

# CLAW & FANG

Number Sixty Nine  
August 7, 1976

Published on the first Saturday of the month by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Tele: (916) 383-4848. Subscription rate is 11 issues for \$3.00. (Airmail to Canada add 45¢) Sample copy 25¢. Game fee \$2.00. There are several games open with Guest Gamemasters. Diplomacy is copyrighted by Avalon Hill. Star Probe is copyrighted by TSR Games. CLAW & FANG is copyrighted 1976 by Don Horton. Fangmaster was copied wrong.

## GUESS WHO WENT TO ORIGINS TOO

by Donald Pitsch

A tear formed in my eye as I bid farewell to my poor understanding wife and child. I threw my suitcase into the trunk and taking a quick inventory ascertained that all was in order. I hopped into my vintage 1966 Oldsmobile (a veteran of some 150,000 miles). Several false starts later I couldn't help but wonder if I would ever see them again. Alas, my arm grew tired from waving and soon the world as I knew it would pass from existence.

The plan was to work all day in Chicago and then drive to pick up the fabled Lumpy the Labokoid and Richard Swiez. The day dragged slowly. I weathered a plethora of phone calls and meetings. The magic hour arrived and I bounded out of the airconditioned office into the sweltering heat. Even the Pitschmobile lost some of its energy as it was again slow in responding. Undaunted, I put on my angriest disposition and sped into the renowned Chicago traffic. Some 90 minutes later, I had battled a full twenty miles down to 644 Briar patch where my comrades had been waiting.

Despite the work and weather, one bright note graced my arrival, a parking place! It was right in front of his apartment no less. Needless to say, one could roll a 20 sided dice twenty times and expect a 20 to come up as often. I proceeded to park, much to the dismay of the esteemed Chicagoan following me. Moments later my companions secured their belongings in the Pitschmobile's hold and we again braved the fabled Chicago expressways. (I never did understand how the word "express" got into that term.)

Some time later we were singing our way down I-65 to Walt Buchanan's lair. After the thrills and spills of rush hour we were all in a semi-conscious state. At this point reality began to slip away as Len produced a makeshift Dungeon! A few seconds later Richard and I were leading an expedition of eight into an underground labyrinth to seek our fame and fortunes. A couple of trolls, spiders, and 15,000 gold pieces later we were battling for our lives against a storm giant who had just turned our strongest elf hero into hash. It was then the Pitschmobile shuddered and took five hit dice against its left rear tire.

Reality snapped back and I nursed our wounded vehicle to the side of the road. After examining the hold, I produced a jack, a spare (in poor condition) and a battle-worn lug wrench. We strategically placed Richard along the road behind us to warn oncoming traffic of our peril. I attempted to loosen the nuts on the wheel. Unfortunately, someone had placed a wizardlock on them and the lug wrench succumbed to the tremendous torque being applied. All appeared to be lost.

Fortunately, some kind-hearted soul took mercy upon us and stopped to loan us the muchly need lug wrench. Again a great expense of energy would not budge the obstinate bolts. I knew that this matter called for the most drastic of actions. I could only resort to my last desperate alternative--I began to think. Suddenly, it dawned on me that if I used my full weight upon the wrench I could use it as a lever and maximize the torque being applied. This, of course, saved the day (and gave me a headache). We again proceeded towards Lebanon and the renowned Archives. About an hour later we turned off to Lebanon and with a very MINIMUM of difficulty located the residence of Mr. Buchanan.

We were greeted at Walt's by the renowned Carol Ann, overseer of two charming children and the DWA. She cast a weary eye upon us and we departed for the cellar. Here in the great Archives we found Walt's oldest studying the finer points of "dots"

(continued overleaf)

(or Diplomacy pieces for you less knowledgeable readers). And yes, Lew Pulsipher and Pat Walker were there too.

Almost immediately Len and Lew exchanged a few cordial insults. Richard and I began a study of the archives. Graustark #1--it was a sight to behold! Needless to say, Walt was continually buzzing around reminded us to wipe our hands and exercise due caution. I even found my own little dung heap of a publication, immortalized forever! (Petrified, what?)

Meanwhile, the discussion in the other corner was getting a bit uncontrolled. Alas, the hour did get late and by mutual agreement we all retired to find an unoccupied couch or bit of floor space. (Note that Richard won the toss and was the only one of our threesome to get an honest-to-goodness bed. He more than paid for it later, however.)

Dawn came and we awoke at the ungodly hour of 7:00. A few munchies later (not to mention the line to the bathroom) we were ready to travel again. I decided that the purchase of two new rear ires would definitely assist in preventing further mishap. We must have spent a good half-hour obtaining directions to the Sears store in Indianapolis. We said our good-byes and the second leg of the journey began.

Our first stop was in Indianapolis where a judicious application of diplomacy put our repairs in the front of the line. This permitted a supplementary breakfast and gave Len enough time to construct another dungeon. Only one hour was lost; not bad. Most of the trip was spent exploring Len's stronghold. The high point of the trip was the killing of a Red Dragon. The Dragon was trapped behind an iron door across from which was a secret door. Any attempt to budge the secret door raised the iron grate a proportionate amount. Rich finally cast a wall of iron spell upon the Dragon while I pushed through the secret portal. The Dragon was so incensed that he burst through the wall and incinerated one of the elves. We did however defeat him.

As Richard and I took turns driving, we observed an unexplainable phenomenon. Drivers take less chances in Dungeon expeditions. Since I wasn't driving, my force examined the Dragon's lair while his cowardly elves cowered about the entrance. Much to his dismay, I stumbled into 40,000 gold pieces worth of treasure. We argued for nearly half an hour about the division of the spoils. Finally, I gave in 50-50. This brought us to within 20 miles of the Pennsylvania turnpike, where we decided to bed down for the night. The weather had been foggy and rainy through the mountains. Consequently, we were behind schedule.

