

CLAW & FANG

Number Seventy One
October 10, 1976

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Deadlines are on the 10th of the month for my games; the 7th for Guest GM games.

INFLATION STRIKES AGAIN

The price of everything is going up. Boardman numbers now cost a dollar. First class postage is expected to go up to 16¢ after the first of the year. Therefore, CLAW & FANG, with great reluctance, must announce its annual subscription increase. Effective November 1 the sub rate will be 10 issues for \$3.00. (Airmail to Canada add 40¢) The game fee remains \$2.00. There are game openings with Guest GMs. I need just two more players to get the next game underway.

DEDICATION

This issue is dedicated to the tarantula. This large arachnid has been touted lately as an ideal pet. They are clean, don't eat very much, and don't keep the neighbors awake barking at the moon. Perhaps with a little patience one could teach it to dance the tarantella; however, with my luck I probably couldn't get one to "heel".

KNOWING WHEN TO THROW IN THE TOWEL

by Eric Verheiden

One of the hardest skills for a Diplomacy player to acquire is the ability to realistically evaluate a position. Time and again, players will give up the ghost too early or attempt to deal from strength with a position on the verge of collapse. Either course can and does lead to disaster in rather short order.

As a player with 20 games running simultaneously in 12 different zones, such an evaluation plays an important role in deciding which position to spend time on and which to not bother with, aside from sending moves. (Like a number of players heavily into replacement positions, I try to play out every game to the end, but really spend time only on those positions with a chance of getting somewhere.)

The first fact to consider is the current alliance structure. This can usually be determined fairly simply by looking at a few back issues and noticing the pattern of attacks and, just as importantly, the pattern of non-attacks, attacks which could have been made but were not and attacks which should have worked but did not. Sometimes you can get a better idea of just what is going on than the players themselves, without the diplomatic smoke-screens and obfuscation.

The second thing to consider is the integrity of your position. If your units are disconnected and your supply centers surrounded by enemies; you are in big trouble, even with a reasonable number of pieces on the board. On the other hand, a small position with an integral part to play in an allied defense may be quite good indeed, so far as drawing possibilities are concerned.

Generally speaking, you should ask yourself, "Can I attach myself to an alliance (possibly yet to be formed) which needs me as much as I need it and which stands a reasonable chance of holding off the opposition?" This usually eliminates successful, expanding alliances as if they can do well enough without you now, they can probably do just as well without you later on, after you have outlived your usefulness. Things to watch out for are letters which promise no attacks for N seasons (which means that they will attack you in N+1 seasons) and appeals for you to take your revenge on player X after what he has done to you (which means that they will attack you immediately, but hope you will do what they say anyway). Less honest players will make overly generous promises to be fulfilled at an unspecified time. Don't hold your breath. A good practice to follow is to extract one definite and immediate concession. If this one is fulfilled, chances are better that future ones will as well.

There are hazards in defending alliances as well. If your position is too small (say 1 or 2 units) and can be dispensed with later on, it most likely will. If a

(continued overleaf)

larger ally is careful to keep defensive units around your position, even after you have proved your loyalty, one must ask how much of this is paranoia and how much is preparation for the future?

There is also the question of reliability. One player may repeatedly nibble away a center here and a center there, without going to a full-scale attack and always apologizing or "explaining" later. Or he may make moves which seem to be aimed more at you or another ally than the common foe, making him seem either like a brainless idiot or someone preparing a stab. Few Diplomacy players are brainless idiots.

There comes a time in all these cases when you have reevaluate your alliances to see if another viable attitude is possible or, failing that, simply to chuck it all and throw everything at your tormentor. There are definite advantages to the latter course, both psychologically and diplomatically. Psychologically, the advantage of course is that you rid yourself of a losing position and instead of being nibbled to death, you go out in style and perhaps have the added enjoyment of taking someone down with you. Diplomatically, this sort of thing gives you a reputation as someone dangerous and unpredictable to cross. This may not be of any practical value unless you are in a lot of games, but one never knows.

On the positive side, the necessity is knowing if you can draw (assuming a small position) and, if so, where. In the west, you need Mid, Por, StP, Scandinavia, and England. In the east, you need Italy, Austria, Turkey, the Balkans, Sevastopol, and the Ionian. In all cases, there must be an absence of enemy units behind the lines.

If you have the expertise to know how to do such things, you may find yourself in the position of the tail wagging the dog. By taking the initiative and proposing plans yourself, you may be able to arrange things so that even if your allies are not grateful enough to include you in a draw voluntarily, they may have no choice in the end--or you may be able to convince them they have none (the game is Diplomacy you know).

There are other considerations. For instance, a corner position should never be given up lightly, if there is any possibility of being "rescued" by someone from the opposite side of the board. The English or Turkish nut (especially the latter) can prove to be extraordinarily hard to crack. Of course, once rescued, one must often turn on one's rescuers and ally with one's enemies. Just remember, if someone attacks your opponents, chances are that he is doing so for his benefit, not yours (Diplomacy players by nature being a greedy and self-centered lot) and you should not be faulted by acting similarly in your own best interests.

On the other hand, if a central position looks hopeless, it probably is. There is no reason for someone to continue to let you hold centers he can just as easily take for himself.

THE DIPLOMAT'S OTHER TABLE

A Delicious Coffee Recipe

by Arnold Vagts

Two tablespoons coffee per 4 cups of cold water. Bring to a boil; let stand for 10-15 minutes. Pour coffee thru filter. A pinch of cinamon and/or cocoa can be added to coffee when being filtered.

