

CLAW & FANG

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Deadlines are on the 10th of the month for my games; the 7th for Guest GM games.
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Game fee is \$2.00. There are game openings with a guest GM. Diplomacy is copyrighted
by Avalon Hill

This issue of CLAW& FANG is dedicated to the aye-aye. A primitive primate native to Madagascar, it is so unusual the taxonomists have assigned it to a family of its own. Its body is the size of a cat and its bushy tail is almost as large as its body. The teeth resemble those of a rodent; they grow as they wear, taking on a fine chisel edge. The middle finger, long and thin like a bent piece of wire, is especially adapted for food foraging in tree bark. Nocturnal in habit, it sleeps in a nest during the day wrapped in its ample tail. It sees well in the dark and has keen senses of hearing and smelling.

President elect Jimmy Carter should give some thought to appointing an aye-aye to a government post in Washington D.C. Something like Director of the Office of Paperwork Amplification might be appropriate. The aye-aye would seem to be ideally suited to the bureaucratic Washington life. He could sleep in his office all day and do the town at night when the real work is accomplished. With its long middle finger the aye-aye has a ready made pen to sign memos (with each hand yet). And, perhaps most important, would be agreeable to anything the new president asked of it. After all, did you ever hear an aye-aye say "nay nay"?

DIPLOMACY AND ETHICS

by Don Dewsnap

The question of ethics in Diplomacy may be distasteful to some, since diplomacy in the real world is generally unethical and is a nasty analogy. So first off, realize that ethics is a separate subject, and neither diplomats nor Diplomats need be unethical.

So what is ethics? Broadly, it is the contemplation of the best means to happiness and survival. This includes the consideration of one's self, one's fellow players, the whole hobby of Diplomacy, and anything which contributes to any of the above. So an action is ethical insofar as it promotes survival in these areas, and unethical to the opposite degree.

Some players never tell a lie nor stab an ally. Others play to win no matter what. Most fall somewhere between. Note, however, that this is not a scale of ethics. It is not necessarily unethical to stab someone, nor ethical not to. Almost every move in a game of Diplomacy presents choices. An ethical player will make these choices on the basis of greatest overall survival, as outlined above.'

For instance, the object of the game is to own eighteen supply centers. If all games ended in a draw or a tie, the hobby would suffer, for who would want to play? So ideally, every game should have a single winner. It is ethical to win.

However, greatest survival for all players suggests that the ideal state is a seven-way draw every time. Or does it? Actually, no. The main reason to play the game is to learn and demonstrate diplomacy. Ideally, the best diplomat is each game would win. In doing so, he would teach the other players a little more about diplomacy, thus increasing their chances of winning (surviving) in the future. So it is okay to win.

It can be safely said that every stab is the result of failed diplomacy, the stabber's or stabbee's or both. It follows, then, that a stab is a penalty, pain, for not knowing diplomacy well. An ethical player will only stab if it is the only way to win. He will then find the flaws in his diplomacy that got him into such a

(continued overleaf)

position, and figure out how to avoid them. The player who stabs without assuring a win, or who stabs and learns nothing from it, does not increase anyone's survival, including his own, and is unethical.

In sum, then, ethics in Diplomacy amounts to learning to win by diplomacy. A player who is not even trying to improve his skill as a diplomat is a liability to any Diplomacy game and to the hobby. Bearing this in mind, let us move up to ever higher levels of enjoyment and skill as a group, by being ethical as individuals.

I invite comments and questions and ideas, which may be sent to

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Los Angeles, California 90026

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POSTAL DIPLOMACY: A GAME OF LUCK

by Robert L. Stimmel

Diplomacy has been called a game of skill instead of luck, but this isn't true--especially postal Diplomacy. Only if a person has played in a very large number of games does the factor of skill exceed the factor of luck (because of the Law of Averages).

It's very well known that some countries have almost twice the chance of winning as do the weakest countries. What about the advantage of being near a country which has lots of NWRs, NRRs, and NBRs? This is an especial advantage if such a player misses every other move and isn't replaced for missing two moves consecutively.

