

# CLAW & FANG

Number Fifty Three  
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This issue of CLAW & FANG is dedicated to Dawn the first whooping crane bred and hatched in captivity in this decade. Dawn was hatched shortly before sunrise at the Patuxent Wildlife Research Center in Laurel, Md. The sex of the chick cannot be determined until it approaches maturity in two or three years. At that time its whoop will become distinctively male or female and scientists, as well as other whooping cranes can be sure.

## GAME OPENINGS

For the first and last time this year CLAW & FANG is opening two (maybe three) new games that will be GMed by the Fangmaster and run on a twice a month deadline schedule. One of these games will be tied to the Bourse and we expect that it will be filled and country assignments announced in the next issue. If you wish to enter one of these games please complete and send in the entry blank on page 9. The entry fee is \$2.00 plus a subscription. The usual house rules apply: only one person per state (Northern California, Southern California, Upstate New York, and Greater New York City are considered separate states) and two people cannot be in more than one active game together. Countries are assigned by lot.

## OTHER ANNOUNCEMENTS

1. THE PUBLISHERS GRAND TOURNAMENT playoff game has added its third winner. Richard Sykes who lives in Boulogne, France has won 1973EV that ran in John Leeder's RUMESTONE. Richard was playing France, of course. Already in the PGT finals are Dan Gallagher and Eric Verheiden.

Another game is almost over--or may be by now. Don Pitsch playing Austria in 1973EG in COSTAGUANA has 17 units. Since Bruce Schlickbernd is still in the game with 8 Supply Centers, Don should have no trouble getting 25 or so.

Clayton McCuiston, also playing Austria, is leading with 15 SC in YGGDRASILL CHRONICLES (1973CN).

Charles Maylen leads with 14 SC in ADAG (1973CY).

I hope that the finals can get underway by the end of the year.

2. A SUGGESTION to the players in Guest GM games. If you have a rebuttal, why not send it to me to be published in the intervening issue? While this is not obligatory it would be a nice gesture.

3. TIRED of paying for subscriptions to CLAW & FANG. Why don't you write some articles to be published and receive a sub (4 issues for a page) in exchange? I especially want articles on science fiction war games, humor, and even Diplomacy. Almost any interesting subject goes--including tactics.

## NEW GAME BEGINS

CLAW & FANG #20 is underway. The Gamemaster for this game is Bob Wartenberg, 106 Church St., Saratoga Springs, N.Y. 12866. Orders for Spring 1901 are due at Bob's on July 11. This is to allow plenty of time for initial negotiations.

AUSTRIA: Michael W. Boggs, 11640 Mayfield Ave, Apt 14, Los Angeles, CA 90049  
ENGLAND: Eric S. Robinson, 10 Washington Mews, New York, NY 10003 (temporary address)  
FRANCE: Jim Diehl, 5008 Normandale Highlands Dr., Bloomington, Minn 55437  
GERMANY: Ted R. Crowley, 4215A Falcon Cts. N. McGuire AFB, N.J. 08641  
ITALY: David Holmes, 151A Hincks St. New Hamburg, Ont, Canada NOB 2G0  
RUSSIA: Leo Kendler, 4347 Benner St., Philadelphia, PA 19135  
TURKEY: Robert Eisen, One David Lane, Yonkers, N.Y. 10701

1974HZ

GAMEMASTER: John M. Weswig, 2115 NW Elder St., Corvallis, OR 97330

SUMMER 1902: French A Mun retreats to Kiel

FALL 1902

DUAL MONARCHY NEEDS NEW FACE--FIRST ONE WEARS OUT!

AUSTRIA ~~Weswig~~: (5) MMR F Tri\* H, F Alb\* H, A Ser\* H, A Vie\* H, A Gre H /d/ annih.CENTERS: Tri, Vie, Bud, Ser, ~~Weswig~~ (4) Even

ENGLAND Steve Peluso: (4) F Edi-Nth\*, F Bar\*-Nwy, A Nwy\*-Swe, F Ska\* &amp; A Nwy-Swe

CENTERS: Lon, Lpl, Edi, Nwy (4) Even

FRANCE Dave Forte: (5) A Mar-Spa\*, A Bur-Mar\*, F Eng-MidA\*, A Kie\*-Hol, A Bel\* S

A Kiel-Hol CENTERS: Bre, Par, Mar, ~~Weswig~~, KIE, SPA (6) Build 1

GERMANY Michael Ward: (4) A Mun\* H, F Den\*-Ska, A Ber\* S A Hol-Kie, A Hol\*-Kie