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MONTHLY HOROSCOPE

Libra (born Sept 23 to Oct 22)

You are the artistic type and have a difficult time with reality. If you are a man, you are more than likely queer. Chances for employment and monetary gain are excellent. Most Libra women are good prostitutes. All Librans die of venereal disease.

(The following is a reprint from Peter Birks' fine English gamezine GREATEST HITS. I enjoyed this article so much I feel that everyone should get a chance to read it.)

DON'T TRY TO BEAT THE G.P.O., JUST KEEP ON FOOLING THEM

by Peter Birks

The last issue of GREATEST HITS was posted on March 31st, neatly stapled, and popped into the letter box, just the same as the previous 21 issues. The next day, I came home from work, and there were 79 issues of GH (ten less than I sent out, I never did discover what happened to them) with a note from Stockwell sorting office.

"These items of mail are in a dangerous state and have been returned so that you can place them in envelopes. As you can see, the stamps have been franked; to obtain a refund, write to 208 Sloane St, W11".

Well, this did not please me, so the following morning, I stormed into Stockwell sorting office, with the intention of convincing the guy on duty that franking the mail legally obliged them to deliver it. (I had no idea whether this was true or not, but it seemed a fair gamble.) The response from the chap was as follows:

"My colleague has obviously, er, refused these items on the grounds of danger, and I'm afraid that I must back him the hilt on this fact in particular. Er, can't take the mail I'm afraid....no, we shouldn't have franked the mail, we should have returned it to you unfranked....'fraid you've been conned there....go to 208 Sloane St, they'll refund it.....no, no chance of medelivering the mail on the quiet, you'll just have to put them in envelopes, re-address them and re-stamp them.....it ain't my fault that it'll take you another evening, you should have put tjem in envelopes in the first place, then none of this would've happened". (End of conversation.)

So off I trekked to Sloane St, a half-hour journey, and I'm already late for work. The doorman at Sloane St has no idea who I should see. After ten minutes of jabbering he finally rings someone up. Five minutes later a middle-aged gent (looking like a retired postman) meandered down the stairs, and looked at my 79 copies of GH.

"These are franked! I thought that it was meter mail. Well this puts the matter in a different light altogether. Stockwell shouldn't have franked them, you know.....oh, you told them that did you?....Well, you're at the wrong place altogether I'm afraid, we only deal with meter mail refunds. You want to go to Victoria.....You're late for work already? I tell you what, I'll phone them up.....(Gets on 'phone, dials wrong number, eventually gets through).....Hello! I've got a chap here with 79 items of rejected mail, trouble is, the silly buggers at the sorting office have franked the stamps before sending them back, and he wants his money.....Yes, he's willing to surrender the items of mail....(at which point I screamed "NO I'M NOT!!") Well, we can't just refund 88 x 6½p on your say-so, we've got to have some proof, so you have to surrender the mail. It's okay, you get the stuff back within a month, or so, with the cheque for the stamps.....It's got to go out urgent has it, well I'm afraid we can't help you then, you've lost your money. After all, you didn't expect us to pay you straight away, did you? These things have to go through the correct channels".....

At which point I retired, defeated, shattered, an hour late for work, and with no prospect of getting my money back. I faced an evening's work in re-addressing the envelopes (which I had yet to buy), and I was about 6 pounds out of pocket, when IDEA! Why not post the stuff again? Which is what I did, over the week following. Whenever I passed a postbox, in went a bundle of five GH's already stamped, but, knowing the P.O.'s inefficiency, almost certain to be delivered. I didn't have to re-address the envelopes, I didn't buy any more stamps, and the little consumer had had the last laugh at the big bureaucracy. So, if any of you didn't receive GH 22, you know why, If you did receive it, but had to pay 13½/17p for the privilege of getting it, drop me a line and I'll add it to your credit. I wouldn't mind betting that no-one got charged, though.

The moral of this story? I don't really know, but it's nice getting your own back at an organisation that treats you like dirt. Up yours G.P.O.!

To continue with postal service here is an interesting letter from Randolph Smyth.

Don:

I'm quite impressed with CLAW & FANG #70, but I'm afraid that the delay of 7-10 days between deadline and mailing means an effective interval of just 3 weeks. For prospective players from Canada, where a letter requires a week to arrive from California and the reply a week to return, this is not enough. So I'm afraid you'll have to count me out as a potential player, since I no longer enter games except under conditions where I can negotiate intelligently.

Frankly, you were just about my last hope. While I don't want to isolate myself in Canadian zines, and would jump at the opportunity to broaden my horizons a bit in a good American zine, none exist--literally!--that meet the basic requirements I gave you last time. Reliability and legibility of publication, game openings under an accurate GM on (true) four-week deadlines, preferably in an established zine based on something apart from the warehouse format--the individual qualities are well represented, but they never come together. The four-week deadline requirement knocks out a particularly large group of candidates, including you.

In my opinion, this more than anything else accounts for the feeling of many Canadians that the hobby is moving on different tangents in the two nations. We have essentially no input in the American scene--the reverse is not true, since Canadian zines tend to the four-week deadline system in most cases, especially when games are open to U.S. players. This is one aspect of the Canadian objection of IDA-NA which is so subtle but deep-rooted that no American is qualified to comment on it. More generally, I wouldn't be surprised if a study showed a significant difference in player styles between the two populations!

Anyhow, thanks for your trouble.

/s/ Randolph Smyth

(As if to underscore his complaint this letter took seven days after it was post-marked to arrive. Then to demonstrate their unreliability a subsequent letter only took four days.)