We easily found the local Holiday Inn and prepared for the night. It was only 10:30 (Eastern Time). There were two double beds and three people. We decided a coin flip, odd-man out, would resolve the question. Fortunately, I retained a talent from high school days and had a comfortable double bed to myself. Rich decided that we should attempt to verify our reservations in Baltimore. Supposedly, Mr. Birsan had reserved rooms for us under his name. Rich made inquiries but to no avail. Holiday Inn disavowed any knowledge of the alleged reservations. This combined with our lack of knowledge as to which Holiday Inn was the "official" convention sleeping quarters (there are 12 of them in Baltimore) left us with an uneasy feeling.

Len SNORES. Not just snores, SNORES; he sounds like a foghorn with a hangover. Needless to say, Richard's ear was the recipient of this torture (I am impervious to snoring) and consequently when I awoke and very rested, I found Rich pacing about. He had checked again with the desk and still there was no confirmation. We decided to go on the last leg and take our chances in Baltimore.

\* \* \* \* \*

DEAR FANGMASTER: I have a suggestion for your house rules. When a player is asked to send standby orders (as I was in Behnen's new game), the other players do not know who is really playing the country. The standby may try (as I did) to negotiate, but he always hears "I'd agree to that, but what if the original player sends moves?" The obvious and fair solution is to permit players to send moves contingent on who winds up playing the MMR country. I think a standby has it hard enough without the extra handicap of a full move's lame duck status. --JOHN TORREY

Although not specifically mentioned in my house rules, this option has always been available. I did write about it once some time ago and am glad that John has resurfaced the issue.

## THE PLAY OF THE GAME, ONE MAN'S VIEW

by Gary Burce

## Part II The Middle Game - Or How to Tell Your Friends From Your Enemies

The middle game (to use chess terminology) in Diplomacy often starts with two main alliances racing each other to destroy their respective enemies. At this point the options open to a player in a major alliance are many and varied. To make them more meaningful, I'll assume a game situation and deal with the options available to one player. Assume a game where France and England have Germany down to 3 units, Turkey and Russia have Austria down to two units, and Italy is at 4 units and doing nothing.

To have the best chance of winning in this position, France must end the war with Germany as quickly as possible, either by military defeat or treaty, and must strive to prolong the war in the east as long as possible. Of the choices of treaty or defeat, I usually prefer defeat in most cases, for the following reasons: 1) It is easier to trust your own units than those of an ally--your armies cannot revolt, 2) an enemy which you have allowed to live may just be waiting for the time to spoil your chances for victory, 3) vassal states, who are not in control of their own destinies, can be rather unreliable in making moves. About the only reason for a treaty is that the other alliance has finished its war and you must end yours now or lose the game. The fastest reasonable way to defeat a country is to get that country to go into civil disorder. One way to encourage a country to drop out, outside of making them an offer they cannot refuse, is not to write them. Yes, there are times not to correspond in postal Diplomacy. Most people play Diplomacy partially because they like to get letters and if they are both losing and cut off from communication, they lose interest in the game. If, in the above example, France wants to keep Austria in the game as long as possible, France should write Austria at least once per season and he should encourage his allies to write Austria with promises of help, observations on the innate evil of Russia or Turkey, anything at all. This is difficult but often pays great rewards. Of course, if France could deliver aid (an English attack on Russia) so much the better.

After France has disposed of Germany, in one way or another, a new enemy must be chosen. Again considering that it is easier to defeat someone you have a high ratio of superiority over, the ideal situation for France would probably be getting a three way alliance (England, France, and Turkey) with Turkey and England fighting Russia and France fighting Italy. Anyone who succeeds in doing this regularly should be immediately sent on shuttle diplomacy between Moscow and Peking.

Other possibilities are: 1) a stab of England with or without a concomitant Russia-Turkish conflict, or 2) England and France vs Russia and Turkey with Italy either being an ally of one side or just part of the battlefield. The pro stab people will favor option 1. However, without a Russian-Turkish stab, any France stab of England is extremely counterproductive toward winning. The advisability of a France stab of England simultaneously with a stab in the eastern alliance must depend on tactical positions. You must be able to finish off your erstwhile ally quickly as he will probably direct most of his efforts toward avenging the stab. Also, it is usually more difficult to trust someone who has never worked with you in the game than it is to trust your long time ally. Therefore, I estimate that course 2 is preferable to the stab about 70 to 80 % of the time. If this puts me in with the pure of heart, it is only because I like winning games (being part of a 2 or 3 way draw, I consider a win).

Finally, if France and England fight Russia and Turkey, France should promise Italy almost anything for aid. Italy could slow up Turkey enough to prevent Turkey from expanding to stalemate lines and thereby assure France at least a chance at a win. Whether France should keep these promises is another question--one that must be answered in individual cases. A stab of a much smaller ally is often useful. The adage that you should pick on someone your own size is wrong in Diplomacy--pick on the little guys, they fall quicker!

In short, when nearing the end of your initial conflict in 1902 or 1903, end it as quickly as possible either by total defeat preferably, or by treaty if necessary. Likewise, actively try to prolong conflict on the other side of the board as long as possible. When deciding whom to fight next, pick someone small or get three big powers to pick on one big power. Don't stab unless you have a really good reason for it!

## THE PUZZLE PAGE

The Puzzle Page appeared for the first time last month and after the very favorable reception it looks like it will be a permanent fixture in CLAW & FANG. Keep those puzzles coming in. John Torrey submitted two for this month. The first one he submitted is a coin and balance problem. In case you aren't familiar with the genre, here is a simple one that is probably the granddaddy of the lot.

## The Nine Coin Problem

There are nine coins. Eight are genuine and identical in appearance and in weight. A ninth looks the same as the others but is counterfeit and is slightly heavier. With a balance scale how can the counterfeit coin be determined in only two weighings?

(Answer on page 7.)