CENTERS: Ber, Den, Hol, ~~Weswig~~, MUN (4) Even

ITALY Tim Tilson: (3) A Pie-Tyro\*, A Nap-Rom\*, F Tyr-Tun\*

CENTERS: Nap, Rome, Ven, TUN (4) Build 1

RUSSIA Dave Truman: (6) A StP-Fin\*, A Mos-StP\*, F Swe\* H, A Sil\* S GERMAN A Mun,

A Sev\* S F Rum, F Rum\* S AUSTRIAN A Ser-Bul NSO

CENTERS: StP, Mos, Sev, War, Rum, Swe (6) Even

TURKEY William Clumm: (4) A Con-Bul\*, F Bla\* S A Con-Bul, A Bul-Gre\*, F Aeg\* S

A Bul-Gre CENTERS: Smy, Ank, Bul, Con, GRE (5) Build 1

NEUTRALS: Por, ~~Weswig~~, ~~Weswig~~

Burt Labelle has dropped as Austria and Gary Behnen is hereby asked to take over Austria in his place. Winter 1902 AND Spring 1903 orders are due to the GM no later than 1900 hrs, 26 Jun 75 (Thur.). Spring orders should be conditional on winter builds.

## PLAYER ROSTER

AUSTRIA: Gary Behnen, 8716 Morris Road, Bloomington, Minn 55437

ENGLAND: Steve Peluso, 955 Westcott Apt 1, Houston, Tex 77007

FRANCE: David F. Forte, Apt 4A, 601 W. 113th St, New York, N.Y. 10025

GERMANY: Michael Ward, 1420 N. Mansfield Ave #305, Hollywood, CA 90028

ITALY: 2Lt Tim Tilson, HHC U.S. Army Garrison, Ft. Bragg, NC 28307

RUSSIA: David Truman, 50 Stephanie St., Apt 1510, Toronto, Ont M5T 1B3

TURKEY: William A. Clumm, Entwood, RR #1, Amesville, Ohio 45711

1975CD

MENSA 4: GAMEMASTER--David J. Reynolds, 3480 Gunston Road, Alexandria, VA 22302

SPRING 1901

ITALIAN INITIATIVE DOMINATES DIPLOMATIC SCENE; BRITANNIA RULES THE WAVES, BUT NOT THAT MUCH!; TURKISH ARMOUR JUST A BUNCH OF AGRARIAN REFORMOURS!"

AUSTRIA (Chris Pike)(3): A Bud\*-Rum, F Tri-Alb\*, A Vie-Tri\*

ENGLAND (Tony Zahn)(3): F Lon-NthS\*, F Edin\*-EngCh (not possible), A Lvp-Wales\*

FRANCE (Ann Burt)(3): F Bre-Pic\*, A Par-Bur\*, A Mar-Spa\*

GERMANY (Eva Lydick)(3): F Kiel-Den\*, A Mun-Tuhr\*, A Ber-Kiel\*

ITALY (Roberto Stimmel)(3): A Ven-Tyro\*, A Rom-Ven\*, F Nap-Ion\*

RUSSIA (David Garawan)(4): A War\* H, F StP(sc)-Both\*, F Sev\*-Rum, A Mos-Ukr\*

TURKEY (Russell Johnston)(3): A Con-Bul\*, A Smy-Con\*, F Ank-BlaS\*

Fall 1901 orders are due in Alexandria on 26Jun75. Please no cables or telegrams (as I will have no written record) but Mailgrams and telephone all right..(703)836-4651.

## PRELUS

ROME: Italy calls for a vote on a seven-way draw. Vote must be unanimous.

CONSTANTINOPLE: Determined to work toward international union, the Sultan of the civilized world has announced new assistance programs. Turkey will take over the bureaucracies of surrounding minor nations, releasing labourers to help with the harvests. The labourers will be equipped with a new tubular agri-tool said to be most effective at uprooting weeds, plots, and other forms of local resistance.

ALEX,VA: Thanks to those players who sent in tentative moves for the next season. Thys Godly practyoe breaketh no harm, aideth plannrge, putteth the GM's mind at ease and ceaseth hys stomache from rumblynge.

POINT:

A SIMPLER BOURSE

by Russell Johnston

A Bourse is a rough simulation of international currency markets played from a Diplomacy game. With most bourses, however, not only is the simulation rough, inaccurate, etc, but far too complex, necessitating computer run bourses. My bourse rules are intended to be much simpler, and at the same time, more realistic than standard rules. Rather than the chaos of outstanding and conditional bids, which make for a lot of work for the moderator, a market price for each currency is established, and players buy and sell at that price only. The market price, however, is continually affected by the number of buy vs number of sell offers, and will find its own level.