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A WARNING!! Joel Klein (who asked I use his name) sent a change of orders to me for 1975V because he was afraid they wouldn't reach the Guest GM (Dave Forte) in time. His changes could not be used. I cannot accept changes of orders for Guest GM games for two reasons: (1) the Guest GMs don't like it and (2) it negates the purpose of having a Guest GM. If I had to readjudicate the season I hadn't saved much work by having a Guest GM. If you mistakenly send orders to me that should go to a Guest GM I will forward them if there is a chance they would arrive before the deadline.

THREE WINTER SEASONS

1976 DE

GAMEMASTER: Gary L. Burce, 211 Alden St. Apt 343, Wallington, NJ
Autumn 1901 Austria A Rum R Ser 07057

Winter 1901: Austria build A Tri and A Bud; England build F Lvp and F Lon
France build F Bre and A Par; Germany build A Kie and A Ber
Italy build F Nap; Russia build A Mos; Turkey build F Con and F Smy
Spring 1902 due November 7.

1976 BN

GAMEMASTER: FANGMASTER

Autumn 1902: Austria A ser R Rum; England A Nwy R OTB
Winter 1902: Austria remove F Adr; England even; France even, Germany build A Kiel;
Italy even; Russia build A Sev, F StP(nc); Turkey build F Smy
Spring 1903 due November 10.

1975C Z

GAMEMASTER: FANGMASTER

Winter 1912: England build F Edi; Germany remove A Gas, F Nth
Turkey build A Con; rest even

PRESS // BUDAPEST: The Austrian government expresses its regrets over the removal of Brucie Boy's disgusting presence from the game. CZ without Schlickbernd is like a sky without clouds, a meal without food poisoning, a graveyard without maggots. He will be sorely missed, however we can honor his memory by removing his country from the face of Europe, thereby achieving the peace over his dead body, as we are sure he would have insisted, had he not chosen to depart from the game.

THE PUZZLE PAGE

1. A Murder Mystery by Larry Helland

Early in the morning of the 500 mile championship auto race, the man who was the overwhelming favorite to win the race was found murdered in his garage. He was lying beside his racing car and had been killed by a bullet which entered below his chin and came out through the top of his head. There were no clues to the murder except two unused lead pencils beside the body and a set of tracks visible in the dust on the floor similar to those made by a roller-skater.

The questions are: Who committed the murder and why?

2. The 94 Nickels - An Exercise in Pure Reason by Larry Helland

Given: 94 nickels, of which one is either heavier or lighter. A balance scale.

Problem: In five weighings, to identify the odd nickel and know whether it is heavier or lighter than the others.

3. A Sequence by John Torrey

Complete the sequence: O T T F F S S _ _ _ _

(Answers next month.)

Solutions to Last Month's Questions

Marbles in the wrong box puzzle: one from the box incorrectly labeled "red-blue".

Geography question: (1) Alaska, (2) Hawaii, (3) Alaska!?, (4) Alaska!!! (3 out of 4 on this is a good score.)

1975EL

GAMEMASTER: Bob Wartenberg, 2 E Riverview, Norwich, Conn 06360
FALL 1906

AUSTRIA Boggs (2): A Bud-Gal, A Ser-Bul CTRS: Bud, Ser (2) Even
COA ENGLAND Robinson (6): F Edi-Nwg, F Ber-StP(nc), F Nwy-StP(nc), F Den H, A Yor-Edi,
F Nth S F Edi-Nwg CTRS: Lon, Edi, Den, Nwy, Swe, StP (6) Even
FRANCE Diehl (12): F Tun S F WMed-Tyr, F WMed-Tyr, F Iri-Lvp, F Cly S F Iri-Lvp,
F MAO-Eng, F Lyo S A Gas-Mar, A Ukr-Rum, A Bur-Bel, A Kie-Hol, A Boh-Mun, A Gas-Mar,
A Mun-Kie CTRS: Home, Por, Spa, Bel, Hol, Lvp, Mun, Kie, Ber, War, TUN (13) build 1
ITALY Holmes (6): F Apu-Nap, F Ion H (unord) F Gre H (unord), A Ven-Rom,
A Tyr S RUSSIAN A Vie-Boh (nso), A Pie-Tuc CTRS: Home, Tri, Gre, ~~7/4/~~ (5) remove 1
RUSSIA Kendter (4): F Sev H, A Rum S AUSTRIAN A Ser-Bul, A Vie H, A Mos-StP
CTRS: Mos, Sev, Vie, Rum (4) Even
TURKEY Eisen (4): F Aeg S A Con-Bul, F Bla S A Con-Bul, A Con-Bul, A Ank-Arm
CENTERS: Home, Bul (4) Even

Winter 1906 and Spring 1907 due November 7. COA Eric Robinson see 1975EM.

1974GV

GAMEMASTER: FANGMASTER

SPRING 1911 // FRENCH GOVERNMENT DISAPPEARS

ENGLAND Kendter (13): F Nth* C A Lon-Nwy, F Bal* S A Ber, F Swe* S A Lon-Nwy,
F Gas-Bre*, F Nwy-Nwg*, F StP(nc)* H, F Bar* S F StP(nc), A Lon-Nwy*, A Bel-Bur*,
A Hol* S A Ruh, A Ruhr* S A Bel-Bur, A Kiel* S A Ber, A Ber* H
FRANCE Lachlik (3): F Spa(sc)*-Lyo, F Por*-Spa(sc), A Mar* H
ITALY C.D. (1, 1 short):
RUSSIA Hanagan (8, 2 short): F Gre-Aeg*, A Pru*-Ber, A Fin*-Swe, A Tyo* S A Mun,
A Mun* S A Pru-Ber, A Lva*-StP
TURKEY Neal (9): F Nap*-Tyr, F Aeg-Ion*, F Ion-Tun*, F Adr-Apu*, F Tyr*-Lyo,
A Tus-Ven*, A Sil* S RUSSIAN A Mun, A Bur-Pic*, A Pie*-Mar

Fall 1911 due November 10. Terry Lachcik has had to resign as France. I am asking Randall Groves, Box 32, Rolling Bay, WA 98061 to take over.

