

CLAW & FANG

Number Sixty
November 1, 1975

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within the U.S. all U.S. subscribers who paid for airmail service will have their
subs extended one issue (look on the next issues' address label). THERE ARE NO
GAME OPENINGS but standbys are needed. Preference is given to subscribers who are
not presently in a game. There is no fee for standbys other than a subscription.

CLAW & FANG GOES MONTHLY

Let me say at the outset that I have enjoyed publishing CLAW & FANG on a twice
a month schedule. But in order for such a deadline to be effective the zine must be
in the mail within two days of the deadline. Any greater delay does not give the
players enough time to communicate with one another before the next deadline. As
a consequence, the CLAW & FANG semimonthly deadline has fallen victim to its own
success. The circulation and the size of the zine have reached a magnitude where it
has become increasingly difficult for me to get the zine out on time. Henceforth,
the publication date of CLAW & FANG (and deadline of my games) will be the first
Saturday of the month. I suggest that the Guest GMs make theirs the previous Tuesday.
For the next issue my deadline will be December 6 (however, check your game). I am
not completely abandoning my games to monthly deadlines. I will combine the winter
and spring seasons where there are few builds and in more complex situations (includ-
ing summers) I will have a midmonth deadline and send out the results by "carbon copy".
Therefore the games will progress faster than they would in a tri-weekly zine and
at the same time will allow plenty of negotiating time between seasons.

Another benefit will be that each issue of CLAW & FANG will be larger at no
additional cost on your subscription. The sub rise to 11/\$3.00 is due to the postage
rise and would have occurred anyway. You will also notice that the sub rate is not
being raised quite as much as the postage rate. Publishing monthly will save me
money because I will have to send out only half as many trade issues. Much of this
will be consumed, however, in sending out the midmonthly "carbon copy" moves to
affected (or should that be afflicted) players.

Summer 1911: Turkey A Sev R Arm **1974CZ** MENSA 2
FALL 1911 ENGLAND WINS!!

AUSTRIA C.D.: A Tri* H CENTER: Tri (1)
ENGLAND Bob Wartenburg: (15) F Nth* H, F Bal* H, F MAO* H, F Bre* H, F Eng* H,
F Spa(sc)* H, A Den* H, A Sil-War*, A Mos* S A Sev, A Rum-Bud /d/ R(Bul,Gal,OTB)*
A Bur* H, A Gas* H, A Sev* H, A Tyro-Vie*, A Boh* S A Tyro-Vie CENTERS: Home, Den,
Kiel, Hol, Swe, Nwy, Ber, StP, Mos, War, Bel, Mun, Bre, SPA, SEV, VIE (18)
FRANCE Sid Jolly: (6) F WesM* S F Tyrr, F Tyrr* S F Rome-Nap, F Tun*-Ion, F Rome*-Nap,
A Tus* S A Ven, A Ven* S AUSTRIAN A Tri CTRS: Par, Mar, ~~Spa~~, Por, Rome, Tun, VEN (6)
TURKEY David Reynolds: (12, 1 short) F Aeg* H, F Apu*-Nap, F Ion*-Tyrr, F Nap* H,
F Adr* H, A Ser* S A Ukr-Rum, A Vie H /d/ R(Gal, OTB)*, A Bud* H, A Ukr-Rum*,
A Arm*-Sev, F EMed* H CENTERS: Home, Bul, ~~Spa~~, Rum, Nap, Gre, Ser, Bud,
~~Wp~~, ~~Spa~~ (9)

Players please send in your statements for the next issue.

PRESS

MARSEILLES: England supported for win if has 13 centers.

THE DIPLOMAT'S OTHER TABLE

Cranberry-Orange Nut Bread

Fresh cranberries are in the markets now and here is a good recipe in which to use them. In fact, I wait until the cranberries get to be their cheapest and then buy some for freezing and make this nut bread several times throughout the year.

Ingredients:

1 whole orange	$\frac{1}{4}$ cup (approx) boiling water
$1\frac{1}{2}$ cups coarsely chopped cranberries	1 cup sugar
1 egg (beaten)	2 cups flour
$1\frac{1}{2}$ tsp baking powder	1 tsp salt
$\frac{1}{2}$ tsp baking soda	$\frac{1}{4}$ cup vegetable shortening
$\frac{1}{2}$ cups chopped walnuts	

Cut the orange into pieces and remove the seeds (or use a seedless orange). With a blender, food chopper, or hyperactive knife, chop the orange into moderately fine pieces (the largest pieces being no more than $\frac{1}{4}$ inch in diameter). Put into a measuring cup and add enough boiling water to make 1 cup. In a bowl combine the chopped cranberries, sugar, beaten egg, and the orange mixture. Let stand while working on the next part.

Sift together the flour, baking powder, salt, and baking soda. Using a pastry blender or two knives cut the shortening into the flour until the mixture resembles cornmeal. Pour in the cranberry mixture and stir until just mixed. Fold in the chopped nuts and spoon the mixture into a greased 9 x 5 x 3 loaf pan. Let the batter stand for 20 minutes. Put into a preheated 350° oven and baked for 55 to 60 minutes, or until it tests done.

I generally double the recipe and make two loaves at one time. I then slice and freeze one loaf and consume the other. It keeps well for several days. I prefer to heat the slices and serve with butter melted into them.

In the next issue I am going to publish two bar cookie recipes that are delicious and comparatively easy to make. If you have any cookie recipes that would be especially good for the holiday season, send them in.

* * * * *

MENSA 4

GAMEMASTER: David Reynolds, 3480 Gunston Road, Alexandria, VA 22302

This game is being delayed because of the Canadian postal strike.

Change of address for Eva Lydick (Germany) 10562 3/4 Wilshire Blvd, Los Angeles, CA 90024

PRESS

ALEXANDRIA: I have to go to Europe Oct 11 to the 31st. One of my purposes in going to Europe is to find Don Horton; I am embittered by his judgements in 1974CV. I will track him down where ever he is; no doubt lolling on some glamorous peseta, cossetted by voluptuous and willing haciendas. There, entr' sol y sombre, I will address him, put him at his ease, reason gently with him. Then, I will do him a truly nasty injury.

SACRAMENTO: Ah, but he didn't track me down. He must have spent his time looking throughout Spain (see page 8) when he should have been looking in French wine cellars.

* * * * *

This issue of CLAW & FANG is dedicated to Count Dracula. Some people found him rather a pain in the neck but I always admired the old boy.