Also done away with is that other moderator headache, the buying and selling of a small fixed amount of each currency each turn to the best bidder. This unrealistic item adds little but paperwork and a little luck element into the game, at best, it is an interesting sideshow, and it is always more work for the moderator. Rather than having 10 gold pieces to the supply center/unit currency, I have 2 gp per SC/U (that is, 10 marks are worth 100 gp not 500 gp--if Germany has 5 SC--because (1) it fits in better with my market system, (2) it provides a par value of approximately 10--actually 9.7143 par value; the average value of 1 unit of currency at game end= 34 (total SC) divided by 7 (countries) x 2 (number of gp per SC/U) and finally (3) I believe it provides enough accuracy for bourses and a little more simplicity.

But enough introduction, read the rules which follow and decide for yourself which system you want to muddle your head with.

Each player in the bourse starts out with 500 units of each country's currency (Austrian Kronen, English Pounds, French Francs, German Marks, Italian Lire, Russian Rubles, and Turkish Piastres) which he may offer to sell at the market price at any time during the game. Each player also starts out with 10,000 units of gold, or gold pieces, which are necessary as all transactions are made through the international market run by the GM, in gold. That is, currencies must be sold for gold and purchased by gold.

The starting market prices for each currency are: (in gold pieces per) Kronen--4, Lire--6, Marks--8, Francs--10, Rubles--12, Pounds--14, Piastres--16.

Victory goes to the Zurich gnome with the highest value in gold at the end of the Diplomacy game, all regular currencies being converted into values in gold pieces according to the formulae: value in gold pieces=number of units of the currency x number of supply centers held by that country x 2 (the number of gold pieces per SC/U).

Each turn, each player who wishes to trade any currency fills out a slip as follows:

Bourse No. <u>754A</u> Player Signature <u>John Doe</u> Turn No. <u>1</u>								
Current Holdings	Gold 10,000	Kronen 500	Lire 500	Marks 500	Francs 500	Rubles 500	Pounds 500	Piastres 500
Buy	<del> </del>	1,500			500			
Sell	<del> </del>		500				200	
Market Prices	<del> </del>	4	6	8	10	12	14	16

(continued overleaf)

In this case the player has offered to sell Lire and Pounds at the market price and buy Kronen and Francs. These transactions will only take place, of course, if some other player offers Kronen or Francs for sale or offers to buy Lire or Pounds. It should be noted that offers for sale or purchase of currencies may not be made conditional upon price, nor upon events ("Buy if Italy gets Tunis," etc.). Players may not buy or sell odd lots--that is, sales smaller than 10 or not in multiples of 10.

When the number of buy vs sell orders is uneven sales (if fewer buyers) or purchases (if few sellers) will be made on a first come--first served basis (or this could be done randomly). No player may offer to buy more than he has cash to pay for. If this happens, all offers from that player for the turn are ignored. If there are no buy or sell offers or if there are equal quantities of a currency offered to buy and sell, no change is made to the market price. If buy orders exceed sell orders, the market price goes up--it goes up 1 gp if there were at least some sell orders, 2 gp if there were no sell orders. If sell orders exceed buy orders, the price is marked down by the GM--1 gp if there were some buy orders, 2 if there were no buy orders. No currency's price may fall below 1 gp per unit of currency however, and if a country is eliminated from play that currency is suspended from trading, and removed from the market. By the way, all orders are considered to expire with the turn (no outstanding orders).

After the GM (BM--Boursemaster?) sorts through the turn's orders, he will publish, along with the Diplomacy moves, a market report, and a listing of players assets like so:

	Gold	Kronen	Lire	Marks	Francs	Rubles	Pounds	Piastres
Price	XXXX	3	6	6	11	14	14	15
Change	XXXX	-1	0	-2	1	2	0	-1
Sales Vol.	XXXX	2,200	500	0	920	0	500	1,300
<u>HOLDINGS</u>								
Player A	17600	100	0	500	0	500	500	800
Player B	10000	500	500	500	500	500	500	500
etc								

Let me hasten to say that I have no plans at present to start a bourse but am only trying to get other GMs to adopt this system.