How to John's problems:

## The Twelve Coin Problem

You have 12 coins, one counterfeit which weighs more or less than the others, and a balance scale. Identify the procedure that finds the counterfeit and whether it is heavier or lighter, in the minimum possible number of weighings.

## The Checkout Problem

A man bought four items in a drugstore, and paid \$7.11 for them when the salesgirl rang them up. As he was leaving, she called him back--she had hit the X (multiply) button instead of the add button. She recomputed his bill, which again came to \$7.11. What were the four prices? (No sales tax; no "2 for 59¢"--a legitimate problem. I wish I had a dollar for everyone who "proved" there is no solution.)

Answers next issue if John sends them to me.

## THE DIPLOMAT'S OTHER TABLE

## French Vanilla Ice Cream

by Henry Bear

I've tried several ice cream recipes with results from poor to average. This one is super. The cost is way over store bought but the results are worth it. My only suggestion is to double the size and make a gallon. It goes fast and there is little more work. I did not strain the mixture and it was lumpy when I started churning, but it smoothed out fine.

## Ingredients:

- 3 cups of milk
- 2 cups heavy cream
- 1 cup sugar
- 10 egg yolks
- 1 three-inch piece of vanilla bean, split

Combine milk and cream in a very heavy saucepan and place over moderate heat. Bring just to the boiling point. Meanwhile combine the sugar and egg yolks in a mixing bowl and beat with a whisk until pale yellow and thick. At this point, when the whisk is lifted, the mixture falling back into the bowl will float for a second or two on the surface before sinking into the mass of liquid.

Pour about a cup of the hot milk-cream mixture into the beaten egg yolks, adding the hot liquid gradually and beating the yolks all the while with the whisk. Pour the egg mixture into the saucepan and place over low heat. Add the vanilla bean. Cook the mixture, stirring constantly with a wooden spoon, until the mixture has thickened sufficiently to coat the spoon lightly. Remove from heat, scrape the inner pulp out of the vanilla bean and mix well, discarding the outer husk of the bean. Strain mixture into a mixing bowl, cover and cool. Chill the mixture, preferably overnight, in the refrigerator. Churn freeze, following the instructions of the freezer manufacturer.

This ice cream is particularly nice with a fruit topping, such as blueberry sauce.

[Anybody have a recipe for twenty egg whites?]

## The Supply Centers:

	00	01	02	03	04	05	06	
AUSTRIA	3	4	2	0	-			Tom Burkacki (dr Sp'03) C.D.
ENGLAND	3	4	3	3	4	3		0 Wayne Callahan (dr W'05) C.D.
FRANCE	3	5	5	6	5	3		0 David Weitz (out F'06)
GERMANY	3	5	5	5	5	6		8 Charles Neal
ITALY	3	4	4	3	1	0		- Tim Tilson (dr Sp'05) C.D.
RUSSIA	4	6	8	10	11*	13*		14 Gary Burce (Draw Sp'07)
TURKEY	3	4	6	7	8	9		12* Alan Cathcart (Draw Sp'07)

## Winner's Statement:

ALAN CATHCART: To me the most distinguishing feature of this, my first postal Dippy effort, was the unshakeable game long alliance between myself and Russia (Gary Burce). Little did I realize the risk I was taking when I agreed to allow F Sev-Bla in Spring 1901; it became clear to me in the heat of the war against Austria that I had left my homeland hostage to Russia's good faith. Fortunately, Gary showed uncharacteristic (for a Dippy player) steadfastness and we persevered. We were blessed with an Austria who was brash (A Vie-Boh in 1901!) and susceptible to being hoodwinked. I would like to think that Tom Burkacki (alias Count Burkackula) didn't know what was happening until I supported Gary's A Rum-Sev in Spring 1902. His spirit broken, the Count went NMR in the fall. Also of great help was the over-extended Tim Tilson's NBR as Italy in Winter 1901.

Among opponents only Dave Weitz (France) earned my respect. He and I carried on a lively correspondence early in the game and might easily have become allies under slightly different circumstances. Dave showed resourcefulness but ultimately got too little help from his undependable ally, England (what's-his-name; he never wrote). Dave also showed devotion to principle as he stuck with an unworthy ally and scrupulously respected Italy's neutrality (to him). Ultimately the Siegfried Line proved too difficult for him.

The fate of Charles Neal's Germany lay entirely in Gary's hands. He owed his survival to Russian support and I didn't feel bad about excluding him from the draw. I made overtures to Charlie early on regarding mutual self-help against a Russian stab; no response. Nor did Charlie ever intimate to me he'd be dissatisfied with third place.

1976B0

Publishers Grand Tournament

Gamemaster: Fangmaster

WINTER 1901//KAISER AND CZAR CRANK UP WAR MACHINES BY BUILDING THREE ARMIES EACH. KING DAVID DISAPPEARS.

AUSTRIA: Build A Tri ENGLAND: Build F Lon FRANCE: Build F Bre, A Mar  
 GERMANY: Build A Ber, A Mun, A Bre ITALY: Build F Nap  
 RUSSIA: Build A StP, A Mos, A War TURKEY: Build F Smy

Spring 1902 due Saturday, September 4. After Lagerson's second miss in a row France is now being played by Gary Burce, 211 Alden Apt 343, Wallington, N.J. 07057.

PRESS// ANKARA: Sorry about that Blair, but not very as you never wrote me at all.  
 MOSCOW: "Why have they done this to me?"

Natasha's scream went unanswered, as had the ones before it. The sounds seemed muffled in the stuffy little closet. How many days had it been? He sat on the floor, her back against a wall. The shoes under here were uncomfortable to set on but she wanted to be neat--no use getting anyone angry at this point. So there she sat, waiting for supper, thinking of claustrophobia, her best friend Olga (an admitted lesbian), and acres of wheat.