IN THE WORLD OF MULES, THERE ARE NO RULES
or, Ogden Nash Didn't Play Diplomacy

by Rod Walker

Postal Diplomacy is a world of stubborn, aggressive, and primarily self-serving personalities. In this sort of mulish establishment, there is nothing as valuable as clear, concise, detailed, concrete rules. The Rulebook helps, but it only tells you how to play the game, not how to play it postally; furthermore, there are, admittedly, holes even in the laboriously rewritten fabric. Hence the need for House Rules.

Now, eschewing false modesty, I have the best set of HRs in the hobby. They are 8 typewritten pages long, consisting of 36 sections and 8 examples. What follows is a frankly partisan exposition of why the hobby needs to adopt more widely the concept behind my rules (but not necessarily the rules themselves; on the other hand, anyone who is interested in a copy may obtain one for 25¢ or a stamped self-addressed envelope).

There is, first, the matter of philosophy. Nobody likes to buy a pig in a poke. In paying for a game, a player appreciates knowing what sort of game it is going to be. How will it be administered? What are his rights and obligations as a player? How will the Rulebook be interpreted? What are situations not covered in the Rulebook going to be handled? Every player wants to know these things, even if he does not articulate those specific questions...and he often does not state his desires until some problem arises.

Once recent example will suffice. Bruce Schlickbernd has a nice, but brief, set of HRs. Bruce allows the units of a player who submits no orders to retreat, if dislodged, contrary to the provisions of the Rulebook. He feels strongly on this point and yet failed to include that ruling in his HRs. When he allowed such a unit to retreat, the resultant flap got all the way to the IDA Ombudsman. A simple statement in his HRs and there would have been no flap.

No GM can anticipate every situation which can arise. I am still rewriting and adjusting my own HRs as new problems come up. But after more than a decade of postal play, most problems which can arise have done so. And it seems to me that a conscientious GM will want his players to know what he can be expected to do in every probably situation.

What are my own HRs like? They are organized into logical sections as follows:

Rules 1-5 discuss the relationship between player and GM and how the game will be set up initially.

Rules 6-14 discuss the administrative details of the game, and how orders (and press releases) are written and submitted.

Rules 15-19 discuss how players are removed and replaced (and other details relating to people in the game).

Rules 20-27 discuss how the GM will interpret and report orders and game results.

Rules 28-29 indicate how the game ends.

Rules 30-32 cover interpretations of the Rulebook including a listing of pre-1971 rule disputes now resolved by the revision.

Rules 33-36 cover administration of the House-Rules themselves.

After a player has read my House-Rules, there should be little doubt in his mind as to how I intend to run a game. He will not be paying his game fee blindly, but will know exactly what he is getting into. I believe this is as it should be.

There are many other philosophies about House-Rules. I have no real quarrel with any of them, save insofar as they lead to a failure by a GM to inform his players as to his policies and procedures. Putting a value judgment on it, it seems to me that there are two kinds of House-Rules: thorough and slipshod. It also seems to me that players who are putting out today's inflated game fees deserve detailed and precise information on how their game(s) will be run.

STIRRING THINGS UP

by Peter Berggren

After receiving issue after issue of CLAW & FANG all filled with excellent contributions from the readership, I figured it was my turn to insert my humble opinions on a few things in recent issues.

Number 1. Concerning the rules dispute that came up in 1975AW, GMed by Steve Brooks. My interpretation of section IX.1 of the rulebook does not require that the support order list the nationality of the unit being supported. It is only in the example under the same section that we learn that the rulebook examples give nationality when the unit being supported is foreign. True, the order in question (A Den S F Nwy-Swe) is badly written, incorrectly written, and unusual. However, I refer you to section VII.4, "Mechanics of writing orders", in which it is said that "a badly written order, which nevertheless can have only one meaning, must be followed". I believe the German order in question falls under this category. In fact, that same section states that only "illegal" orders or orders which "admit of two meanings" are not to be followed. It can be seen that both the support order and the English order F Nwy-Swe should have succeeded. I have been a GM only one year, so could I have some support from the more experienced GMs in the CLAW & FANG readership?

Number 2. Concerning Eric Verheiden's Balance of Power articles and their rebuttals. I see nothing wrong with stabbing if the alliance is no longer the best thing for the country(ies) involved. Blind faith will not take me far beyond this point.

Number 3. Concerning the Gary Behnen--David Forte discussion. I do not believe that a preponderance of "pure of heart" players exists, but if it did it would be the last day of my playing participation. Pure of heart games with no stabs are boring, and they stagnate into draws so often that I would resign immediately if caught in one. The Chuck Barry type player, who will break an alliance but warn his ally in advance, makes for better but still not good games. A good game must have at least some players that will stab if it becomes the best thing for their country. It gives players a more realistic appraisal of the situation. An alliance which does not operate in the best interests of both participants should not operate at all. As a last note, I should point out what I said about the "Balance of Power" articles should be again mentioned here.

Number 4. Concerning the "Scoring in Diplomacy" article by David J. Reynolds. First of all, there are at least 11 currently active rating systems in the regular Diplomacy hobby. Each of them places a different value on different aspects of the game. Diplomacy and Diplomacy playing makes little attempt at realism to actual political/military situations, and a rating system which attempts to rate players as to how close their end result would be to an actual end result of a similar conflict in real life is not rating the game of Diplomacy, as outlined by the victory conditions set down in the rulebook. I suggest to each player that he choose the rating system now in operation which corresponds with his values concerning different aspects of the game, and place his faith in the readout of that system.

(Peter Berggren publishes TURNABOUT, a handsome offset gamezine. In the last issue he put his photograph on the cover and is soliciting photographs from readers for future publication. To save yourself the trouble of loitering around the post office wanted posters, you can subscribe to TURNABOUT. Sub rate is 8/32.00. Published monthly. Address: Davistown Schoolhouse Road, Orford, N.H. 03777.)

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Stolen from Herb Caen in the San Francisco CHRONICLE:

"Hey, didja hear they got abortion clinics in Poland now? Only trouble is they have a two-year waiting list...."

AN OPEN LETTER TO DIPPY FOLKS

by Margaret Gemignani

Greetings:

O K you guys, I am tired of remarks about Gemignani and the way I play. I am not stupid and I do not like you implying that I am. Now here is the new policy of the house: If you want to get propaganda that will turn your hair permanently white, just make some of those remarks you can not make over the Tournament board. If you want to get in good with your enemies just do your usual snakey trick and I will help them clean you off the board.