AND COUNTERPOINT:

#### THE HIGHTOWER--CLAW & FANG BOURSE

by Paul Hightower

Concerning Russ Johnston's rules we can't see that our system would be too much hassle to GM. We should have no trouble handling the workload since there are two of us. We plan to execute the orders as they come in daily, and avoid any huge backlogs. Whether the game is too complex from a player's standpoint would be hard for us to say, but we do feel that Russ's system stifles the free market too much. The fortunes of war can shift drastically in a Diplomacy game due to stabs, realignments, NMRs, mistakes, tactical brilliance (or incompetence), etc., and so the opportunity

(continued on page 5)

exists for panic sales, bargain prices, and wild market fluctuations. For instance, suppose a country which had appeared stable or growing in power were suddenly stabbed by an ally. The Bourse is flooded with offers to sell at all sorts of low prices, as holders of the currency try to avoid a total loss. But, some speculators decide to gamble on the victim's chances for a diplomatic breakthrough to reverse the situation. They bid for the currency at low prices, transactions occur, and the next turn will see who was the wiser. But suppose instead that we were using Russ's system. Again, the market is flooded with offers to sell; but this time, the speculators realize that if they submit an offer to buy the price of the currency will drop no more than 1 pt. (equivalent to 5 gold units in our system). This is less than the value of 1 supply center! The speculators do not expect the country to come out as strong or stronger than before, but merely better off than the rest of the public expects. The price, therefore, will still be too high, and no bids are submitted for that currency. The price then drops 3 pts (10 G or 1 SC) but no transactions occur. And if the situation totally reverses itself next turn, none of the panic-stricken vendors have lost a dime. That's more realistic? And if things go instead from bad to worse, the would-be speculators continue to hold back while the currency holders are unable to unload it at any price (there being only one price, which is being kept artificially high). Terrific fun, right?

The basic flaw in Russ's system is that he requires that transactions occur between players (i.e., you can't sell if no one will buy), while artificially stifling the market. This can be corrected simply by having all transactions occur between the players and the "bank", which always buys and sells everything offered it at the market price. Avalon Hill's The Stock Market Game operates on that fundamental system, and it could easily be adapted to a Bourse. The result, undoubtedly, would be a clean, simple easy-playing game. If the current Bourse system proves too unwieldy, we may attempt such an alternate method.

Given the choice, however, I would much rather observe the eccentricities of human behavior in a free, unrestrained market place than under some mechanistic, artificially imposed system. We'll try it this way and see.

\* \* \* \* \*

The Hightower Bourse game should get underway in the next issue with the filling of a CLAW & FANG semi-monthly game. To get into the Bourse and/or a game complete the coupon on page 9 and send it in along with your dollars, kronen, lire, marks, francs, rubles, pounds, piastres, or (especially) gold. If you want a copy of the Bourse rules let me know.

1975V

GAMEMASTER: David Forte, Apt 4A, 601 West 113th St., New York, N.Y. 10025  
SPRING 1902

RUSSIAN ROADS CLOGGED BY REFUGEES AND RETREATING SOLDIERS: VULTURES CLOSE IN FOR SPOILS.

AUSTRIA Mike Willemsen: (5) F Gre\*-Ion, A Ser\*-H, A Tri\*-Ven, A Vie-Gal\*, A Bud\* S  
A Vie-Gal

ENGLAND Joel Klein: (4) F Nwg-Nwy\*, A Bel-Hol\*, F Nth-Hel\*, F Lon-Nth\*

FRANCE Bill Hanagan: (5) A Bre-Pic\*, A Par-Bur\*, A Spa-Gas\*, F Por-MAO\*, F Mar-Lyon\*

GERMANY Edward Karlinski: (5) F Kie-Den\*, A Mun-Sil\*, A Hol-Ruh\*, A Ber-Pru\*, F Swe\* H

ITALY Dave Nelson: (4) A Ven-Apu\*, A Tus\*-Ven, F Nap-Ion\*, F Tun\* S F Nap-Ion

RUSSIA Steve Cartier: (3) F GBoth\*-StP(sc), A Liv-War\*, A StP\*-Mos

TURKEY Len Lakofka: (6) A Sev\*-Mos, F Rum-Bla\*, A Bul-Rum\*, A Ank-Arm\*, F Con-Aeg\*,  
F Smy-EMed\*

Fall 1902 orders are due at Dave's on June 25.