1975GU

GAMEMASTER: Alan Cathcart 642F King Louis Drive, Alexandria, VA
 WINTER 1905: Austria build A Vie, A Tri 22312
 England build A Edi

SPRING 1906 // Austrian, French Mistakes (?) Help England; Reich Feels The Pinch
 AUSTRIA Burce (9): F Naf* S TURKISH F Ion-Tun, A Rom-Ven*, A Tyo-Mun*, A Boh* &
 A Sil* S A Tyo-Mun, A Vie-Gal*, A Tri-Tyo*, A Pie-Mar, A War-Lva
 ENGLAND Karlinski (7): A Swe* H, A Edi-Hol*, F Nth* C A Edi-Hol, F Nwg-Nwy*,
F Den-Kie, F Hel* S A Edi-Hol, F stP(NC)* H
 FRANCE Reynolds (6): A Spa-Gas*, A Mar-Pie, F Lyo-Spa(sc)*, F WMed-MAO*,
 A Bur* S GERMAN A Mun, A Bel* H
 COA GERMANY Peluso (4): A Hol S A Kie /d/ R Ruhr, A Mun S A Kie /d/ R OTB,
A Kie S A Mun, F Bal-Ber*
 TURKEY Carroll (8): A Arm-Sev*, A Mos-StP, A Lva S A Mos-StP, F Tyr-Tus*,
 F Ion-Tun*, F Nap-Tyr*, F Aeg-Ion*, A Bul* H
 Fall 1906 due November 7. COA Steve Peluso: 16926 Castle Fraser, Houston, TX 77084

1976EF

GAMEMASTER: FANGMASTER
 THE NORCAL GAME

SPRING 1901 // ITALIANS TRY AUSTRIAN INVASION

AUSTRIA DuMoulin (3): F Tri* H, A Bud-Ser*, A Vie-Boh*
 ENGLAND Forester (3): F Lon-NthS*, F Edi-Nwg*, A Tyo-York*
 FRANCE Eaton (3): F Bre-Eng*, A Par-Pic*, A Mar-Spa*
 GERMANY Willemsen (3): F Kie-Hol*, A Ber-Kiel*, A Mun-Tyo*
 ITALY Scott (3): F Nap-Ion*, A Ven-Tri, A Pone-Apu*
 RUSSIA McSweeney (4): F StP(sc)-Both*, F Sev-Rum*, A War-Gal*, A Mos-Ukr*
 TURKEY Flack (3): F Ank-Con*, A Con-Bul*, A Smy* H

Fall 1901 due November 10.

PRESS // ANKARA: Will be attending Cave Management Symposium in Arkansas. Will return on November 8th and expect many proposals in my mail box....Speaking of that, I live not in Carmichael, but rather on the edge of the mother lode at Rt 2, Box 1212 Z, Shingle Springs, CA 95682

ST PETERSBURG (Summer Palace): Czar Nicholas II today expressed His hope that peace can be preserved in Europe although Russian Forces have been ordered to mobilize with the announcement that Austrian Forces are shelling Belgrade. He said that perhaps British Foreign Minister Grey had epitomized the hour by saying, "The lamps are going out all over Europe; we shall not see them lit again in our lifetime."

The Czar plans to divert himself this evening by attending a performance of Tchaikovsky's "1812 Overture." The ambassadors from England, France, German, Italy, and Turkey have been invited to attend the performance to be given here in the Palace and to share the Royal Box with the Czar and Czarina Alexandra. GOD SAVE THE CZAR! LONG LIVE RUSSIA!

1975EM

GAMEMASTER: FANGMASTER

Winter 1907: England build F Lon, Turkey build F Smy

SPRING 1908 // NEW CZAR THROWS ENGLISH OUT OF RUSSIA

AUSTRIA Cathcart (7): F Ion* S TURKISH A Tun, A Boh* S A Mun, A Sil* S RUSSIAN A Ber, A Pie* H (unord), A Vie-Gal NSU, A Mun* S A Sil, A Ven* H (unord), A Tyo* S A Mun
 ENGLAND Neiger (11): F Lyo-Tyrr, F Nwy-Swe, F Naf-Tun, F Wes* S F Naf-Tun, F StP(nc) H /d/ R(Bar, OTB)*, F Mar-Pied, F Bal-Both, F MAO-Spa(sc)*, F Lon-NthS*, A Den-Swe, A Fin § F StP(nc)
 COA GERMANY Robinson (4): A Bur* H, A Kie* H, A Ruhr* S A Kiel, A Bel-Hol*
 RUSSIA McSweeney (5): F Both-Fin, A Lva-StP*, A Pru* S A Ber, A Mos* S A Lva-StP, A Ber* S AUSTRIAN A Mun
 TURKEY Torrey (7, 1 short): F Tun § F Tyrr, F Tyrr § F Tun, F Nap* S F Tyrr, F Smy-FMed*, A Bul* H, A Tus* S AUSTRIAN A Pied
 Fall 1908 due November 10. Change of address for Eric Robinson: Leverett G-35, Cambridge, MA 02138. (Actually, only a change of G number.)