Now to all the "nice" guys like Rod Walker and others who would trick Gemignani, you had better repair your ways. When you try and make me look like a picture out of one of your articles, you are not funny. Some people believe it. That is why I had to withdraw my name from the "Gemignani" Awards, some people believe I am the worst player and as dumb as Captain Rod points out in his "humorous" articles. Since you boys can't take a joke, there will be no jokes. I am very upset about this. Every time I have an alliance my partner gets attacked by somebody who has nothing to do but write poison pen letters or propaganda.

Everybody knows why the "gemignani" Awards entertained John Boardman so much. Oh, how he loves a fight!

On another subject, there has been a great rash of accusations by players back and forth about who is stealing from whom, who is calling whom what, and all the other little unpleasantness that makes a friendly game of Dippy so unpleasant. Some of you get involved in dragging in GMS, zine editors, other players, and game manufacturers in your little beefs. Why not back off, get the facts and talk to the party you have the beef with? Keep the profound and borderline scandalous talk down and just present the facts. There are legitimate channels you can go through if the fellow refuses to do anything for you and you still feel he is in the wrong. But profound accusations that call for a lawyer and propaganda that reeks of X-rated notices is no go. You know it, I know it, and let this be the year everybody knows it. Cut it out.

Did you know the most terrifying picture in the world is being planned? No, its now Claws, not Paws, not Jaws II, not Bugs, it is STAB! (help)!

/S/ Peggy

* * * * *

From Walt Buchanan:

Altho I suppose it will sound self-serving, I couldn't let Eric Verheiden's article in C&F #58 pass without a few brief comments. Eric in effect said that my good fortune as a player was the result of being the greatest stabber that the hobby had ever known combined with the tactic of entering a great number of games all at once. This second point I can objectively disprove. Except for my first year as a player, 1970, when I entered 3 games (one of them being my only game as a replacement), I have never entered more than two games a year, and in fact, since 1974 I have just been entering one game a year. I do this so I can give each game the attention it deserves. The name of the game is Diplomacy.

As to Eric's first point, I would like to refer anyone interested to my article in DIPLOMACY WORLD I, 6, "The Two-Way Game-Long Alliance" in which I outline my style of play. This issue is still available from me (RR3, Box 324, Lebanon, IN 46052) for 75¢, by the way. The title pretty well sums up my style of play. In the only game my ally performed as expected, a 2-way draw resulted. And as Doug Beyerlein himself can tell you, I could have easily stabbed him for a win, if I had been so inclined.

Best,

/S/ Walt

THOUGHTS OF ONE MORE NOVICE
by Don Dewsnap

Priding myself as a gamesman par excellence, that is, willing to play and lose at anything, I entered the world of postal Diplomacy with high heart and mind (this is San Francisco, after all). Through Mensa I heard of CLAW & FANG, and from Don Horton, our excellent and well-beloved (I might play in a game with him someday) Fangmaster, received copies of almost all the C&Fs ever published. I assume he held back the most incriminating issues. So I have had the alloyed pleasure of reading fifty C&Fs in short succession. Which explains, Don, why I have taken so long to write you--they just let me out.

What I want to do here is distill what I have learned about this particular brand of insanity, Diplomacy. If I fail, as usual, I'll go back to Risk. Rigid analyses of some forty Diplomacy games should have given me some indication of how to win at this game. I wish I had done them. Certain principles are clear, however. I would say inarguable, but some nummy always has a snappy comeback. So, in order of importance, here is how to win:

1. Write. To everyone. It doesn't matter much what you say if you write enough. No one really cares what you say anyway.
2. Send in moves. "Any plan, no matter how poorly conceived, if boldly executed is better than inaction" (U.S. infantry manual). So don't just send in moves, but send in bold moves. When in doubt, attack. But get the moves in. You could win by default. But NMRs will kill you every time.
3. Learn to play Go. Not only do you spare yourself the agony of a knife in a tender spot, you might learn something: "...the best moves tend to be those which serve more than one purpose..." (Iwamoto Kaoru, a-dan; Go for Beginners). Besides, Go is fun. (I didn't learn this from C&F--I just threw it in as a personal statement.)
4. Trust everyone, but CYA (Cover Your Ass). Really, trust everyone until you have reason not to. It'll pay off someday.
5. Don't trust anyone. They're all out to win too.

I have a lot more ideas too, but until I play this game, I don't want to inflict them on you. One hint, though, to all avid students of the game: watch the progress in C&F #25 and #26. Don, do you have a good recipe for crow?

1975V

GAMEMASTER: Dave Forte, Apt 1107, 210 West 70th St., New York, NY 10023

FALL 1903

TURKEY INVESTED; FRANCE DIVESTED; NORTH-SOUTH BATTLE LOOM INEVITABLE?

AUSTRIA Mike Willemsen: (7) A Vie-Boh*, A Tyro* S A Vie-Boh, A Ukr-Sev*, A Bud-Ser*, A Rum* S A Ukr-Sev, F Aeg* S ITALIAN A Apu-Smy, A Bul-Con /d/ E(Gre, OTB)*
ENGLAND Joel Klein: (7) A Bel-Bre*, A Pic* S A Bel-Bre, F Eng* C A Bel-Bre, F Lvp-Iri*, F NAO* S F Lvp-Iri, F StP(nc)-Nwy*, F Nth* H
FRANCE ~~Alan David~~ Alan David Cathcart: (5, 2 short) F Iri-MAO*, F Spa(sc)* S F Iri-MAO, A Bre-Gas*
GERMANY Bill Korlinski: (7) A Bur*-Mar, A Ber-Sil*, A Mun*-Boh, A Ile*-Mun, A Mos-Ukr*, A Wam* S A Mos-Ukr, F Swe-Both*
ITALY Dave Nelson: (4) A Pie*-Mar, A Apu-Smy*, F Ion* C A Apu-Smy, F EMed* C A Apu-Smy
TURKEY Eric Verheiden: (4) A Sev-Rum /d/ R(Arm, OTB)*, F Bla-Bul*, A Con* S F Bla-Bul, F Smy-Aeg /d/ R(Syr, OTB)*

FROM UNDER ENTRAL PARK: Alan Cathcart takes over for Bill Hanagan as France. Remember his address: 6427 King Louis Drive, Alexandria, Virginia 22312.