## THE DIPLOMATS OTHER TABLE

## San Francisco Style Sourdough Bread

by Michael Ward

For the best loaf of bread you have tasted, there is only one thing to do: get you hence to the store and buy a loaf of sourdough French bread baked by one of the old San Francisco Bakeries. If there is some reason you cannot do this (like, for example, your corner store doesn't carry it, lack of plane fare, or the like) you can always try to make it yourself. You won't succeed in making bread that tastes like or feels like the real thing--they say that even an experienced San Francisco sourdough baker can't make the bread outside the City--but you can come close. You don't have to do all the strange things I'm going to tell you, you can omit any of the steps and still get a good loaf. The more things you do right, the better the bread--it's up to you.

The first thing to do is go get some good flour--unbleached, hard white winter wheat bread flour. I recently got tired of baking with all-purpose flour and went to a wholesaler and bought some of the good stuff. I had to buy a hundred pounds, but at 15¢ the pound, it wasn't bad, if I can use it up or get rid of it before the bugs get it.

The next thing you want is tiles to cook on. Cookie sheets are fine for cookies, but for bread you want tile. Quarry tiles are what I have, but a sheet of asbestos cement  $\frac{1}{4}$  inch thick will do. Nobody I spoke to knew what asbestos cement was but then half of them had never heard of quarry tiles, so what can you do? Keep looking. Have them cut about an inch smaller than your oven shelf, and then just lay them out. You will be cooking the bread directly on the tile, so you will need a paddle to get the loaves into and out of the oven. You can buy one or make one if you're lucky or persistent or talented. Just remember: the temptation is to get one too big. Know your limitations. A little practice with a bold oven and a loaf of bread will develop the wrist action needed to get the loaves onto the tiles. They stick for the first few minutes, so one try is all you get.

The bread should rise with the seam up, and bake with the seam down, and the best way I know of to do this is to let them rise in a basket, lined with a towel sprinkled with flour. After they have risen, you just sprinkle the paddle with cornmeal and turn the loaves onto the paddle, and into the oven they go.

The bakeries in San Francisco use elaborate steam injection devices to get the perfect crust on their bread. If you're lazy, or if you like a soft crust, don't bother with the water. I have always thought that a crisp, hard crust was what French bread was all about, and steam is how you get it. And here is how you get steam: several minutes before you put the bread in place a pan of boiling water on the lower rack of the oven. Brush or spray each loaf with water, and let the stuff bake.

You can use any recipe, but the real stuff is made with just flour, salt, and water:

1 $\frac{1}{2}$  cup starter  
 1 cup water  
 2 tsp salt  
 4 cups (approx.) flour

This makes two loaves. It doesn't keep very well, since there is no shortening, so freeze it right away. If you're not going to eat it within a short time do not refrigerate it, because that just makes it go stale faster.

Baking with tiles can be tricky, especially if you keep opening the oven door to spray the bread. The first time I tried it I burnt the bottom of the loaves. What I do now is pre-heat the oven to 475°, so that when I open it up to put the bread in it will cool off to 400°. Then, after 20 minutes I turn it down to 325° for about 25 minutes. This seems to work with my oven, but you'll have to experiment with yours.

AS THE GREAT K'DOO BIRD OFTEN SAYS: K'DOO!

1975 AA

FALL 1902

TURKISH-RUSSIAN DETENTE? TWO NATIONS EXCHANGE NAVAL VISITS.

AUSTRIA: (William Young)(5): A Bud - Rum\*; A Gal\* S A Bud - Rum; F Alb - Gre\*; F Aeg - Bul(sc)\*; A Ser\* S F Aeg - Bul. CENTERS: Home, Ser, Gre, BUL, RUM (7) Build two.

ENGLAND: (Michael Kane)(4): A Nwy\* - Swe; F Eng; - Pres; F Hel - Den\*; F Nth\* S F Hel - Den. CENTERS: Home, Nwy, DEN, DEN (6) Build two.

FRANCE: (John P Koenig?)(NR)(4): F For\* H; A Spa\* H; A Far H //d// (R Pic, OTB) A Bel H //d// (R Pic, OTB). CENTERS: ~~Bel, Spa, For, Spa~~ (2) Remove zero or one depending upon retreats. (or two if both retreat)

GERMANY: (Ted Crowley)(5): A Bur - Rum\*; F Hol - Pol\*; A Rub\* S F Hol - Bol; A Den - Swe //d// ~~Bel, Pol, For, Spa~~. CENTERS: Home, ~~Bel, Pol, For, Spa~~ (6) Build two.