School teachers are alleged to be so incompetent in grading English Composition papers that a student with a popular name receives a much higher grade than one with an unpopular name. Wouldn't names also affect the choice of a Diplomacy ally? That may be all a player knows of another player (except for his address).

What about players who live far from other players? This is a major disadvantage. I don't do as well in eastern zines as I do in California ones. I'm in a Colonia game where 3 New Jersey players have combined against me. Could geography have been a factor? I don't know.

Many players use long distance phone calls for Diplomacy, but that is unfair to young players who cannot afford long distance calls. One player is said to have spent over \$200 on one game. (I'm not a young player.)

Sometimes a Gamemaster will lose orders.

Sometimes a zine will be lost in the mail or one's orders may be lost in the mail. (I usually send duplicates.)

In a Colonia game I recently had three enemies who all dropped out of the game at about the same time. Entirely luck! Two had good positions.

One way to increase one's rating is to form 3 or 4 player cartels and then play for a tie. I recently entered a game at Winter 1903. Three countries were playing for a three-way draw. Result was certain at the time I entered but I forced them to play until 1906 before agreeing to the tie. (I was then down to one unit, and they were beginning to quarrel amongst themselves.)

An example of a game of skill is "two-man" Colonia. (Colonia is similar to Diplomacy but much larger.) The regular Colonia map was designed by Fred Hyatt, 400 State St., Boerum Hill, Brooklyn, New York, 11217. I suggested it could be played as a two-man game. It involves a lot of work as 139 units are divided between only 2 players--if all the SC are occupied. Perhaps a tournament of 8 players could play for a National Championship. (It might require more than 3 years as 3 rounds would be required for finalists.) In my opinion, only advanced players able to adjudicate moves should consider entering such a tournament.

[A CLAW & FANG reprise: This article originally appeared in C & F #20 dated 12/1/73.]

Here is the annual Christmas letter just received from Frank Meriwell.

SEASONS GREETINGS TO ALL MY FRIENDS.

Golly, it doesn't seem like a year has passed since I last sent all of you my Christmas letter last time. As usual, this has been quite an eventful year for myself, my lovely wife, Dolly, my three wonderful children, Tom, Dick, and Harry, and the family dog, Xenophanes.

As you all know, my hobby is playing a game--Diplomacy--by mail. Without going into detail about it again, let it suffice to say that there are seven players who write lies (ha ha) to one another and send in movement orders to an eighth person known as a Gamemaster. The one that lasts the longest, wins. I started 35 new games this year and finished 12. The means that I am currently participating in something over 120 active games. The precise number is not clear since these Gamemasters occasionally go bananas and their games remain inactive before someone else takes the game over.

I had to give up my job in April or May. It was interfering with all the letters I had to write. I won't bore you with the details except to tell you the satisfaction that I got when I uttered those immortal words, "You can't fire me, I quit!" The only trouble was that I had been fired three weeks before but no one had bothered to tell me. I guess I really should have gone in more often. But being an assistant taster in a pet food factory was rather demeaning work.

I'm not sure exactly when Dolly left me. I believe it was sometime during the summer. I remember I had been writing letters late into the night and when I finally got to the bedroom it was empty save for a note on the pillow. I guess it had been there for several days and I just hadn't noticed it before. I still have it as sort of a keepsake. It says, "Dear Franklin: I can't take any more of this. No job, no food, no clothes, just letters everywhere. If it were another woman I could adjust, but that nutty game-- You can take those goddamned little blocks of wood and....." Apparently she thought better of what she had written and had carefully torn off the bottom of the page.

I guess she took my three wonderful children with her. I haven't seen them around the house in sometime. They must be getting pretty big now. I think the youngest is 11 or 14 or something like that. Oh yes, I did see a picture of the oldest, Tom, in the paper the other day. It seems the police had detained him for selling some grass. I remember his mother once mentioned to me that Tom had a hobby and she was thankful it wasn't Diplomacy. At that time I remarked to her that she should have a hobby. I suggested that she write Carol Buchanan and inquire about joining the Diplomacy Widows Association. Dolly was really excited about the prospect until Carol wrote back and told her it didn't mean that one was a real widow.