1975C0

Gamemaster: Fangmaster

Autumn 1905: German A Mun R Ruhr

WINTER 1905: ENGLAND: Build F Lvp FRANCE: Remove A Bre GERMANY: Remove F Bal  
 ITALY: Build A Ven RUSSIA: Build A War TURKEY: Even

Spring 1906 due Saturday, September 4.

PRESS// LONDON: The prime minister wishes to congratulate the Czarina under whose rule Russia's might and influence over world affairs has greatly increased. Let us hope your partners will remain until the end. Good luck!

1975GU

Gamemaster: Alan Cathcart, 6427 King Louis Dr, Alexandria, VA 22312

WINTER 1904: England NBR, Germany remove F Yor, Russia remove A Lva, Turkey build A-Ank

SPRING 1905: AUSTRO-TURKS THREATEN WORLD CONQUEST

COA AUSTRIA Burce (7): A Gal-War\*, A Tus\*-Rom, A Pie\* H, A Tyo\* S A Boh-Mun, A Boh\*-Mun, F Tun\* S TURKISH F Ion-Tyr, A Vie-Gal\*

ENGLAND Karlinski? (7): NBR A Swe\* H, F Lon\* H, F Nth\* H, F StP(nc)\* H, F Den\* H, F Hel\* H (1 unit short)

FRANCE Reynolds (6): F Wes\* S F Tyr, A Bel\* H, A Bur\* S GERMAN A Mun, A Mar\* H, A Spa\* S A Mar, F Tyr S F Wied /d/ R(Lyo, OTB)\*GERMANY Peluso (4): F Bal\*-Den, A Mun\* S A Kie, A Kie\* S A Hol, A Hol\* S A Kie

ITALY C.D. (1): A Rom\* H

RUSSIA Bear (1): A War-Ukr\*

COA TURKEY Carroll (8): A Ank-Arm\*, F Ion-Tyr\*, F Nap\* S F Ion-Tyr, F Aeg-Ion\*, F Con-Aeg\*, A Smy-Con\*, A Mos\* S AUSTRIAN A Gal-War, A Ukr-Sev\*

Fall 1905 due August 29. Thanks to Paul McSweeney for standing by for Turkey. Would John Torrey, 1309 Briar Patch Lane, Raleigh, N.C. 27609 please standby for England? (See John's letter on page 2.)

COA's: Dave Carrol, Apt 1, Stockwood So., Chaska, MN 55318

Gary Burce, 211 Alden St., Apt 343, Wallington, NJ 07057

1974CZ

GAMEMASTER: FANGMASTER

FALL 1912

SCHLICKFELLER'S HUNS DRIVEN OUT OF AUSTRIAN CAPITAL

AUSTRIA Verheiden (1): A Bud\* S TURKISH A Gal-Vie CTR: ~~See~~, BUD (1) EvenENGLAND Hightower (6): F Nth-Bel /d/ R(Edi, Yor, Lon, Hel, OTB)\*, F Pic\*-Bre, F EngC\* S F Nth-Bel, F Nwy\* H, F Bar\*-StP(nc), F Nwg\* S F Nwy CTRS:Home, Nwy, StP, Bre (6) E

FRANCE Reynolds (2): F Mar\* S F Spa(sc), F Spa(sc)\* S F Mar CTRS:Por, Spa, Mar (3)

GERMANY Schlickbernd (12): F Ska\* S F Den-Nth, F Den-Nth\*, F Swe\* S F Ska, A Hol\* S A Bel, A Bel\* ~~S~~ A Bur-Pic, A Bur\*-Pic, A Vie-Gal /d/ R(Tyo, OTB)\*, A Mos\*-StP, A Ukr-Mos /d/ R(War, OTB)\*, A Tyo-Boh\*, A War-Sil\*, A Gas\*-BreCENTERS: Home, Den, Hol, Par, War, Swe, ~~Vie, Pic, Mos~~, Bel (10) Remove 2

ITALY Klein (4): F Nap\* S F Ion, F Ion\* H, A Ven\* H, A Rome\* S A Ven CTRS:Home, Tun(4)

TURKEY Groves (9): F Alb\*-Tri, F Gre\* H, F Adr\* S F Alb-Tri, F Bla\* S A Sev, A Bul-Ser\*, A Rum-Ukr\*, A Sev\* S A Rum Ukr, A Tri\* S A Gal-Vie, A Gal-Vie\*CENTERS: Home, Sev, Rum, Bul, Gre, ~~Vie, Tri~~, SER, VIE (10) build 1

Autumn 1912 and Winter 1912 due Sept 4. If all players submit Spring 1913 I will run that also. Six-way draw vote did not carry.

1974GV

GAMEMASTER: FANGMASTER

FALL 1910

FRENCH DRIVE RUSSIAN ARMY INTO THE SEE (ANY ONE CARE FOR A SALTED RUSSIAN?)

ENGLAND Kendter (12): F Nth\* C A Edi-Bel, F Bal\* S A Mun-Ber, F Den-Swe\*, F Bre-Gas\*, F Nwy\* ~~S~~ F StP(nc), F StP(nc)\* H, F Bar\* S F StP(nc), A Edi-Bel\*, A Ruhr\*-Mun, A Hol\* S A Edi-Bel, A Kiel\* ~~S~~ A Mun-Ber, A Mun-Ber\*

CENTERS: Home, Bre, Par, Bel, Hol, Den, Nwy, Kiel, Swe, StP, BER (13) build 1

FRANCE Lachlik (3): F Lyo-Spa(sc)\*, F MAC-Por\*, A Mar\* S F Lyo-Spa(sc)

CENTERS: Mar, Por, ~~Vie~~, SPA (3) evenITALY McIlvaine? (1): NBR F Tyr H /d/ R(Wied, Tun, Rome, Lyo, OTB)\* CTR:Tun(1)evenRUSSIA H.Hanagan (9, 1 short): F Gre\* H, A Lva-Pru\*, A Fin\*-Nwy, A Ber-Kiel /d/ annh, A Spa H /d/ annihilated, A Tyo\* S A Boh-Mun, A Boh-Mun\*, A Mos-Lva\*CENTERS: Mos, War, Vie, Con, ~~Vie, Gre, Bul, ~~Vie~~, ~~Vie~~~~, MUN (7) build 1

TURKEY C.Heal (9): F Nap\* S F Ion-Tyr, F Aeg\* S F Wied-Ion, F Wied-Ion\*, F Ion-Tyr\* F Adr\* S F Wied-Ion, A Rome-Tus\*, A Sil\* S RUSSIAN A Boh-Mun, A Bel-Bur\*, A Ven-Pied\*

CENTERS: Ank, Smy, Ser, Rum, Tri, Sev, Bud, ~~Vie~~, Rome, NPA, VEN (10) build 1

Autumn 1910, Winter 1910 due Sept 4. If all players submit Spring 1911 I will run that also.

