Change of address for
Russ Nekorchuk, 6201 Franks Rd., House Springs, MO 63051

1974CV

SPRING 1908

FRENCH CHASE TURKS OUT OF GALACIA. FRENCH DRIVE TURKISH ALLIES (ITALIANS) OUT OF TUSCANY. TURKS RETALIATE BY ANNIHILATING RUSSIAN ARMY IN BUDAPEST. ISN'T REVENGE SWEET? (ESPECIALLY FOR THE FRENCH)

AUSTRIA C.D.: (1) A Tri* H

ENGLAND Bob Wartenburg: (11) F Hel* H, F Bal* C A Kiel-Pru, F Both* H, F NthS* C
A Edi-Den, A Edi-Den*, A Kiel-Pru*, A StP* S A Mos, A Sil-War*, A Lon* H,
A Mos* / A Sil-War, A Lvn* S A Sil-War

FRANCE Sid Jolly: (8) F Naf*-Tun, F WMed*-Tyrr, F Lyon* S F Pied-Tus, F Pied-Tus*,
A Mar-Pied*, A Ven* / F Pied-Tus, A Boh-Gal*, A Tyro* S A Ven

ITALY Tony Zahn: (2) F Tun* H, A Tus H /d/ R(Rome, OTB)*

RUSSIA Jeff Barber: (2) A Bud / FRENCH A Boh-Gal /d/ annihilated,
A Vie* S FRENCH A Boh-Gal

TURKEY David Reynolds: (10) F Bla*-Sev, F Nap-Apu*, F Tyrr* / ITALIAN A Tus,
F Ion* S ITALIAN F Tun, F Adr*-Ven, A Ser* S A Rum-Bud, A Rum-Bud*, A Sev*-Mos,
A War-Ukr*, A Gal-Vie /d/ R(Rum, Sil, CEB)*

Fall 1908 orders are due at 1900 hours Thursday, May 1.

PRESS

ROMA: 4/16/08 HRNS (Holy Roman News Service) Pope J. in a speech today, returning to the public light after the Easter Holy Weeks, expressed his great respect for those young French sailors who, still loyal to Christ, tried unsuccessfully to break away from their heathen oppressors last fall.

When asked how he felt about the harsh retaliation of the French military command, the Pope had no comment, however a spokesman later indicated that the French couldn't go wrong investing in some asbestos pajamas.

1975AW

NEW GAME UNDERWAY. Players were notified by mail that C&F #17 had started. It has now been assigned a Boardman Number. (I feel as if we should call this the "Root Beer" game.) The Gamemaster is Capt Steven Brooks, 4960B Ave C, Great Falls, Mont 59405. The players and their countries (chosen by lot) are:

AUSTRIA: John M. Weswig, 2115 N.W. Elder St., Corvallis, Oregon 97330

ENGLAND: Steve Nozik, Box A 751, Fargo Quad, SUNY at Buffalo, Amherst, NY 14261

FRANCE: David A. Weitz, 533 N. Drew St., Appleton, Wis 54911

GERMANY: Roger Downing, 463-B Moore-Hill, Austin, Texas 78705

ITALY: Capt Dennis W. Goldston, 7647 Peppercorn Lane, Charleston Hts. SC 29405

RUSSIA: David Scott, 16 Belmont, Northampton, Mass 01060

TURKEY: Tommy Neal, 1809 Pace Ave, Mt. Vernon, Ill 62864

Spring 1901 orders are due at Steve's on May 10th. Short press is encouraged,

1974GV

SPRING 1903

CARNAGE IN FRANCE. RUSSIANS AND GERMANS BUMP HEADS. ITALIANS AVOID CONFLICT.
 ENGLAND Lee Kendter: (5) F Nwy* H, F NthS* S F Nwy, F EngC-Bre*, F MAO*-Spa(sc),
 A Pic* S F EngC-Bre
 FRANCE Terry Lachcik: (5, 1 short) F Por-Spa(sc)*, A Mar* S F Por-Spa(sc),
 A Par-Gas /d/ annihilated, A Bre-Pic /d/ annihilated
 GERMANY John Weswig: (5) F Den*-Bal, A Bur* S A Gas-Par, A Gas-Par*, A Ber*-Kiel,
 A Sil*-War
 ITALY Frank McIlvaine: (5) F Adr* S A Tri, F Ion* H, F Nap-Apu*, A Ven* S A Tri,
 A Tri* S TURKISH A Ser-Bud
 RUSSIA Michael Hanagan: (8) F Con-Aeg*, F Bal* C A Swe-Kiel, A War*-Sil, A Mos-Lvn*,
 A Vie-Tyro*, A Bud-Vie*, A Swe*-Kiel, A StP*-Nwy
 TURKEY Charles Neal: (6) F Gre-Alb*, F Smy-EMed*, A Ank-Con*, A Bul-Ser*, A Ser-Bud*,
 A Rum-Gal*

Fall 1903 orders are due at 1900 hours Thursday, May 1

PRESS

ROME: All the people of Rome awaited the results of the war. Many strange people were seen coming in and out of the presidential palace. The people were worried. The famous 1st division's spoils of war from the Austrian campaign were taking all of Mario Romano's energy and time. It is reported that he was interested only in wild pleasures. One day he proposed that newly enlisted soldiers be allowed one night with the Austrian wenches. Immediately long lines formed around the recruitment centers.

TELEPHONED ORDERS

I am happy to take orders over the telephone. Although I make an effort to be home the evening of the deadline I cannot guarantee it so I would advise not waiting until the last minute. There is no one to answer the phone but Helpmate and myself (the cat is pretty indolent) and it is seldom that Helpmate is home when I am not. (We usually take the same car to work.) Even if you should get Helpmate when I'm not home she is capable of writing down orders but not answering questions other than very simple ones like "Where is Don goofing off at?", "What color is the front page of the latest CLAW & FANG?", and "What's for dimer?" (If she says "liver" hang up and warn me.)

As to telephone hours....I am an early riser and you can call anytime after 6:00 am (PDT). On week days 6:00 to 7:00 am and after 5:00 pm should be okay. On weekends 6:00 am on is all right. Please do not call after 10:00 pm. (Early risers must get to bed early.)

For the week of April 20 through April 25 I will be out of town. If you must call to complain, congratulate, or just chew the fat, you can reach me at the Pasadena Hilton (213) 577-1000 in the evenings.

This is: (choose one) a. The American Journal of Game Theory, b. Gourmand Magazine, or c. CLAW & FANG #50 sent to you by DON HORTON 16 Jordan Ct., Sacramento, Calif 95826



Don Miller
 12315 Judson Rd
 Wheaton, MD 20906

T

___ Your subscription expires this issue

___ Your subscription expires next issue

FIRST CLASS MAIL