But enough about my wonderful family, let's get back to my real love, Diplomacy. The really great thing I did this year was to start my own gamezine, BLASPHEMY. After I ~~quit~~ quit my job I found it harder and harder to get the cash to enter new games. I did draw unemployment for awhile--when I remembered to go down to the office. I once took the Diplomacy game with me and taught some of the other fellows in line how to play. But the officials wouldn't let me do that again saying that all those shouts of "LIAR", "ASSASSIN", and "BRIGAND" were disturbing to the other clients.

At any rate, I hit upon the idea of starting my own zine and thus getting in money to enter new games. This has been so successful that I am planning to start five or six more zines.

Well, that's all for now. All of you have a happy holiday and I will send you greetings again next year.

Seasons best,

Frank Merriwell

p.s. I just remembered, the family dog, Xenophanes, died three years ago which is just as well because I could never could pronounce his name anyway.

THE PUZZLE PAGE

1. The European Dipcon Problem by Michael Boggs

At a recent European Dipcon, seven Europeans sat down to a game of Diplomacy and played until there was a single winner. The Europeans were an Austrian, an Englishman, a Frenchman, a German, an Italian, a Russian, and a Turk. None of the players drew his respective country. From the following clues figure out who played what country and what position they came in.

- (1) Turkey finished with 13 SCs.
- (2) Italy and the Italian were both eliminated in 1906.
- (3) The Austrian won, but Germany did not.
- (4) Austria was eliminated after the Russian.
- (5) Russia finished 4th.
- (6) The Frenchman played Italy.
- (7) The Frenchman outlasted the German.
- (8) By 1905, two players were already out.
- (9) The Turk did not play either England or Germany.

(Answer next month.)

Solutions to Last Month's Problems

1. There's Something Fishy:

There were only three people fishing: a grandfather, a father, and a son

2. The Rowboat Problem:

The water level drops. More water is displaced by the rocks in the boat than in the lake.

3. The 120 Coin Problem: (This solution arrived from John Torrey by Special Deliveryalong with his orders.)

Sifting 120 Coins in Five Weighings
(You Asked For It!)

Notation: G=known good B=known to include the "bad" coin
L=light if bad H=heavy if bad

Weigh 40 against 40.

- A. one side heavy: have 40H, 40L--weigh 18H, 9L vs 18H, 9L
 - 1. No balance: have 18H, 9L--weigh 6H, 3L vs 6H, 3L
 - a. They balance: have 6H, 3L left over (treat as in b.)
 - b. No balance: have 6H, 3L--weigh 2H, 1L vs 2H, 1L
 - 1.) Balance: have 2H, 1L--weigh H vs H
 - 2.) No balance: have 2H, 1L--weigh H vs H
 - 2. Balance: have 22L, 4H--weigh 9L vs 9L
 - a. No balance: have 9L--weigh 3L vs 3L
 - 1.) Have 3L--weigh L vs L
 - b. Balance: have 4L, 4H--weigh 2L, 1H vs 2L, 1H
 - 1.) Balance: have 2H, 1L--weigh H vs H
 - 2.) No balance: have 2L, 1H--weigh L vs L
- B. 40 vs 40 balanced: have 40B, 80G--weigh 14B vs 13B, 1G
 - 1. 14B is heavy (or light. These are equivalent. We will use heavy for simplicity.): have 14H, 13L--weigh 6H, 3L vs 6H, 3L
 - a. Balance: have 2H, 7L--weigh 3L vs 3L
 - 1.) Balance: have 2H, 1L--weigh H vs H
 - 2.) No balance: have 3L--weigh L vs L

Weighing Number

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5

(continued on page 5)

- b. No balance; have 6H, 3L--proceed as in A 1 a&b
- 2. 14 vs 14 balanced: have 13B--weigh 5B vs 4B, 1G
 - a. 5B is heavy (light): have 5H, 4L--weigh 2H, 1L vs 2H, 1L
 - 1.) Balance: have 1 H 2L--weigh L vs L
 - 2.) No balance: have 2H, 1L--weigh H vs H
 - b. Balance: have 4B--weigh 2B vs 1B, 1G
 - 1.) 2B is heavy (light): have 2H, 1L--weigh H vs H
 - 2.) Balance: have 1B--weigh B vs G

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When!!
[When!!]