1975GD

GAMEMASTER: FANGMASTER

Summer 1905: Germany A Gal R War

FALL 1905 // NO CENTERS CHANGE HANDS :

AUSTRIA Hall (9, 1 short) F Apu→Nap\*, F Nap→Rom\*, A Tyo\* S A Tus→Pie, A Vie→Boh\*,  
 A Ven\* S A Tus→Pie, A Gal→War\*, A Lva\*→StP, A Tus→Pie\* CTRS: Home, Gre, Ser, Ven, Rome, War  
 ENGLAND Hudec(3): F MAO→NAF\*, F Iri→MAO\*, F Eng\* H CTRS: Home(3)even //Nap(9)build 1  
 FRANCE Zimmerman (5): F Lyo\* S A Pie, F WMed\* S ITALIAN F Tun, A Gas→Bre\*,  
 A Mar→Bur\*, A Pie H /d/ R(Mar, OTB)\* CENTERS: Home, Spa, Por (5)even  
 GERMANY H. Willemsen (6): F Bel\*→Eng, F Bal\* S RUSSIAN F Pru, A Kiel→Mun\*,  
 A Ruhr\* S A Kiel→Mun, A War→Sil\*, A Ber\* S A War→Sil CTRS: Home, Hol, Bel, Den(6)even  
 ITALY C. Neal (1): F Tun\* S FRENCH F Lyo→Tyr NSO CTR: Tun (1) even  
 RUSSIA Wartenberg (3) F Pru\* H, F Nwy\* S A StP, A StP\* H CTR: StP, Swe, Nwy (3)even  
 TURKEY Klein (7): F Tyr\*→Lyo, F Bla→Con\*, F Ion\*→Tun, A Ukr\* S AUSTRIAN A Gal→War,  
 A Mos\* S AUSTRIAN A Lva→StP, A Sil→Pru /d/ R(Gal, OTB)\*; A Rum→Sev\*  
 CENTERS: Home, Rum, Bul, Sev, Mos (7)even

Winter 1905 and Spring 1906 due Setember 4.

1975GC

GAMEMASTER: FANGMASTER

Autumn 1905 German A Mun R Ruhr

[In case you missed it on page 5]

WINTER 1905: England build F Lvp, France remove A Bre, Germany remove F Bal  
 Italy build A Ven, Russia build A War, Turkey even. Spring due Sept 4

1975EL

GAMEMASTER: Bob Wartenberg 2 E Riverview, Norwich, Conn 06360

WINTER 1905 // PEACE PARLEY FALLS THRU THE FLOOR

Austria even; England build F Edi, A Lon; France build A Par, F Mar, F Bre;  
 Italy even; Russia remove F Bal, A Fin, A StP; Turkey build A Ank  
 Spring 1906 moves due Aug 30.

1976DE

GAMEMASTER: COA Gary L. Burce, 211 Alden St., Apt 343,  
Wallington, NJ 07057

AUSTRO-TURKS LAUNCH SURPRISE ATTACK ON RUSSIA, ITALY ATTACKS FRANCE, GERMANY  
 TRIES FOR THREE BUILDS AS ENGLAND MARKS TIME

AUSTRIA: Dahnke (3) F Tri→Alb\*, A Vie\*→Gal, A Bud→Rum\*ENGLAND: Weswig (3) F Lon→Nth\*, F Edi→Nwg\*, A Lvp→Edi\*

FRANCE: Bear (3) F Bre→Mid\*, A Mar→Spa\*, A Par→Bur\*

GERMANY: Hance (3) F Kie→Hol\*, A Ber→Kie\*, A Mun→Ruh\*

ITALY: Ditter (3) F Nap→Tyr\*, A Ven→Pie\*, A Rom\* H

RUSSIA: Budke (4) F StP(sc)→Bot\*, F Sev\* H, A Mos→Ukr\*, A War\*→Gal

TURKEY: Hudec (3) F Ank→Bla\*, A Con→Bul\*, A Smy→Arm\*

IN TRANSIT TO NEW JERSEY: All rules will be as stated in CLAW & FANG house rules.  
 Spelling errors in moves will be ignored if the move is unambiguous. Limited press  
 will be published. Moves are due to me in New Jersey, Aug 30, 1976. Phone orders will  
 be accepted at any reasonable time but at present I do not know my new phone number.  
 It will be published in C & F next month.

\* \* \* \* \*

ANSWER TO THE THREE COIN PROBLEM ON PAGE 4

Divide the coins into three groups of three. Weigh one against the other. (First  
 weighing.) If they do not balance, then one coin of the three on the heavy side is the  
 culprit. It can be determined by weighing one of the three against another. (Second  
 weighing.) The scale will reveal the heavy one or if the scales balance the third  
 one is the counterfeit.

If the scales balanced in the first weighing, then the heavy coin is among the  
 three unweighed ones and can be determined as in the second weighing above.

Answer to last month's problem: "Who Won the Race to the Bar?"