Fall 1904 orders due contingent on Turkey's retreats at my place on November 29. Also contingent on Austria's retreat.

1975CT

GAMEMASTER: Dave Forte, Apt 1107, 210 West 70th., New York, NY 10023

Because of mail delays, orders for Fall 1903 are postponed until November 1, 1975 at Dave Forte's place.

1974 HZ

GAMEMASTER: John M. Weswig, 2115 N.W. Elder., Corvallis, OR 97330
TENSION EASES IN WEST AS EAST-WEST WAR STARTED (?)

Fall 1904: Russian A ukr R WAR

Winter 1904: Removals--German F Ska; Russian A War, A Lva

Builds--Turkish F SMY: English A LPL, A EDI
SPRING 1905

AUSTRIA (Gary Behnen, 5): A gal-WAR, A VIE S A SER-tri, F gre s TURKISH f aeg-ion
(NSO--DISLODGED), F tri-ADR

ENGLAND (Steve Peluso, 8): F NTH C A edi-NWY, F nwy-SWE, F swe-BAL, F DEN S FRENCH
a ruh-kie, A mos h (DISLODGED), F LON S nth, A lvp-YOR

FRANCE (Dave Forte, 7): F bel-ENG, F eng-MID, A HOL S A ruh-KIE, A BUR-mun,
A PIE S ITALIAN a ven, F wes-TYR

GERMANY (Michael Ward, 3): A BER S A MUN ms a kie (DISLODGED--R OTB)

ITALY (Tim Tilson, 4): F TUN S F ION H, A TYR S A VEN-tri

RUSSIA (David Truman, 1): a mun s FRENCH a bur-mun (NSU), A BOH h (NMR)

TURKEY (William Clumm, 6): A SEV S A ukr-TOS, F BLA S A BUL S F aeg-GRE, F smy-AEG,
a rum-ser (NSU)

Fall 1905 orders due to John M. Weswig on or before 1900 hours PST on 25 Nov 75, and
may be conditional on any number of things. Change of address for Gary Behnen--see
page 8. Many thanks to Mike Hudec for standing by for Austria.

PRESS: "To Mike Hudec: I'm sorry I didn't write. Due to slow forwarding, I
received your letter Oct. 18th, and thought it silly to reply. /s/ Gary Behnen"

1975 GU

GAMEMASTER: Alan Cathcart, 6427 King Louis Dr., Alexandria, VA 22312

FALL 1901

FRENCH GOVERNMENT STILL IN TURMOIL; BALKANS HEAT UP

AUSTRIA Gary Burce: (3) A Vle*-Tri, A Ser* S TURKISH A Bul-Rum, F Alb-Gre*

CENTERS: Home, SER, GRE (5) Build 2

ENGLAND Ed Karlinski: (3) A Edi-Nwy*, F Nwg* C A Edi-Nwy, F Nth*-Den

CENTERS: Home, NWY (4) Build 1

FRANCE David Reynolds?: (3) NMR NOU F MAO-Por*, A Par* H, A Spa* H

CENTERS: Home, SPA, POR (5) Build 2

GERMANY Steve Peluso: (3) A Ruh-Bel*, F Hol* S A Ruh-Bel, A Kie*-Den

CENTERS: Home, HOL, BEL (5) Build 2

ITALY Tommy Neal: (3) A Ven*-Tri, F Ion* C A Apu-Tun, A Apu-Tun* CTRS: Home, Tun +1

RUSSIA Henry Bear: (4) F Bot-Swe*, A War-Gal*, A Ukr*-Rum, F Sev*-Bla

CENTERS: Home, SWE (5) Build 1

TURKEY David Carroll: (3) F Ank*-Bla, A Bul-Rum*, A Con-Bul*

CENTERS: Home, BUL, RUM (5) Build 2

For Winter 1901 only, I am going to call for builds to be submitted simultaneously
with Spring moves. The latter should be made contingent on builds. Your comments
are invited on ways to shorten the Winter hiatus in future years.

Therefore, Winter 1901 and Spring 1902 are due on December 2. David Reynolds
has been in Europe looking for Don and should have his orders in next time. Just
in case would Joel Klein, 62-60 99th St., Apt. 1220, Rego Park, N.Y. 11374 please
submit standby orders?

PRESS

CONSTANTINOPLE: The sultan wishes to curse the vulgar czar who refuses to respond
to his most cordial communications. "May the fleas of a thousand camels take up
residence in your armpits and the power of ten thousand Butterfly sneezes vanquish
thy most glorious regime." Direct quote from the Arch Slouch of the varsity veg-
itation squad.

KING LOUIS: Hank, your only hope is for those butterflies to have armpits.

1975 HF

GAMEMASTER: Gary Behnen, 9245 Tea Rose Lane, Crestwood, MO 63126
 SPRING 1901

REMEMBER THE OLD DAYS WHEN THE "PURE OF HEARTS REIGNED? AGREEMENTS BREACHED EVERYWHERE AS ALL MOVES SUCCEEDED.

AUSTRIA (Jim Diehl): F Tri-Alb*, A Bud-Ser*, A Vie-Boh*
 ENGLAND (Margaret Gemignani): A Lvp-Yor*, F Lon-Nth*, F Edi-Nwg*
 FRANCE (Don Dewsnap): F Bre-Eng*, A Par-Pic*, A Mar-Spa*
 GERMANY (Michael J. Hanagan): F Kie-Hol*, A Ber-Kie*, A Mun-Bur*
 ITALY (Bill Klitzke): F Nap-Ion*, A Rom-Apu*, A Ven* H
 RUSSIA (Rod Zaccalini): F StP(sc)-Bot*, F Sev-Bla*, A War-Gal*, A Mos-Ukr*
 TURKEY (J.A.D'LeWhonnette): A Con-Bul* F Ank-Con*, A Smy-Ank*

Fall 1901 orders are due by 7:00 p.m. CST December 1, 1975. My first phone number has been changed. Instead of 842-4224, the new number is 842-0353.

PRESS

VIENNA (1900): Royal gossip mongers have it that the emperor was pleased that a romance had budded between the Archduke and Princess Peggy, the breathtakingly beautiful daughter of Queen Margaret. The Archduke reportedly offered the Princess the Dual Monarchy's newest acquisitions, Albania and Serbia, as an engagement gift.