* * * * *

THE DIPLOMAT'S OTHER TABLE

As long time readers of CLAW & FANG know (or maybe even short times ones too) my favorite pastime is eating and my favorite food is dessert. And of desserts, my favorite is pie of almost any persuasion. Here is an unusual pie recipe that infringes on another passion of mine...drink. My source of the recipe is the "You Asked For It" column in the February 1968 GOURMET. The recipe comes from Charley O's Restaurant in New York, a place where I have never eaten...or drunk...and not to be confused with Charley Finley's mule of the same name. (Or Charley Finley, for that matter, if you have trouble telling them apart.)

Readers under the legal drinking age (21 in California) please stick to apple pie.

Whiskey Cream Pie Charley O's

Ingredients (in order of appearance):

- 1 9" pie shell
- 7 egg yolks
- 1 cup sugar
- 1 lemon, rind and juice
- 1/2 cup Irish whiskey
- 1 1/2 envelopes plain gelatin
- 3 tablespoons water
- 2 egg whites
- 2 tablespoons sugar
- 1 cup cream, whipped for filling
- additional whipped cream, sweetened, for garnish.

Make (or buy) a 9" pie shell. Beat egg yolks until they are creamy and gradually beat in sugar, beating until the mixture is very smooth. Add the rind and juice of the lemon and the Irish whiskey. Sprinkle the gelatin over the water to soften. Stand the container of gelatin in simmering water and heat it, stirring constantly, until the gelatin is melted. With the mixer going, add the gelatin gradually to the egg yolk mixture. Keep beating until thoroughly mixed.

Beat the egg whites until they begin to hold a shape. Gradually beat in 2 table- spoons sugar and continue beating the egg whites until they hold a definite point. Gently fold the eggwhites and the whipped cream into the egg yolk mixture. Mix thoroughly. Pour into the pie shell and chill until the filling is set. Garnish with sweetened whipped cream when serving.

* * * * *

"Offisher, what do ya mean I wash weaving all over the road. I haven't had anything to drink. I wash just over the Fangmasher's housh for a piece of pie. I only had sheconds twice. The Fangmasher? Last I shaw of him, he wash on top of the housh baying at the moon."

1974CZ

GAMEMASTER: FANGMASTER

FALL 1913: NEW TURKISH SULTAN OFFS AUSTRIAN ALLY

AUSTRIA Verheiden (1): A Bud S TURKISH A Vie /d/ R(Gal, OTB)* CTR: ~~Vid~~ (0) outENGLAND Hightower (6): F Nwy* H, F Eng*→Nth, F MAO→NAf*, F Bar* S A StP,F Nwg*→Nth, A StP* S GERMAN A Mos CENTERS: Home, Nwy, StP, Bre (6) evenFRANCE Reynolds (3, 1 short): F Mai yon*, F Spa(sc)→WMed* CTRS:Por, Spa, Mar(3)build 1GERMANY Kendter (10): F Swe* H, F Bal→Den*, A Kie→Mun*, A Bel* H, A Mun→Sil*,A Tyo* S A Gal→Vie*, A Mos* S A War→Ukr*, A Boh* S A Gal→Vie

CENTERS: Home, Den, Hol, Par, War, Swe, Mos, Bel, VIE (11) build 1

ITALY Klein (4): F Nap* S F Ion, F Ion § A Apu /d/ R(Aeg, EMed, Tyr, Tun, OTB)*,A Ven* thanks A Tyo, A Apu* S A Ven CENTERS: Home, Tun (4) evenTURKEY Hudec (10): F Alb→Ion*, F Gre* S F Alb→Ion, F Adr* S F Alb→Ion, F Bla* CA Con→Rum, A Con→Rum*, A Ser* S A Vie→Bud*, A Ukr→Mos /d/ R(Gal, OTB)*, A Sev* S A Ukr→Mos,A Tri* S A Vie→Bud CENTERS: Home, Sev, Rum, Bul, Gre, Tri, Ser, ~~Vid~~, BUD (10) even

Because there are several retreats I am calling for Autumn 1913 and Winter 1913 only this time. Moves due January 10. Winter builds dependent upon Autumn retreats, of course. If everyone should submit Spring 1914 moves I will publish those also. Randall Groves is leaving the country and has to resign all of his games so Mike Hudec takes over as Turkey. (Randall is not being run out of the country but is taking a trip.)