1976 B0

GAMEMASTER: FANGMASTER

SUMMER 1902: Austria A Tri R Alb; Russia F Swe R Bal

FALL 1902 // FLUE FELLOWS EUROPEAN LEADERS? AUSTRIA GETS CLOBBERED!

AUSTRIA Cusak (4): F Gre S ITALIAN F Tyrr-Ion NSO, A Alb* S F Gre, A Ser-Bud,
A Vie S A Ser-Bud /d/ R(Tyo,Bud,OTB)* CENTERS: ~~Vil, Tyl, Sdt~~, Gre, BUD (2) remove 2ENGLAND Pitsch (4): F Eng* C A Wal-Bre, F Swe* H, F NthS* S F Eng, A Wal-Bre*
CENTERS: HOME, SWE, Nwy, BRE (6) build 2FRANCE Burce (5): F MAO*-EngC, F Bre-Pic*, A Pie-Mar*, A Par* S F Bre-Pic,
A Gas*-Bur CTRS: Par, ~~Vil~~, Mar, Por, Spa (4) remove 1GERMANY Gallagher? (6): NMR F Bel* H, A Pru* H, A Mun* H, A Ber* H, A Den* H,
A Bur* H CENTERS: Home, Hol, Den, Bel (6) evenITALY Sokolitsky?(4): NMR F Tyrr* H, F Apu* H, A Ven* H, A Tri* H
CENTERS: Home, Tun, TRI (5) build 1RUSSIA Scensny (7): F Bal*-Swe, F Sev*-Bla, A Mos-Lva*, A Ukr-War*, A Gal* S
A Bud-Vie, A Bud-Vie*, A Rum* S TURKISH A Bul-Ser CENTERS: Home, ~~Vil~~, Rum, ~~Sdt~~, VIE(6)-1TURKEY Verheiden (4): F Ank*-Bla, F Aeg*-Gre, A Bul-Ser*, A Con-Bul*
CENTERS: Home, Bul, SER (5) build 1

Winter 1902 due November 10. Would Mike Willemsen (991 Elsinore Dr., Palo Alto, Calif 94303) please submit standby orders for Germany? Would Bob Wartenberg (2 E River-view, Norwich, Conn 06360) please submit standby orders for Italy?

PRESS // BUDAPEST: "Do you think she suspects what we're doing?"

"No; not a chance. Until two days ago she lived in a fairy world, and she still doesn't know she isn't anymore. Let her be nice to the shoes for a while longer, then we'll put her through the next stage."

GAMEMASTER: Steve Brooks, 4960 B Ave C, Great Falls, Mont. 59405
SPRING 1907

STREP THROAT PUTS MISSILEMASTER IN HOSPITAL FOR 5 DAYS. ALL NATIONS DELAY UNTIL RECOVERY. AUSTRIA BREAKS INTO GERMANY AS GERMANY TURNS ON FRANCE WHO LANDS IN LONDON BUT AUSTRIA MISREADS MAP!

AUSTRIA Weswig: A Sev-Mos, A Mos-StP, A War-Lva, A Ukr-Rum, F Gre-Bul(ec) IMP,
A Ser-Tri, A Boh-Mun, A Tyr S A Boh-Mun, A Pru-Ber, A Sil S A Pru-BerENGLAND Nozik?: NMR F Cly H, F Wal H /d/ R(Yor, OTB), A StP H, F Nwy HFRANCE Blank: F Eng C A Bel-Lon, A Bel-Lon, F Lvp-Wal, A Bur S AUSTRIAN
A Sil-Mun NSO, A Mar S A BurGERMANY Downing: A Mun-Bur /d/ annihilated, A Ruh S A Hol-Bel, A Hol-Bel,
A Ber-Kie, F Bal-Den, F Nth S A Hol-BelITALY Goldston: F Iri S FRENCH F Lvp-Wal, F NAO-Lvp, F Por-MAO, F Spa(sc) S
F Por-MAO, F Lyo H, A Pie H, A Ven-Tri, F Nap-Tyr, A Con-Bul

Fall 1907 due in Great Falls on November 7.

Would Mike Hudec, 715 Goodrich Ave., St. Paul, MN 55105 please submit standby orders for England?

GREAT FALLS: Being fed thru an I.V. tube is no fun.

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It's not too early to be thinking of your "Fang of the Year" nominations. Entries are due by January 10. Just send in your nomination and the reason he/she/it should be named "Fang of the Year." The person sending in the winning nomination receives a free year's subscription to CLAW & FANG.