ROME: Government Memo:

FROM: Secretary of Navy Bumblino

TO : Admiral Clizzini

I regret to inform you that your request for life jackets and shark repellent HAS BEEN DENIED. The government realizes that you cannot swim and that the Ionian is full of sharks, however, such an act would cast a slur on the seaworthiness of the navy, already clouded by the loss of the "Tuscany". The board of inquiry, by the way, has determined that the weather (nasty force 3 winds and the mostly cloudy skies) was the reason for the sinking.

LONDON: Who wants an alliance with England? Guaranteed to please. Jokers need not apply.

ANALYSIS

Hello, I'm your mentally deranged gamesmaster who shall double as an analyst. Basically, I'm here to try and bring out sublime strategy and possibly bring to attention possible solutions. If by chance I'm right, well, you have to break a streak sometime.

Judging by the moves, it appears we have very few, if any, "Pure of Hearts" present, or else this is a big joke pertaining to my article. There have been many breachments of agreements, and there have not been any obvious coalitions, save the Austrian-Italian couple. However, that alliance hasn't been substantiated as Austria may have the Fall-stab syndrome.

With the numerous number of stabs and a very irregular move, it is hard to tell if these moves were planned to promote chaos, or, if we have a group of cut-throat players. If it was planned, it could be the work of three possible coalitions; Russia-Turkey, Russia-Austria, Germany-France. Time will tell.

In the future I will try and give a country by country short analysis. If this game continues on in a faintly similar manner, we shall have a very exciting, interesting, and fun (for those who survive) game. Good luck, and sharpen those knives.

* * * * *

HOW I SPENT MY SUMMER VACATION

I had a wonderful time driving through France. We had originally intended to go to Spain as well but chickened out when they started shooting people dead. Courage was never my long suit. Space limitations prevented me from running the first of my new series of articles "The Adventures Of Fangmaster In France". Look for it in the next issue of CLAW & FANG.

1975GC and 1975GD

Let me see if I can describe all the horrible things that happened to these two games. (1) Bruce's typewriter got the names and game numbers mixed up. (2) One player didn't even get that. (3) Another lives in a country where a postal strike is going on. (4) One player didn't get in builds but under my houserules she gets neutral builds for 1901 (I forgot to tell Bruce this). And (5) well, isn't the first four enough.

In response to popular request I am reprinting the builds and delaying the Spring 1902 deadline. Rather than delay the game another month I will do midmonth "carbon copy" moves. Most players have spring orders in already but, of course, can send in changes.

1975GC

GAMEMASTER: FANGMASTER

WINTER 1901

AUSTRIA (Wayne Callahan): Build A Bud, A Tri ENGLAND (David Holmes) Build A Lon, F Edi
FRANCE (Dave Forte) Build A Mar, A Bre GERMANY (Dave Nelson) Build A Mun, A Bre
ITALY (Russell Fox) Build F Nap RUSSIA (Karen Willemsen) NMR SOU Build A Mos, F Sev
TURKEY (Gerald Rogowski) Build F Ank

Spring 1902 orders are due at 1900 hours, Saturday, November 15. I am not asking for standby orders for Russia as Karen did submit Spring orders although sans builds.

1975GD

AUSTRIA (Stephen Hall): Build F Tri, A Vie ENGLAND (Mike Hudec) Build F Lvp, F Lon
FRANCE (Mark Zimmerman): Build A Par, F Mar GERMANY (Bruce Wayman): Build F Kie, A Mun
ITALY (Charles Neal): Build F Nap RUSSIA (Bob Wartenburg): Build F StP(nc)
TURKEY (Joel Klein) Build F Con, A Smy

Spring 1902 orders are due at 1900 hours, Saturday, November 15. In order not to hold up 1975GC waiting for the Canadian postal strike settlement, I am going to appoint a temporary replacement. Would Don Pitsch, 988 Wheeling Road, Mt. Prospect, Ill 60056 please submit orders for England in 1975GC until further notice?

1975EM

GAMEMASTER: FANGMASTER

FALL 1902

---ITALIAN RULER HAILED BY FOUL SMELLING AUSTRIAN FRANCOPHILES AS "CANAILLE OF VENICE."

AUSTRIA Alan Cathcart: (5) F Alb* S TURKISH F EMed-Ion, A Tyro*-Ven, A Vie-Boh*,
A Ser*-Gre, A Tri* S A Tyro-Ven CENTERS: Home, Gre, Ser (5) Even

---TOMMIES EXPAND (THEY SHOULD LAY OFF THOSE GREASY FISH AND CHIPS)

COA ENGLAND Gil Neiger: F Eng-MAC*, F Nth-Bel*, F NwgS-Bar*, A Nwy-Swe* (4)

CENTERS: Home, Nwy, SWE, BEL (6) Build 2

---FRENCH FRANG EXPECTED TO PLUMMET

FRANCE Jeff Barber?: NMR F Por* H, A Mar* H, A Bur* H, A Spa* H (4)

CENTERS: ~~Mar~~, Mar, Spa, Por (3) Remove 1

---GERMAN FLEET SIGHTS ATLANTIC BUT ARMIES MEET RESISTANCE ON EASTERN FRONT

GERMANY Eric Robinson: (6) F Pic-Bre*, A Muh*-Sil, A Sil*-War, A Ruhr-Hol*,

A Den* S ENGLISH A Nwy-Swe, A Par* H CENTERS: Home, ~~Den~~, Den, Par, HOL, BRE

---DEUTSCHLAND, DEUTSCHLAND, UBER ALLES.....

ITALY Gary Behnen: (4) F Tun-Tyrr*, F Ion-Adr*, A Pied* S A Ven, A Ven* S GER A Mun-Tyro
CENTERS: Home, Tun, (4) Even /NSO

---REDS SEE REDS: CAN 8,000,000 BLOOD-CRAZED MUSCOVITES BE WRONG?

RUSSIA Ted Crowley: (6) F Swe H /d/ R(Bal, Both, Fin, OTB)*, F Sev-Bla*, F Bar-StP(nc)*,
A Mos*-War, A Lva-Prus*, A Rum-Gal* CENTERS: Home, ~~Prus~~, Rum (5) Remove 1

---FOR THEIRS IS THE KINGDOM OF ITALY

TURKEY John Torrey: (4) F Aeg* S F EMed-Ion, F EMed-Ion*, A Bul*-Gre, A Arm-Smy*

CENTERS: Home, Bul (4) Even

Winter 1902 adjustments due at 1900 hours Saturday November 15. Spring 1903 on Dec 6.
Standby orders fro France requested from Russell Fox, 5160 Donna Ave, Tarzana, CA 91356
Change of Address for Gil Neiger, Box 4293, Brown University, Providence, RI 02912

PRESS: ROME TO MOSCOW: Do you know what the Pistachio Kid's plans for Russia are?
If you do, attack him.