1st Italian Triumph #2

2nd English VW #4

3rd American Fiat #5

4th German Datsun #1

5th Japanese Chevy #3

1975 EM FANGMASTER: GAMEMASTER

[WINTER 1906] SPRING 1907 FRANC'S FUTURE APPEARS BLEAK. TURKS TAKE TUNIS. ST PETE FALLS IN CZAR'S ABSENSE.

AUSTRIA Cathcart (7): [even] F Alb-Adr\*, A Vie\*-Boh, A Boh\*-Mun, A Ven-Pie\*, A Mun\*-Bur, A Tri-Ven\*, A Tyo\* S A Boh-Mun

ENGLAND Neiger (10): [build F Lon] F WMed-Lyo\*, F Hel-Nth\*, F Por-Spa(sc)\*, F Tun-Tyr /d/ R(WMed, Naf, OTB)\*, F Nwy-StP\*, F Spa(sc)-Mar\*, F Swe\*-Bal, F Lon-Eng\*, A Den\* S GERMAN A Kie, A Fin\* S F Nwy-StP

FRANCE Wartenberg (1): [remove A Pie] F Mar S TURKISH F Tyr-Lyo NSO /d/ annihilated

GERMANY Robinson (4): [even] A Gas\* S ENGLISH F Spa(sc)-Mar, A Kiel\* H, A Ruhr\* S A Kiel, A Bel\*-Bur

RUSSIA Crowley? (6): [NBR will be one short] NMR F Bal\* H, A Lva\* H, A Pru\* H, A StP H /d/ R(Mos,OTB)\*, A Ber\* H

TURKEY Torrey (6): [NBR will be one short] F Ion-Tun\*, F Tyr\* S F Ion-Tun, F Aeg-Ion\*, A Bul\* H, A Rome-Tus\*

Fall 1907 due September 4. Would Paul E. McSweeney, 14 Eugenia Ave, San Francisco, CA 94110 please submit standby orders for Russia?

1976 BN MENSA 6 FANGMASTER: FANGMASTER SPRING 1902

KAISER HIRELINGS BOTTLE UP FRENCH VINEYARDS. RUSSIANS FLOAT A-LONE ON BLACK SEA. HELMATE PLEADS INNOCENCE AS FANGMASTER CHOKES ON PUN.

AUSTRIA Wartenberg: F Tri-Adr\*, A Bud\* S A Ser H, A Ser\* H, A Vie\*-Tyr (4 Ctrs)

ENGLAND Koenig (4): F Eng\* C A Lon-Bel, F Nth\*-Hol, A Lon\*-Bel, A Nwy\*-Swe

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

GERMANY Vaught (5): F Den\* S RUSSIAN F Bot-Swe, A Mun-Bur\*, A Kiel\*-Hol, A Hol\*-Bel, A Ruhr\* S A Mun-Bur

ITALY Reynolds (4): F Tun-Ion\*, A Map-Apu\*, A Ven\*-Tyo, A Rome\*-Ven

RUSSIA Straten (5): F Both-Swe\*, F Rum-Bla\*, A Gal\* S A Ukr-Rum, A StP\*-Nwy, A Ukr-Rum\*

TURKEY Young (5): F Ank\*-Con, F Smy-Aeg\*, A Con\*-Bul, A Gre\* S A Bul-Ser, A Bul\*-Ser

Fall 1902 due September 4.

\* \* \* \* \*

CREST IS MORE THAN JUST A TOOTHPASTE

(Stolen from Herb Caen in the San Francisco CHRONICLE.) It all began when John Grennan's kids bought him a year's subscription to Playboy for Christmas, and, as a gag, ordered it addressed to "John Brennan Only."

Well, you know how computers are. They communicate with each other in ways both mystifying and maddening. Soon, all kinds of junk mail addressed to "John Brennan Only" or "John B. Only" or "J.B.Only," began arriving at the Brennan house here.

The capper came when the firm called Halberds of Ohio informed Brennan that "the Only family has a particularly handsome and distinguished coat of arms." Not only that, "dear Mr. Only," a drawing of Only Castle, suitable for framing, was available at only slight extra cost, only.

The Brennans couldn't resist and are now the proud possessors of the Only Family crest, tastefully rendered in brown plastic and featuring two griffons gules couchant, the letter "O" sable rampant and a bend dexter, plus the diagram of Only Castle.

"I've always heard the heraldry business would sell you a coat of arms if you have a name," smiles Mrs. Brennan, "but now we see that having an adverb is enough."

\* \* \* \* \*

MONTHLY HOROSCOPE

Leo (born July 23 to Aug 22)

You consider yourself a born leader. Others think you are pushy. Most Leo people are bullies. You are vain and dislike honest criticism. Your arrogance is disgusting. Leo people are known thieves.



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

These pages provided for Claw & Fang by Scott and Paul Hightower, GM's for the Bourse and the Mensa Game 1975HG. Address: 3118 Lamar Drive, Lexington, KY 40502. Phone: (606) 269-2581. Our deadline is no later than 2200 EDT, on the Tuesday preceeding Fangmaster's deadline.