1975GC

GAMEMASTER: FANGMASTER

FALL 1906 // SULTAN'S SCIMITAR STRIKES

ENGLAND Holmes (8, lshort): F Mar→Lyo /d/ annihilated, F Eng* S F Iri-MAO,
 F Nwy* S A StP H, F Bre* § F Iri-MAO, F Nwg-NAO*, F Iri-MAO*, A StP* H CTRS:(see below)
 COA FRANCE Forte (3): F Por* S TURKISH F Wes-MAO NSO, A Spa* S ITALIAN A Pied-Mar,
 A Par*-Bre CENTERS: Par, ~~Por~~, Por, SPA (3) even
 GERMANY Nelson (4): A Bur* S ENGLISH F Mar, A Ruhr* S A Kiel, F Pic* S ENGLISH
 F Bre, A Kiel* H CENTERS: Kiel, Hol, Den, Bel (4) Even
 ITALY Groves (6): F Rome*→Nap, F Naf* S TURKISH F WMed-MAO NSO, F Lyo* S A Pied-Mar,
 A Mun* H, A Pied-Mar*, A Tyo* S A Mun CENTERS: Home, ~~War~~, ~~War~~, Mun, MAR (5) remove 1
 RUSSIA K. Willemsen (7): F Rum* H, A Lva* S A Mos→StP, A Pru→Sil*, A Bud* S F Rum,
 A Boh* S ITALIAN A Mun, A Mos*→StP, A Ber*→Kiel CTRS: Mos, War, Sev, Bud, Rum, Vie, Ber(7) even
 TURKEY Rogowski (6): F Ion*→Nap, F WMed→Tun*, F Tyr*→Rom, A Bul*→Rum,
 A Alb-Tri*, A Ser* S A Alb-Tri CENTERS: Home, Bul, Gre, Ser, TUN, TRI (8) build 2
 ENGLISH CENTERS: Home, Nwy, ~~StP~~, StP, Swe, ~~War~~, BRE (7) build 1
 Winter 1906 orders due November 10.

1975GD

FANGMASTER: GAMEMASTER

SUMMER 1906: Turkey F Tyr R Tus

FALL 1906 // NO CENTERS CHANGE HANDS. CALL FOR 7-WAY DRAW.

AUSTRIA Hall (9): F Tyr*→Lyo, F Rome* S TURKISH F Ion→Tyr, A Vie→Boh*, A Tyo*→Mun,
 A Boh→Sil*, A Ven* H, A War* S A Boh→Sil, A Lva*→StP, A Pie*→Mar
 CENTERS: Home, Gre, Ser, Ven, Rome, War, Nap (9) even
 ENGLAND Hudec (3): F Naf* S ITALIAN F Tun, F MAO*→Med, F Eng*→MAO CTRS:Home(3) even
 FRANCE Zimmerman (5) F Spa(sc)* S F WMed→Lyo, F WMed*→Lyo, A Gas*→Mar,
 A Bur* S GERMAN A Mun, A Mar*→Pie CENTERS: Home, ~~Por~~, Por (5) even
 GERMANY M. Willemsen (6): F Bel* H, F Bal* S RUSSIAN F Pru, A Mun* H, A Ruhr* § A Mun,
 A Sil→Ber*, A Ber→Kiel* CENTERS: Home, Hol, Bel, Den (6) even
 ITALY Neal (1): F Tun* S FRENCH F WMed→Lyo Imp Support CENTER: Tun (1) even
 RUSSIA Wartenberg (3): F Pru* H, F Nwy* S A StP, A StP* H CTRS:StP, Swe, Nwy(3) even
 TURKEY Klein (7): F Tus* S AUSTRIAN F Tyrr→Lyo, F Aeg*→Ion, F Ion*→Tyrr,
 A Ukr* S AUSTRIAN A War, A Mos* S AUSTRIAN A Lva→StP, A Gal* S AUSTRIAN A Boh→Sil,
 A Sev* S A Mos CENTERS: Home, Rum, Bul, Sev, Mos (7)
 There has been a call for a 7-way draw. Vote must be unanimous. No vote is a
 'no' vote. Votes and Spring 1907 due November 10.

1975CT

GAMESMASTER: David Forte, Apt. 412, 11800 Edgewater Drive,
Lakewood, Ohio 44107 Tele (216) 226-0456

Summer 1907: Russia A Mun retreat Bur

Fall 1907: CALL FOR NEW SHUFFLE AND DEAL?

England Hancock (5): A Ruh→Bur*, F Nwg* S GERMAN F Skag→Nwy, A Edi* H, F Mid* S
 ITALIAN F Spa(sc), F Por* S ITALIAN F Spa CTRS: Edi, Lvp, Por, Bre, ~~StP~~ (4) remove 1
 FRANCE Fiack (4): A Kie→Den*, A Ber*→Mun, F Lon→Eng*, F Nth→Bel*
 CENTERS: Lon, Hol, Kie, ~~Bel~~, BEL, BER (6) no home centers available to build
 GERMANY Mike Hudec (3): A Mun* H, A Den→Swe /d/ annihilated, F Ska*→Nwy
 CENTERS: ~~StP~~, ~~Bel~~, ~~StP~~, MUN (1) remove 1
 ITALY Brenner? (2): NMR A Mar* H, F Spa(sc)* H CTRS: Mar, ~~StP~~, SPA (2) even
 RUSSIA Nelson (8): A Bur→Par*, A Boh* S A War→Sil, A War→Sil*, A Pru*→Ber,
A Nwy* S F Swe, F Swe* S FRENCH A Kie→Den, F StP(nc)* S A Nwy, A Fin* S A Nwy
 CENTERS: Home, Swe, Vie, Nwy, ~~War~~, PAR (8) even
 TURKEY Kendter (12): F Bla* H, A Gal* S RUSSIAN A War→Sil, A Tyr→Pie*, F Tus* S
 A Tyr→Pie, A Tri→Tyr*, F Ven* H, F Aeg→Ion*, A Bul→Ser*, A Con→Bul*, F Lyon* S
 F Tyrr→Wes, F Tyrr→Wes*, F Wes→Naf*
 CENTERS: Home, Bul, Gre, Rum, Ser, Tun, Nap, Rome, Tri, Bud, VEN (13) build 1

Removal, build, and Spring 1908 orders due my place November 7.

PRESS // PARIS: Off to Cave Management Symposium in Arkansas. Return to Metropolitan
 area of Shingle Springs November 7. Hope to see newer and more exciting proposals on
 how to stop the barbaric Turks. Are you in, Allan?