AS THE GREAT 'DCC BIRD CPTER. SAYS: 'DCC! (PAGE ONE)

BOURSE FOR 1975 EM

SIXTH SUMMARY (25 OCTOBER 1975)

MARKET VOLUME CONTINUES TO FALL IN PROTEST AGAINST FANGMASTER GETTING TO VACATION WHILE PEONS SWEAT.

TRANSAX:	KRONEN	POUNDS	FRANCS	MARKS	LIRE	RUBLES	PIASTRE	GOLD
Volume	300	440	470	240	x	x	10	x
High	40/300	58/120	22/370	66/110	x	x	43/10	x
Low	40/300	55/200	20/100	60/30	x	x	43/10	x
Average	40	56	21½	63½	x	x	43	x
STANDING:								
Buy	41/200	50/50	x	68/100	25/200	53/100	41/100	x
Sell	43/100	55/60	20/30	100/100	29/500	54/100	42/200	x
VALUES:	50	40	40	60+30	40	60+30	40	x

J Barber	500	500	850	500	700	450	500	2900
G Behnen	100	800	x	590	800	290	x	58030
M Boggs	1000	800	x	650	400	x	650	19090
Cathcart	650	400	100	500	230	600	500	48985
T Crowley	800	490	610	500	490	x	500	37555
D Dewsnap	500	60	500	500	500	500	500	49680
S Hall	100	600	500	570	10	600	700	28210
M Hudec	600	600	500	610	500	500	500	8900
Johnston	x	x	1800	x	400	720	500	55450
S Jolly	700	1010	650	200	600	150	880	10
M Kane	400	400	400	600	500	500	500	32900
P Kane	500	500	500	500	500	500	500	25000
G Laking	850	200	690	300	1300	610	320	970
S Locke	580	500	500	530	580	560	510	12970
E Lydick	550	500	600	660	500	600	550	370
Reynolds	1000	x	x	900	100	1200	340	19360
D Scott	200	900	650	20	800	470	700	24610
B Smith	500	500	500	500	500	500	500	25000
T Tilson	200	500	600	500	400	500	500	37400
J Topper	470	540	420	570	390	550	550	22740
Wartenberg	300	500	30	800	500	700	500	15640
D Weitz	500	700	600	500	300	500	300	25330

BUYING ON MARGIN AND SELLING SHORT:

Effective 01 November, bids and offers will not be withdrawn if a player lacks sufficient gold or currency to carry out a transaction. The transaction will be executed and the player will simply be charged with a negative balance, on the assumption that he arranged to borrow the difference. There is no limit to the amount of gold or currency that may be borrowed in this manner, and there is no interest paid during the game. At game's end, however, all negative balances will be DOUBLED before calculating a player's net worth.

Example of net worth calculation:

France wins with 18 Supply Centers, while Germany and Turkey both hold 8
A Player's final balance is as follows:

Hightower x	500	250	-400	-200	200	500	-10000
-------------	-----	-----	------	------	-----	-----	--------

250FRx240GU/FR=60000GU FR worth(18+6)x10.=240 (Bonus of 6 for win.)

-800MAx80GU/MA= -64000GU MA doubled because of negative balance.

500PIx80GU/PI= 40000GU All other currencies worthless.

-20000GU Negative balance in Gold doubled.

TOTAL: 16000GOLD UNITS (Negative balance in worthless LI is ok)

K'DOO! PAGE TWO

MORE BOURSE BUSINESS: (See also K'DOO! page three)

1. Not all players are cancelling their previous orders when they submit new orders. This is perhaps our fault, for not emphasizing this aspect, but we are telling you now. If you do not order something withdrawn, it will stay on the board until it is executed.

FINAL CORRECTIONS: FIFTH SUMMARY

G Behnen: 100KR 800PO

The bourse is still open. For rules and a position, send \$1.00 to Scott & Paul Hightower.

FOR THE RECORD: 1975AA

AUTUMN 1903

RUSSIA: F Con R Ank (Add one SC, even) TURKEY: (Lose one SC, Build One)

WINTER 1903

AUSTRIA: BUILD A Vie, A Trie, A Bud.

ENGLAND: REMOVE F Pic, A Swe

FRANCE: out

GERMANY: REMOVE A Boh

ITALY(COA see below): BUILD F Rom, one short

RUSSIA: EMEN

TURKEY: BUILD F Smy

COA (ITALY): Frank Kirchner, PO box 329, Kazoo, Michigan 49005

SPRING 1904

AUSTRIA(William Young)(10) A Tri-Ven*; A Vie-Tyr*; A Bud-Gal*; A Gal-Boh*
A Mun*-Bur; A Tyr-Pie*; A Ven-Tus*; F Nap-Tyr*; F Ion* S F Nap-Tyr;
F Apu*-Nap.

ENGLAND(MIKE KANE)(4) F Hel*-Hol; F Nth*~~/~~ Hel-Hol; F Eng* S F Nth;
F Den* S RUS F Kie.

GERMANY(Ted Crowley)(4) A Par*-Bur; F Bel*-Nth; A Hol*~~/~~ A Ber-Kie;
A Ber*-Kie.

ITALY(Frank Kirchner)(6-one short) F Liv-Wal*; A Bre* H; A Spa-Mar*;
F Por-MAO*; F Tyr-Tun*; F Rom*-Nap.

RUSSIA(Mike Ward)(5) F Nwy* H; F Ank-H //d// (R: Arm,OTB); A War-Ukr*;
A Pru-War*; F Kie* unorddered.

TURKEY(STephen Locke)(4) F Con-~~X~~ Ank*; F Bla* S F Con-Ank; A Mos* S
AUS A Gal-War 9NS0); F Smy-Con*

NOTICE 1975AA NOTICE 1975AA NOTICE 1975AA NOTICE 1975AA NOTICE 1975AA

SUMMER 1904 retreats and FALL 1904 orders due not later than 2200hrs EST, Thursday, 27 November 1975. This is a postponement. FANGMASTER informs us that he will henceforth publish only on the first of each month. Therefore, the deadlines for 1975AA will be shifted accordingly. To speed up the game we will adopt the method of having Winter adjustments in the middle of the month, mailed out to players only, and reprinted in the regular issue, along with Spring of the following year.