ITALY: (Frank Kirchner)(5): A Gas\* S Ger A Bur - Rum; A Pie - Mar\*; F Tus - Lyo\*; F Wld - Mid\*; F Tyr - Wld\*. CENTERS: Home, Tun, Mar (5) Even

Russia: (Mike Ward)(5 - one short) F Bla - Con\*; A Ukr\* - Sev; A Liv - Pru\*; F Bal\* - Ber; F Stp(nc)\* - Nwy; CENTERS: StP, Tos, War, ~~Bel, Swe, Wld, Con~~ (5) Even.

TURKEY: (Stephen Locke)(4): F Rum - Sev\*; F Con - Swe\*; A Bul - Rum //d// (and related); A Arm\* S F Rum - Sev. CENTERS: Ank, ~~StP, Wld, Bal~~ SEV (3) Even

UNDERLINED MOVES FALL, Autumn 1902 Retreats and Winter 1902 Adjustments Due no later than 2200hrs EST Friday, 13 June 1975 at 3113 Lamar Drive, Lexington, KY 40502 (606) 269-2581. \*\*\*THIS IS A SHORT DEADLINE\*\*\*

PRESS:

CHICAGO TRIBUNE, MUNICH: SEPT 22, 1902.

QUESTION: Baron Bratwurst, we understand there is to be an official proclamation issued later today.

Brat: Ja, ve are declaring today here official dat Deutschland is at var mit Turkischeig.

Q: Turkey?!

B: Ja, und any country vat allies mit Turkey, of course!

Q: But Baron, how do you expect to attack Turkey?

B: Ja, mit fleets, armies, cavalry, balloons, muletrains...

Q: No, no, I mean how do you propose to get to Turkey to attack it?

B: Ve taught maybe dey would come to us. If not, no matter. Ve merely ask dese other countries to kindly let us through...

Q: Yes, but haven't you considered the drain on these countries resources in supplying such an army?

B: Look, buddy, vat you tink ve are new to dis stuff, nu? Ve got here der Bankendeutschlander Cards, Himmel, it's better dan cash yet! Every place ve go ve just take dis card out und say: "Charge!"

Q: Quite.

VIENNA: The King is dead! Long live the King! Crown Prince, now King, Experience insists that the death of his father means no change in the Empire's foreign policy. But why do the lights burn all night in the Foreign and War ministries?

FROM THE LONDON TIMES: The Prime Minister today released a communique to the Kaiser expressing extreme gratification at the German desire for Peace throughout Europe. At the same time, the Prime Minister conveyed a sense of wonderment at the barring of English Journalists from German press conferences. (continued overleaf)

FROM THE CONSULATE OF THE OTTOMAN EMPIRE IN SEVASTOPOL: We apologize to the Russian ruler for the erroneous ways of one of your fishing vessels which has exceeded our coastal limit. We hope to remove these undesireables in the usual amount of time it takes to remove people from Russia.

1975N

GAMEMASTER: Doug McMullin, Box 26 Moor Rd, RR #2, Courtenay, B.C. Canada V9N 5M9  
Fall 1902 orders are due in Courtenay on June 10th. Send in orders conditional on Austria's retreat. (See #3 on page 1)

PRESS

CONSTANTINOPLE: It was learned here today that Count Burkackula, well-known Hungarian leech, Prime Minister, and fantasy writer, is suffering from a mysterious malady. The most obvious symptom has been hallucinatory visions of peculiar agricultural commodities, possibly accentuated by eyestrain due to attempts to see into Turkish territory from a great distance. Certain public pronouncements of the Count also indicate that he is under the delusion that he has engaged in negotiations with the Turkish government. Foreign Ministry sources denied any such communication, aside from the infrequent receipt of imaginative but unbelievable letters ascribed to practical jokers or crackpots. Medical sources speculated that the Hungarian notable had contracted dyshumour, which is manifested by a malfunctioning funny bone. The Sultan's personal physician, Dr. Schweitzer, surmised that the Count might be suffering from viridiphilia--characterized by unexplained acts of generosity toward anyone wearing green, often to the sufferer's great detriment. Viridiphilia, Dr. Schweitzer noted, is inevitably followed by terratrophyl--sudden and permanent loss of supply centers.

1975AW

GAMEMASTER: Steve Brooks, 4960B Ave C, Great Falls, Mont. 59405

SPRING 1901 CORRECTION

Due to a break down in communications between the Gamemaster and the Publisher (in other words, I ain't going to admit whose fault it was) there was an error in Russia's moves. They should have read:

RUSSIA David Scott: (4) F StP(sc)-Both\*, A Mos-Sev\*, A War-Ukr\*, F Sev-Rum\*  
The players have already been notified by mail. No change in deadline.