A CLAW & FANG reprise: This article originally appeared in C & F #27 dated 4/1/74.

THE ADVENTURES OF FANGMASTER IN EUROPE

"A Room Without A Bath, Please"

We didn't go to Europe to eat hamburgers, see American movies or sleep in Hilton Hotels. We didn't go to Europe to pay Hilton prices, either. Our goal was to stay in non-tour group hotels where the bath is a short walk down the hall. The money we saved was then put toward eating well. That is one thing that I do well--eat well. Our quest for less expensive hotels led us to some interesting places. This is not to say that we sought out the fleabags. I do have certain standards of comfort that I must maintain. We used a couple of American guidebooks to good but relatively inexpensive hotels.

We finally got our routine down pretty pat. As soon as we arrived in town by rail we would make a dash for the nearest telephone. We then would spend several minutes trying to figure out how to work it. This usually involved buying a slug from some source or other to activate it. After dialing the number the next question was could the person on the other end speak English or could Helpmate make her French understood? My international sign language seemed of little value.

We did always manage to communicate. They usually tried to sell us a room with a bath but we made it clear that we didn't take baths. If the price was right--and it usually was--we told them to hold it and we would be there within half an hour. We then grabbed a cab (depending on the city) and made our way to the hotel. The hotel usually turned out to be a nice little family-run place where they spoke the barest minimum of English but we always got along very well. The toilet (make that Water Closet or "WC") was down the hall but often for only 50 cents or a dollar more, a shower was available in the room. It usually costs that much to have a bath drawn for you anyway, so we would take the shower. (Rumor to the contrary, the Fangmaster really does wash.)

When necessity demanded, one of us would go out seeking the Water Closet whilst the other stood guard over our possessions (which no one was trying to take, anyway). We would then change assignments. Traveling as light as we could, my rain/overcoat also served as a bathrobe--for both of us.

Many words have been written about European toilet paper and, unfortunately, most of them are true. The commonest version appears to be a light beige crepe paper. It is certainly not colorful enough to be decorative and it is even less useful as toilet paper. So, unless you really want to rough it, bring your own along with you. We were forewarned about this and accepted it as part of the experience in staying in European hotels.

I particularly remember one hotel in Florence. The guidebook said that the staff was one of the friendliest in Europe. This turned out to be true. The hotel was a rather large one instead of the usual family-run type and was well maintained and very reasonable. The hotel was right across the street from the Arno. Our room faced the other direction. From our window we could see the towers and spires of Florence which were highlighted by flights of swallows on maneuvers. In the early morning light one could imagine that one was living in Renaissance Florence, except for those rooftop fences of television antennas.

△ △ △ △ △ △ △ △ △ △

Have you travelled to any interesting places? Have you had any unusual experiences/ Why not write them for CLAW & FANG readers to enjoy and earn your self some free issues?

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

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. Ph: (606) 269-2581. Our deadline is no later than 2200EST, Saturday, 6 November 1976.

BOURSE FOR 1975EM

SEVENTEENTH SUMMARY (08 October 1976)

TRANSAX: (two)	KRONEN	POUNDS	FRANCS	MARKS	RUBLES	PIASTRE	GOLD
High	-	100/160	***	-	-	-	-
Low	-	200/125	***	-	-	-	-
STANDING: (Val)	70	110+60	***	40	50	70	-
Buy	59/300	135/300	***	25/1000	-	-	-
Sell	68/300	-	***	35/700	40/1150	85/500	-
M Boggs	200	-300	10400	1390	1000	3050	-29960
D Dewsnap	900	200	750	700	1160	x	-7880
S Jolly	1000	1110	9560	400	-550	680	30320
D Reynolds	700	1540	3670	-740	1800	-2860	4010
D Scott	600	1000	-32150	400	-130	14500	52010

*** France is defunct. Its currency is now worthless, and will not be reported in future summaries. Trading was suspended upon receipt of C&F #70.

All orders prior to April 1976 have been removed.

We are reporting only those players who either had transactions this period, or have orders still standing. Unreported players are still eligible to win, and may submit orders at any time. Last complete summary appeared in C&F #69.

1975HG

FALL 1905

AUSTRIA(Stephen Locke)(5) A Gal*-War; A Sil* S A Gal-War; A Tyo* S ITA A Mun; A Ser* H; A Vie* H. CENTERS: Home, Ser, Gre (5) Even.

ENGLAND(David Reynolds)(8) F Lon*-Eng; F Iri-MAO*; F Bel S A Hol//d// (Annihilated); F Nth* S F Bel; A Hol* S A Den-Kie; A Den - Kie*; A StP* - Mos; F Lia - Pru*. CTRS: Home, Scan, StP, Hol, KIE (9) Build 2

FRANCE(Arnold Vagts)(5) F MAO-Eng//d// (R: OTB, Iri, Gas, Spa(nc-sc), Por); A Bre* S A Pic; A Pic* S A Bur-Bel; A Ruh* S A Bur-Bel; A Bur-Bel*; CENTERS: Home, Iberia, BEL (6) Build one (or two if F MAO R OTB)

GERMANY(David Carawan?)(NMR)(2-one short) A Kie H//d// (annihilated); A Ber* H. CENTERS: Ber, Kie, H (1) Even (Will go CD if NMR again).