Will Arnold E Vagts, Jr/2824 Verano Place/Irvine, CA 92664 please submit standby orders for TURKEY 1975AA until further notice? Until the Canadian Postal strike is resolved, Stephen Locke may have trouble communicating with the outside world.

K'DOO! PAGE THREE

MENSA 5 (1975HG) gets off to a stumbling start:

MUTUAL TRUST GOVERNS EUROPE AS NEW CENTURY DAWNS!
SPRING 1901

- AUSTRIA(Stephen Locke)(3) A Vie - Bud*; A Bud - Ser*; F Tri - Alb*
- ENGLAND(David Reynolds)(3) F Edi-Nth*; F Lon-Eng*; A Liv* - Lon (imposs)
- FRANCE(Mike Kane)(3) F Ere - MAO; A Par - Bur*; A Mar* S A Par - Bur.
- GERMANY(David Carawan)(3) F Kie - Den*; A Mun - Ruh*; A Ber - Mun*
- ITALY(Sid Jolly)(3) F Nap - Ion*; A Ven* H; A Rom - Apu*
- RUSSIA(John Dutcher)(4) A Mos - Ukr*; A War - Gal*; F Sev - Rum*;
F StP(sc) - Bot*
- TURKEY(Don Dewsnap)(3) F Ank - Arm*; A Con - Bul*; A Smy - Con*

FIRST STANDBY: William Young/PO Box 907/CLEARFIELD, PA 16830

FALL 1901 orders due no later than 2200hrs EST, Thursday, 27 November 1 1975 at Hightowers. Stephen Locke may be hard to communicate with until the Canadian Postal strike ends. Standby for AUSTRIA is William Young

STILL MORE BOURSE BUSINESS:

1. Cards MUST be filled out exactly as specified in the directions. There are no shortcuts possible - anything more abbreviated than our directions is illegible and unusable. (Reminder: The guides on the edge are as follows: BS-Buy/Sell; #-Quantity; C-Currency; \$-Price; N-Your Name.)

We have had the following problems:

A. Failure to abbreviate currency. This is not too serious, but it is momentarily confusing, and there is no reason NOT to abbreviate; all you have to use is the first two letters of the name of the currency.

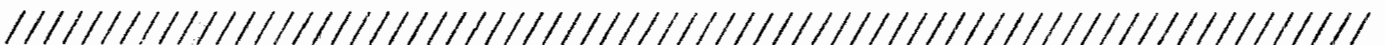
B. Putting instructions in the wrong order. "Sell/FR/30/40" may seem clear to you, but it is not clear to us, and at any rate is unnecessarily confusing. Remember, we are processing orders for a LOT of people, and cannot tolerate individual methods.

C. Circling "B" or "S" instead of writing out "Buy" or "Sell". We admit that we overlooked this possibility when designing the cards and writing the directions. However, it is too late now - it is not standard usage, and is therefore confusing.

D. Writing information on the back at the top of the card. We punch holes in the cards in that top space. The problem is obvious; so is the solution - don't.

We realize that these cards are a pain, especially for those of you who like to submit large orders. In fact, we know exactly how much of a pain it is, since we were doing it ourselves before, for all of you. We have not eliminated out workload, only reduced it to a level where we can continue to service the game.

Historical note: Some players have abbreviate Marks as "DM" which means, of course, "Deutsch Mark." That is the current name of the currency, but not the name in 1900. (Nearly fell for that ourselves.) In fact, you will find that many of the currencies have changed entirely since 1900 - some more than once.



These K'DOO pages supplied by Scott & Paul Hightower, GMS for the BOURSE, Proxima Cenatauri, 1975AA, 1975HG. Our address is 3118 Lamar Dr Lexington, KY 40502 Phone (606) 269-2581

1974 J

GAMEMASTER: FANGMASTER

Summer 1912: GERMANY A Ven RPied

Fall 1912: AND THEN THERE WERE THREE.....

AUSTRIA David Scott: A Apu*-Ven CENTERS: ~~Nap~~ (0) = outENGLAND Jeff Topper: (5) F Bre* S F MAO, F Nwy* H, F MAO*S GERMAN A Mar-Spa,
F Iri* S F MAO, F EngC* S F MAO CENTERS: Home, Nwy, Bre (5) EvenGERMANY Gary Sokoligsky: (13, 1 short) F Fin-Bot*, A Lva* S F StP-Mos, A Sil-Boh*,
A Vie-Bud /d/ annihilated, A Mar*-Spa, A StP-Mos*, A Tyro*-Tri, A Pied*-Ven,
A Gal*-Rum, A War* S A StP-Mos, A Bur-Gas*, A Pru* H (Unordered)CENTERS: Home, Bel, Swe, Hol, Den, StP, War, Mar, Par, ~~Nap~~, Tri, MOS (13) Build 2TURKEY Bill Stafford: (15) F Nap* S F Tyrr-Rome, F Por* S F Spa(sc), F Naf* H,
F Spa(sc)* ~~S~~ F Por, F WMed* S F Spa(sc), F Adr* S A Ven, F Tyrr-Rome*,

A Sev* S A Mos-Ukr, ASer*-Rum, A Tri-Vie*, A Mos-Ukr*, A Alb*-Tri, A Bud*S

A Tri-Vie, A Ven* H, A Rum*-Gal CENTERS: Home, Bul, Sev, Gre, Tun, Spa, Por,
Ser, Rum, Vie, Bud, ~~Nap~~, Rome, NAP, VEN (16) Build 1

Winter 1912 builds and Spring 1913 moves are due at 1900 hours December 6.

1974 CZ

FANGMASTER: GAMEMASTER

SPRING 1909

NAPLES HAS RUN ON HASHISH PIZZAS.....