1974CZ

GAMEMASTER: FANGMASTER

AUTUMN-1906 CORRECTION

There was a typographical error in the Austrian retreats (this time it was the typewriter's fault). The retreat should have read AUSTRIA A Rum R Ser. Players were notified by mail and the deadline was extended to June 16.

1974FA

GAMEMASTER: FANGMASTER

AUTUMN 1906: Germany A Kiel R Ber, Turkey A Bud R Tri

WINTER 1906

FRANCE: Build A Par, F Bre, F Mar

GERMANY: Remove F Nwy

ITALY: Build F Nap

TURKEY: Build A Ank

Spring 1907 orders at 1900 hours Monday, June 16.

PRESS

PARIS: Dear Fangmaster: I'm kinda sorry you put in that headline about Italy and Germany mistaking the aggressor. I had sort of hoped to sneak past without arousing them, but now they are bound to look about with suspicion, and their glance may fall on me!

1975CT

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

The Spring 1901 deadline is June 10th as the players had been notified by mail. Change of address for Mike Hudec to 3006 Greenlawn Pkwy, Austin, Texas 78757.



1974J

SPRING 1910

EVERYONE IS WILLING TO SUPPORT SPAIN BUT NO ONE WANTS TO TACKLE ENTRENCHED TURKS

AUSTRIA David Scott: (2) A Nap-Apu\*, A Rome\* S GERMAN A Tyro-Ven NSO

ENGLAND Jeff Topper: (5) F Bre\* S F MAO, F Nwy\* H, F MAO\*S GERMAN A Gas-Spa NSO,  
F Iri\* S F MAO, F EngC\* S F MAO

GERMANY Gary Sokolitsky: (12) F Lvn-StP(sc)\*, A Ber-Pru\*, A Mun-Tyro\*, A Kiel-Ber\*,  
A Boh\* S A Mun-Tyro, A Mar S ENGLISH F MAO-Spa(nc) NSO, A Par-Bur\*, A Tyro-Pied\*,  
A Mos S A War /d/ R(Lvn, OTB)\* A Gas S ENGLISH F MAO-Spa(nc) NSO,  
A Sil\* S A War, A War\* S A Mos

TURKEY Bill Stafford: (15) F Bla\* C A Con-Sev, F Por\* S F Spa(sc), F Spa(sc)\* H,  
F NAF\* H, F WMed\* S F Spa(sc), F Adr\* S A Ven, F Smy-Aeg\*, A Con-Sev\*, A Gal\*-War,  
A Vie\* H, A Sev-Mos\*, A Tri\* S A Ven, A Bud\* S A Vie, A Ven\* H, A Ukr\* S A Sev-Mos

Fall 1910 orders are due at 1900 hours Monday, June 16.

1974GV

SPRING 1904

RUSSIANS TAKE BERLIN. TURKISH FORCES STILL SEARCHING FOR AUSTRIANS

ENGLAND Lee Kendter: (4) F NwgS\*-Nwy, F NthS\* S F NwgS-Nwy, F Bre-EngC\*, A Pic\* H

FRANCE Terry Lachcik: (3, 1 short) F Spa(sc)-WMed\*, A Mar-Pied\*

GERMANY John Weswig: (7) F Den-Bal\*, F Kiel\* S F Den-Bal, A Mun\* S A Ber, A Bel-Ruhr\*,  
A Par-Bur\*, A Ber S A Mun /d/ annihilated, A Boh\*-Sil

ITALY Frank McIlvaine: (4) F Adr\* S F Ion, F Ion\* H, F Apu\* S F Ion, A Ven\* S  
GERMAN A Mun-Tyro NSO

RUSSIA Michael Hanagan: (9) F Aeg\* S TURKISH F EMed-Ion, F Bal-Kiel /d/ R(Both, Swe,  
Lva, OTB)\*, A Sil-Ber\*, A Pru\* S A Sil-Ber, A Tyro\*-Mun, A Vie\*-Boh, A Swe-Den\*,  
A Nwy\* H, F StP(nc)\* S A Nwy

TURKEY Charles Neal: (7) F EMed\*-Ion, F Gre\* S F EMed-Ion, F Smy\*-EMed, A Bul-Rum\*,  
A Ser-Bud\*, A Tri\*-Ven, A Gal\*-Sil

Fall 1904 orders are due at 1900 hours Monday, June 16.