## BOURSE FOR 1975 EM

## FIFTEENTH SUMMARY (3 July 1976)

TRANSAX:	KRONEN	POUNDS	FRANCS	MARKS	RUBLES	PIASTRE	GOLD
Volume	x	400	x	1200	x	400	x
High	x	125/200	x	39/740	x	70/400	x
Low	x	124/200	x	22/200	x	x	x
Average	x	124	x	36	x	70	x
STANDING:					(61/10)		
Buy	54/300	125/200	x	15/500	(60/500)	70/300	x
Sell	59/500	x	x	19/800	x	80/200	x
Value	70	100+60	10	40	60	60	x
J Barber	500	500	850	500	450	500	2900
G Behnen	100	800	x	690	x	1000	26720
M Boggs	200	-300	10400	890	500	3050	3640
A Cathcart	750	400	1100	700	-400	700	55735
T Crowley	800	490	610	500	x	800	22555
D Dewsnap	900	x	750	700	1150	x	17620
S Hall	x	800	790	770	600	790	2470
M Hudec	800	100	500	600	430	200	53170
R Johnston	x	x	1800	x	720	500	55450
S Jolly	1000	1110	9560	400	-50	680	5320
M Kane	400	400	400	600	500	500	32900
P Kane	500	500	500	500	500	500	25000
G Laking	560	200	690	300	750	30	20580
S Locke	580	500	100	530	560	510	14970
E Lydick	550	500	600	660	600	550	370
S McDonald	650	500	500	500	500	500	18200
D Reynolds	1000	1440	3670	160	1800	-2860	-15990
D Scott	300	1300	-32150	x	-130	14500	38510
B Smith	500	500	500	500	500	500	25000
T Tilson	210	500	600	500	500	500	37200
J Topper	200	560	100	400	500	500	42090
R Wartenberg	500	x	30	600	1020	500	52560
D Weitz	500	700	600	500	500	100	39130

## CORRECTIONS FOR FOURTEENTH SUMMARY:

D Reynolds	same	same	same	same	same	-2860	-24350
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A Reminder: Orders may be made conditional only to events in the game; an order such as "if these do not go through at this price, then use these others" is not permissible. (Wouldn't have gone through at the higher price, anyway, in this instance.)

Occasionally we will receive a complaint that we did not clear such-and-such an order as instructed. Sometimes this is a mistake on our part, especially when a player has rather complicated instructions as to what to cancel, and interjects comments and "reasons why" in the middle of such orders. Another cause is failure to submit cancel orders at all (some of you still don't, quite regularly). However, the most common cause is simply that orders from someone else arrived earlier than the cancellation order, completing a transaction.

Question: As there are only a few of you still active, are there any

K'DOO PAGE TWO:

objections to us reporting only the active players? Inactive players are still eligible to win. Please send comments. We may need the space for other activities, and the typing does get laborious.

1975HG

TRUNCATED IMPERIAL RUSSIA ABIDES YET. KAISER RECEIVES GIFT OF WILKINSON DAGGER FROM ENGLISH ALLY.

((Summer 1904)) FALL 1904

AUSTRIA(Stephen Locke)(5) A Gal\*-War; A Bud\*-Gal; A Vie\* H; A Tri-Tyo\*;  
A Ser\* H CENTERS: Home, Ser, Gre (5) Even  
ENGLAND(David Reynolds)(6) F Eng\* S GER A Bel; F Nth\* C A Yor-Hol;  
A Yor-Hol\*; A Swe-Den\*; A StP\*S GER F Pru-Lia; F Bal\*-Kie  
CENTERS: Home, Nwy, Swe, StP, DEN, HOL (8) Build two  
FRANCE(Arnold Vagts)(5) F MAO\* S A Bre; A Bre\* H; A Pic\*-Bel; A Mar-Gas\*  
A Bur\* S ITA A Mun CENTERS: Home, Iberia, (5) Even  
GERMANY(David Carawan)(5-one short)((A Mun R Kie)) A Bel\* H; A Kie\*-Mun;  
A Ruh\* S A Kie-Mun; A Ber\* S A Kie-Mun; F Pru-Lia\*  
CENTERS: Ber, Kie, Mun, Pru, Bel (3) Remove two  
ITALY(Sid Jolly)(4) F Naf\* S FRE F MAO; F Nap-Tyr\*; A Mun\* S FRE A  
Bur-Ruh (NSO); A Boh\* S A Mun CENTERS: Home, Tun, MUN (5) Build one  
RUSSIA(CD)(1) A War\* H CENTERS: War (1) Even  
TURKEY(Don Dewsnap)(7) F Tyr-WMe\*; F Aeg-Ion\*; F Bulec\* H; A Ukr-Mos\*;  
A Lia & AUS A Gal-War//d//(annihilated); A Sev\* S A Ukr-Mos;  
A Ukr-Mos\*; A Rum-Ukr\* CENTERS: Home, Bul, Rum, Sev, Mos (7) Build one

WINTER 1904 and SPRING 1905 orders due at the Hightowers by the deadline.

1975AA

The Supply Centers and Players:

	01	02	03	04	05	06	07	
AUSTRIA	5	7	10	11	14	17	20	William Young (Won F'07)
ENGLAND	4	6	4	4	5	7	8	Michael Kane
FRANCE	4	2	0	-	-	-	-	John Koenig (Out F'03)
GERMANY	5	6	4	4	3	1	0	Ted Crowley (Out F'07) (Out F'07)
ITALY	5	5	7	6	5	2	0	Frank Kirchner(drS'06) George Waller-Frye
RUSSIA	6	5	5	5	3	3	2	Michael Ward (dr F'06) Morgan Woodward
TURKEY	4	3	4	4	4	4	4	Stephen Locke
NEUTRALS Bel	-	-	-	-	-	-	-	

There was a request near the end of the game that we adopt a rule whereby two allies with 23 SC's between them be declared winners. This rule periodically appears in Dippy pubs, to be turned down each time. We personally do not agree with the rule, and, in any event, could not adopt it in an ongoing game. It should also be pointed out that any game played under such a rule would be classed as a variant, as the rule is not approved by the IDA. This would hurt player's ratings.

PRESS: (continued)

(4) The Emperor is to be congratulated for negotiating a peaceful termination of the war against Turkey at an early enough date to allow all Austrian units to be thrown into the rapid advance against Germany-Italy.  
(5) The Canadian postal strike, coming just when Turkey gained an armistice with Austria and was making gains with Russia, conveniently (for Austria) precluded Turkey from making gains apace with Austria. Our opinion is that without the strike Turkey would have participated in a winning draw with Austria - and perhaps with England. Turkey is congratulated for an exceptionally skillful and persistent diplomatic effort which gained a peaceful end to the initial attack by Austria and would

probably have produced a winning alliance with Austria.