AUSTRIA Eric Verheiden: (3) A-Ser* S A Bud, A Bud* H, F Adr* S ITALIAN A Tri

ENGLAND Scott Hightower: (8, 1 short) F EngC* S F Iri-MAO, F Nwy*-Swe, F Bre-Gas*,
F MAO*-Naf, F Iri*-MAO, F NAO* S F Iri-MAO, A Ukr* S TURKISH A Rum NSO

FRANCE David Reynolds: (2) F Por* S F Spa(sc), F Spa(sc)* S Por F

GERMANY Bruce Schlickbernd: (10) F Swe* H (Unordered), A Ruh*-Sil (Imp), A Mun-Bur*,
A Vie*-Bud, A War* H, A Boh*-Vie, A Gal* S A Vie-Bud, A Pied* S A Tyro,
A Tyro* S A Pied, A Mar* S A PiedITALY Joel Klein: (5) F WMed*-Tun, F Naf*-Tun, A Ven* S A Tri, A Tus* S A Ven,
A Tri* S AUSTRIAN A BudTURKEY David Ayres: (6) F Bul(sc)-Gre*, F Aeg* C A Smy-Nap, F Ion* C A Smy-Nap,
A Smy-Nap*, A Con-Bul*, A Rum* S ENGLISH A Ukr-Gal NSO

Fall 1909 orders are due at 1900 hours December 6.

PRESS

BUDAPEST: England refusing a build at this juncture makes about as much sense as going out to sea in a rubber raft in Jaws. Do you know why Schlickbernd has such a rotten reputation? It is not exactly because everyone is jealous of his kind and honest qualities...

1974 FA

GAMEMASTER: FANGMASTER

SPRING 1909

GERMAN ARMIES QUIT GERMANY WHILE FRENCH GO ON STRIKE.....

FRANCE David Reynolds: (16) These were not NMRs... F StP(nc)* H, F Bal* H, F Bar* H,
F Kiel* H, F Tyrr* H, F Both* H, F Lyon* H, F Tun* H, F WMed* H, A Mar* H, A Par* H,
A Bre* H, A Bur* H, A Pied* H, A Hol* H, A Ruhr* HGERMANY John Torrey: (5) A War-Ukr*, A Sil-Gal*, A Mun-Tyro*, A Boh*-Vie, A Mos* S
A War-UkrITALY Steve Peluso?: (5) These were NMRs F Aeg* H, F Ion* H, F Rome* H, A Ven* H,
A Bud* HTURKEY David Ayres: (8) F Rum* S A Con-Bul, F Ank-Bla*, A Bul-Gre*, A Smy* H,
A Sev*-Ukr, A Ser* S A Bul-Gre, A Con-Bul*, A Tri*-Vie

Fall 1909 orders are due at 1900 hours December 6. The vote for a concession to France did not carry. I request standby orders for Italy from Michael McAfee, 272 Pico Vista, Novato, CA 94947.

1974CV

GAMEMASTER: FANGMASTER

SPRING 1906

GERMANY LOSES LAST SUPPLY CENTER AS DISSIDENTS SUPPORT ENGLISH INTO KIEL
 ENGLAND Lee Kendter: (Build F Edi) 8 F Den* S A Hol-Kiel, F Helg* S A Hol-Kiel,
 F Bel* S F Edi-Nth, F Edi-Nth*, F NAO-Nwg*, A Hol-Kiel*, A Bur*-Mun, F Nwg-Bar*
 FRANCE Terry Lachlik: (Build F Mar) 4 F Rome-Tyrr*, F Mar-Lyon*, A Gas-Mar*,
 A Tus* S ITALIAN A Ven
 GERMANY John Weswig: (Remove A Ruh) 1 F Bal* S ENGLISH A Hol-Kiel
 ITALY Frank McIlvaine: (Remove F Adr) 3 F Tun* S FRENCH F Rome-Tyrr, F Apu* S A Ven,
 A Ven* S RUSSIAN A Tyro-Tri NSO
 RUSSIA Michael Hanagan: (Even) 9 F Alb* S TURKISH F Tri-Adr, F Nwy*-Swe, A War-Sil*,
 A Mun*-Bur, A Ber* H, A Tyro-Pied*, A Boh-Tyro*, A Swe*-Den, A Fin* S F Nwy-Swe
 TURKEY Charles Neal: (Build F Smy) 9 F EMed*-Ion, F Tri-Adr*, F Gre* S F EMed-Ion,
F Ion*-Tyrr, ALva* S RUSSIAN A War-Pru NSO, A Bud-Tri*, A Ser* S A Bud-Tri,
 A Sil-Bch*, F Smy-Aeg*

Fall 1906 orders are due at 1900 hours December 6.

1975N

GAMEMASTER: Doug McMullin....Doug was ready to resume GMing this and then came the postal strike. Send the Fall orders to me again.

SPRING 1904

FRENCH PREMIER SEARCHING WINE CELLARS FOR FANGMASTER?

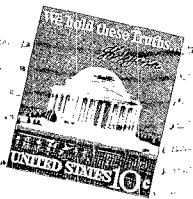
ENGLAND Wayne Callahan: (3) F NwgS*-Bar, F NthS-Ska /d/ (Eng C, Yor, Edi, Hel, OTB)*,
 F Lon*-NthS
 FRANCE David Weitz?: (6) NMR F Mar* H, F Por* H, A Boh* H, A Bur* H, A Bel* H, A Pic* H
 GERMANY Charles Neal: (5) F Helg-Den*, A Hol* H (Unordered), A Bel H NSU, A Mun*-Tyro,
A Kiel*-Mun, A Ber* S ITALIAN A Sil-Pru NSO
 ITALY Tim Tilson: (3) A Sil*-Gal, A Tun* H, F Nap*-Rome
 RUSSIA Gary Burce: (10) F StP(nc)*-Bar, A Tri*-Ven, A Vie*-Tyro, A Ven*-Rome,
 F Bla-Rum*, A Pin-Swe*, A Lva*-War, F Nwy-NthS*, F Ska* S F Nwy-NthS, A War*-Gal
 TURKEY Alan Cathcart: (7) F Smy-Aeg*, A Ser*-Tri, A Bul*-Ser, F Gre* S F Aeg-Ion,
 F Ion-Tyr*, F Aeg-Ion*, A Con*-Bul

Fall 1904 orders are due to the FANGMASTER by 1900 hours on December 6. I request standby orders for France from Walter Blank, RFD 1, Box 181, Ontario, Wisc 54651

1975EL 1975AW 1974GM

I have no game reports on these three games. They may have been sent out by carbon copy or have midmonth due dates. At any rate, it will take a little time for the guest GMS to coordinate with my new publishing schedule but things should be running relatively smooth by the next issue.

How did the Fangmaster enjoy Spain? See page 8 of
 CLAW & FANG #60 sent your way by
 DON HORTON
 16 Jordan Ct.,
 Sacramento, Calif 95826



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FIRST CLASS MAIL