## GAME ENTRY BLANK

Dear Fangmaster, please enter me in:

\$2.00 The twice a month deadline Diplomacy game to be GMed by the Fangmaster.  
(If all filled do you want a monthly deadline game? )

\$2.00 A monthly deadline Diplomacy game done by a guest GM.

\$1.00 The Bourse--GMed by the Hightowers.

Also enclosed is \$  for a sub to CLAW & FANG (\$1.00 per 4 issues regular mail).

Name  Phone(  )

Address

Number of years playing postal Diplomacy  No. of wins  No. of draws   
(This information is only for handicapping the Bourse game. It will not be used  
as an opponent selection factor. I fill the games on a rotation basis as the  
applications come in--within the limits of my houserules.)

1974L

SUMMER 1910: Austria F Tyrr R Rome

FALL 1910

FRENCH ARMY PUTS BRAKES ON AUSTRIAN ROMAN CIRCUS. MAJOR POWERS FAIL TO AGREE ON PEACE TREATY.

AUSTRIA Gary Leppert: (7) F Tus\*-Pied, F Rome\*-Tus, A Ven\*-Rome, A Pied\*-Ven, A Boh-Sil\*, A Tyro\*-Mun, A War\* S A Boh-Sil  
CENTERS: Home, Ser, Ven, Rome, War (7) Even

ENGLAND John Weswig: (11) F Both\* H, F Bal\*-Pru, F Nth\* C A Lon-Hol, F NAO\* H, A Hol-Kiel\*, A Ber\*-Sil, A Lon-Hol\*, A Nwy-Swe\*, A Sil-Gal /d/ annihilated, A StP\*H, A Fin\* S A StP CENTERS: Home, Nwy, Den, Hol, Kiel, Ber, StP, Swe, Mos (10)

FRANCE Russ Nekorchuk: (8) F WMed-Lyon\*, F Tun\* S F Tyrr-Ion, F Tyrr\*-Ion, Evc F MAO- Naf\*, A Bur S A Ruhr-Mun, A Mar\*-Pied, A Mun-Boh\*, A Ruhr-Mun\*  
CENTERS: Home, Por, Spa, Bel, Tun, Mun (8) Even

TURKEY Jeff Barber: (8) F Con-Aeg\*, F Ion\*-Tyrr, F Gre\*-Ion, F Nap\* S F Ion-Tyrr, A Rum-Gal\*, A Lvn\*-Pru, A Ukr\* S A Rum-Gal, A Mos\* H  
CENTERS: Home, Bal, Sev, Rum, Gre, Nap, MOS (9) Build I

THE Winter 1910 build is due at 1900 hours, Monday, June 16. As the headline indicates the vote for a four-way draw failed.

1974CV  
SPRING 1909

MORE ENGLISH TOMMIES LAND ON CONTINENT: LEADERLESS AUSTRIANS GETTING PLENTY OF OUTSIDE SUPPORT; WIRE SERVICE MUST BE DOWN AS NO PRESS REPORTS COME IN.

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

ENGLAND Bob Wartenburg: (12) F Hel\* C A Lon-Kiel, F Bal\* H, F Swe-Nwy\*, A Lon-Kiel\*, F NthS\* C A Lon-Kiel, A Ber\* S A Kiel-Mun, A Mos\*-Sev, A War\* S A Pru-Sil, A Kiel-Mun\*, A Ukr\* S A Mos-Sev, A Lvn\*-Mos, A Pru-Sil\*

FRANCE Sid Jolly: (9) F Naf\*-Tun, F WMed-Tyrr\*, F Lyon\* S F WMed-Tyrr, F Rome\* S F WMed-Tyrr, A Par-Bur\*, A Pied-Tus\*, A Ven\* / AUSTRIAN A Tri, A Gal\*-Rum, A Tyro\* S A Ven

ITALY C.D.: (1) F Tun\* H

RUSSIA Jeff Barber: (1) A Vie\* S AUSTRIAN A Tri

TURKEY David Reynolds: (10) F Bla\* S A Sev, F Apu\* S F Ion-Nap, F Ion-Nap\*, F Cos-Bul\*, F Tyrr / ITALIAN F Tun /d/ R(Ion, OTB)\*, F Adr\*-Ven, A Ser-Rum\*, A Bix\* S A Ser-Rum, A Sev\* / A Ser-Rum, A Sil-Gal /d/ R(Boh, OTB)\*

FALL 1909 orders are due at 1900 hours, Monday, June 1.

Need a use for your old quarry tiles?  
See page 6 of  
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