ROME: A study of the war of 1901 by the Naval War College here reached these conclusions:

- (1) The Emperor built too many armies to the neglect of our Navy.
- (2) Consequently, without the Canadian postal strike, Turkey could have contested our control of the Mediterranean Sea.
- (3) England could have gained our Atlantic coastal centers.
- (4) The over-extension of Italy's naval supply lines caused by Italy's move to Liverpool gave our Navy, although weak, ample opportunity to seize the Italian homeland. Taking Liverpool was too risky.

CLEARFIELD, PA: Scott & Paul Hightower are commended for an expert and efficient game.

1975CD

Gamemaster: David Reynolds, 3468 Gunston Road, Alexandria, VA

22302

WINTER 1905 Builds: Austria: A Tri, A Bud. Germany: F Kiel, A Mun, A Ber

Italy: A Ven. Russia: A War, F Sev.

SPRING 1906//PEACE-LOVING PLAYERS BUILD LIKE CRAZY! RELUCTANT ROMANS LEAVE IBERIA, GAUL, TO THE MERCY OF TEUTONIC HORDES!

AUSTRIA (Pike - 8): F Gre\* S A Bul, A Vie\* S A Rum (not possible), A Bud\* S A Vie, A Tri\* S A Bud, A Ser\* S A Rum, A Bul\* S A Con, A Rum\* H, A Con\* H

GERMANY (Lydiek - 13): F Por\* H, F EngC→MAO\*, F NthS→EngC\*, F Den→NthS\*, F Bel→Pic\*, F Kiel→Den\*, A Bre→Gas\*, A Par\* S A Bre→Gas, A Bur\* H, A Mun→Tyo\*, A Ruhr→Mun\*, A Hol→Kiel\*, A Ber→Sil\*

ITALY (Stimmel - 6): F Spa→Lyo\*, A Mar→Pied\*, A Ven\* H, F Ion→EMed\*, F Aeg\* S AUSTRIAN A Con, A Gal § AUSTRIAN A Rum (D - R Boh, OTB)\*

RUSSIA (Caravan - 7): A Smy\*→Con, F Ank\* S Smy→Con, F Bla\* S A Smy→Con, F Sev→Arm\*, A Mos→Sev\*, A War→Gal\*, A Ukr\* S A War→Gal

There has been a call for a vote on a 4-way draw. Votes, Summer and Fall moves due to Dave Reynolds by August 30.

1/4PRESS // ROME: Italian Prime Minister publicly thanks Austria and Russia for taking over the burden of governing Turkey (privately he has a different opinion) and proposes peace or a 4-way tie.

\* \* \* \* \*

FINAL NOTICE: The DINKICON III will be held Sunday, August 22 at Holmby Park in West Los Angeles. Festivities start at 10:00. The invitational Master's Game to be Gled by Rod Walker will start at 11:00 a.m. (sooner if everyone shows up sooner).

The DinkiCon is for Diplomacy only...no D & D please. It would be helpful if you would bring your own notebook paper to write orders on. We might also need some Diplomacy sets.

Lunch and cold drinks will be available. Lunch will be \$2.00 and feature a home-made Fangmaster dessert. In order for us to know how many lunches to make, please order in advance. Mail lunch reservations to Peter Shamray, 10614 Le Conte Ave, Los Angeles 90024. Telephone (213) 474-6121.

Yes, I will be attending DINKICON III.

I would like to reserve lunch, enclosed is \$2.00.

I would like to nominate \_\_\_\_\_  
for the Masters Game because: (put reason below)

Mail to Peter Shamray.

This issue of CLAW & FANG is dedicated to the bushmaster (not to be confused with Bushwhacker) a tropical pit viper and the largest New World poisonous snake.

#### GAME OPENINGS

There are plenty of game openings in Diplomacy. The next game, which will be assigned to John Weswig, is 5/7ths filled. If you want to get into a game that will start right away send in your game fee now (\$2.00).

A SPECIAL GAME FOR NORTHERN CALIFORNIANS. As you know, my house rules allow only one person per state in a game. Because of high population I have divided California and New York into two parts. Never the less, I have 4 Northern Californians signed up for a game. In order to keep some of them from waiting too long to get into a game I have decided to start an all Northern California game. Unless I hear to the contrary I'll assume all of the presently signed up Northern Californians want in. I still need three more. The game will be run on monthly deadlines with Winter midmonth.

SPACE GAMES. There is still room for more players in the galaxy of Star Probe. If interested let me know.

Lee Forester has developed an expanded version of Star Lord. Expanded means more players, more systems, and more kinds of ships. Star Lord gives players a chance to design their own style of space battle fleets. If interested write him: Lee Forester, 90 Waterglen Cr., Sacramento, CA 95826.

Sid Jolly wants to start a scaled down version of the Hightower's Proxima Centauri. This was the greatest space game I ever played but the massiveness of it got away from the Hightowers. If you want in write Sid Jolly, 7604 El Cajon Blvd, # 5, La Mesa, CA 92041.

#### WHAT'S IN AND WHAT'S OUT

Under the threat of a Fangmaster curse Gary Behnen has promised to get the adjudications of his two games by carbon copy. (If he doesn't I'll turn him into an Austrian home supply center in permanent civil disorder.) He says these should arrive within a day or three of CLAW & FANG. Dave Forte's games will resume when he returns from Holland. Star Probe moves are being sent to players only. How do the nonplayers feel about reading the Star Probe results in CLAW & FANG? Should I leave them in or out? For this month, if you want a copy send in a stamped envelope and I will send Xerox copies. I haven't received 1975AW from Steve yet. I'll send them out when I do. The rest are in.

What has two griffons gules couchant, the letter  
"O" sable rampant and a bend dexter? See page 8 of  
CLAW & FANG #69 sent your way by  
DON HORTON  
16 Jordan Ct.,  
Sacramento, Calif 95826



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