ITALY(Sid Jolly)(5) F Naf* S TURK F WMe-MAO; F Nap-Ion*; A Rom-Ven*; A Mun* S FRE A Ruh; A Boh* S A Mun. CENTERS: Home, Tun, Mun (5) Even

RUSSIA(CD)(1) A War* H. CENTERS: War (1) Even

COA TURKEY(Don Dewsnap)(6) F WMe-MAO*; F Ion-Tyh*; A Mos*-War; A Ukr* S A Mos-War; A Sev*-Mos; F Bulek-Bla*; CENTERS: Home, Sev, Bul, Rum (6) Even

AUTUMN and WINTER 1905 and SPRING 1906 orders due by the deadline. Winter builds may be conditional to Autumn retreats. If we do not receive Spring orders from all five currently active players, the Spring 1906 deadline will be extended. We wish to thank Eva Lydick for submitting standby orders for Turkey.

COA for Don Dewsnap (Turkey): 152 N. Parkview St./Los Angeles, CA 90026

PRESS:

Paris: The French govt is pleased to see that the English pawn, Germany (nee Carawan), is getting his just desserts for refusing to negotiate. Ha, ha, ha, ha, ha, ha, etc.

K'DOO PAGE TWO:

We received some questions concerning the Houserule addition proposed in the last issue, and upon checking, found that our houserules prohibit changes during an ongoing game. Consequently, the change did not go into effect. We apologize for acting in undue haste.

Two important points were raised: (1) That a rule change would put this game into the variant category. This is not true - this is a HOUSERULE change, not a change in the basic rules, and thus changes neither the winning conditions nor the rules of adjudication as set forth in the 1971 Rules For Diplomacy. GM's are allowed certain leeway in their houserules, as these pertain only to the handling of orders, not the actual adjudication (with one exception: Pandin's Paradox, an unadjudicable situation). (2) That as guest GM's we are subject to the Houserules of Claw & Fang. This may be true for the other GM's, but not for us. The K'DOO pages are a continuation of the K'DOO magazine, and retain the Houserules in effect before the merger.

We are guilty of two disservices in the matter: (1) Not publishing our own houserules for the players of 1975HG; (2) Attempting a rule change in an existing game, against our own Houserules, and without even conferring with the players beforehand. For these we apologize.

Our own Houserules appear below:

K'DOO HOUSERULES

1. The 1971 Rulebook unless modified below. (We are not aware of any changes resulting from the recent takeover by Avalon Hill. If we are informed of changes, we will acquire a copy of their rulebook, and that will govern play.)
2. Deadlines to be announced.
3. Telephone moves are accepted, but only at the peril of the caller. We cannot guarantee that we will be available or that the person answering the phone will understand what you are talking about. In the latter case, ask him to take a message, and dictate your orders clearly and concisely. Please do not call after 10PM (Eastern Time).
4. Normally, orders for each game year will be grouped as follows: 1. Spring moves. 2. Summer retreats and Fall moves. 3. Autumn retreats and Winter adjustments. Possible retreats submitted along with Spring and Fall moves are solicited. In very complicated Summer retreat situations, a separate Summer set of orders may be called for. In very simple Winter adjustment situations, Winter and the following Spring orders may be requested at the same time.
5. Players submit postal orders at the mercy of the Postal Department. Contingency orders are encouraged. Should a player not receive his copy of K'DOO within seven days of a deadline, he should contact the game-masters. Extensions will not be granted in this case, however.
6. Contingency orders may be submitted for up to two seasons in advance (not counting retreats). Contingency orders may be conditional. However, general orders are not acceptable, and where a set of contingency orders does not cover a situation, no attempt will be made to divine the player's intentions.
7. A player who misses two consecutive moves will be dropped from the game. When the first set of orders is missed, a standby player will be asked to submit orders for the next season, and will take over the position if the second set of orders is missed. Whenever standby orders are not available, contingency orders do not cover the situation, or less than three units remain to a Power, all units will hold (in the case of missed or garbled orders).
8. Rule XII is changed to read: "A CONVOYED ATTACK MAY NOT AFFECT THE CONVOYING FLEETS. If a convoyed army's attack would affect the outcome

K'DOO PAGE THREE

of an attack on any of its convoying fleets, however directly or indirectly, then the convoyed attack may not take place and the army to convoyed must hold in its original position."

This rule was suggested by Eric Verheiden in Diplomacy Review #11, and serves to avoid a rare and complicated situation known as "Pandin's Paradox."

9. Any changes in the House Rules will not apply to a game in progress and will not go into effect until after the date of publication of the first issue in which they appear.

10. The gamemasters reserve the right to drop any player who attempts to apply the spirit of the game of Diplomacy (lying, cheating, backstabbing, etc.) to us!

The following are new additions which do not apply to 1975HG:

11. When a player has missed a move, the other players may submit two sets of orders, appropriately identified. One set would be used if the original player submits orders - the other set would be used if the standby's orders are used. At any time that no orders are available, the original player will be assumed to have submitted orders for the purpose of deciding which of the other players' orders will be used.

12. Coded orders will be permitted, but may be prohibited at any time during a game, should the gamemasters feel that undue hardship is being worked upon them or that unfair play is resulting. Discretion is urged.

Coded orders are sets of orders submitted by one player for his Power, with each set identified. Another player names the set he wishes to be used, usually by means of a codeword.

END OF K'DOO.

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WHAT'S OUT

Included as inserts in this issue (to players only) are 1975V and 1976EC. Not received from the Guest GMs yet are 1975HF, 1976BW, and 1975CD. These will be sent when received. Star Probe is not ready yet and will be sent later to players only.

What do all Libras die from? See page 2 of
CLAW & FANG #71 sent your way by
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