PRESS

ROME: Scott, you may interpret continued silence as continued laziness.

1974GV

GAMEMASTER: FANGMASTER

SPRING 1912: ENGLISH MAKE KIDNEY PIE OF TURKISH ENCLAVE
IN FRANCEENGLAND Kendter (13): F Bal* & A Kiel* S A Ber* H, F Swe→Ska*, F Bre* S F Bel→Pic*,
F Nwy→Nth*, F Bar→Nwg*, A Fin* S F StP(nc)* H, A Par* S A Ruh→Eur*, A Hol→Ruh*,FRANCE Burce (3): F Spa(sc)* S F Por*→MAO, A Mar*→PieRUSSIA M.Hanagan (8, 1 short): F Aeg→Ion*, A War→Sil*, A Mos*→StP, A Pru* H,
A Tyo→Mun*, A Mun*→Bur, A Lva* S A PruTURKEY Neal (10): F Tyr→Lyo*, F Tun*→NAf, F Ion→Tyr*, F WMed* S F NAF*→MAO,
A Ven→Tus*, A Sil→Boh*, A Pic § RUSSIAN A Mun→Bur /d/ annihilated, A Pie*→Mar,
F Smy→EMed*

Fall 1912 due January 10.

1975GC

GAMEMASTER: FANGMASTER

SPRING 1906: SULTAN TURNS ON CZARINA. EMBATTLED ITALIANS
(UNDER NEW COMMANDER) HANG ON IN MUNICH.ENGLAND Holmes (7): F Eng* C A Lon→Pic, F Bre*² A Lon→Pic*, F Nwy* S A StP* H,
F NAO*→MAO, F MAO*→WMed,FRANCE Forte (3): F Por*→MAO, A Spa→Gas*, A Par*→BreGERMANY Nelson (4): F Pic→Bel*, A Eur* & A Kiel* S A Ruhr*→MunITALY Torrey (5): A Mun* H, A Mar* H, F Rome* S F Lyon→Tyrr*, A Tyo→Ven*RUSSIA K. Willemsen (7): F Rum*→Bla, A Lva→Mos*, A Sil* S ITALIAN A Mun,
A Boh→Vie*, A Bud S ITALIAN A Tyo→Tri NSO /d/ R(Gal, OTB)*, A Mos→Ukr*,
A Ber* S ITALIAN A MunTURKEY Rogowski (8): F Ion→Nap*, F Con*→Bla, A Ank→Arm*, F Tun*→WMed,
F Tyr→Lyon /d/ R(Ion, Tus, OTB)*, A Bul→Rum*, A Ser* S A Tri→Bud*

Summer 1906 retreats and Fall 1906 moves due January 10. Randall Groves has resigned as Italy, John Torrey takes over.

1975EM

GAMEMASTER: FANGMASTER

The vote for a 5-way draw carried. Supply center chart and players' statements will be in the next issue. I'd like to ask the players to send in their statements as soon as possible. This was also the game the Hightower Bourse was based on. The finals of the Bourse will be in the next issue.

1975GD

GAMEMASTER: FANGMASTER

FALL 1907: PRUSSIA AND PIEDMONT POUNDED BUT DEFENDERS HANG ON

AUSTRIA Hall (9): F Tyr* § TURKISH F Pied→Lyo, F Tus* S TURKISH F Pie→Lyo,
 A Boh* S A Sil, A Tyo* S A Ven*→Pie, A Sil* & A Tyr* S A Mar*→Pru, A Tri*→Ven,
 CENTERS: Home, Gre, Ser, Ven, Rome, War, Nap (9) even

ENGLAND Hudec (3): F Naf* S F MAO→Med*, F Eng→MAO* CTRS:Home, SPA (4) build 1

FRANCE Zimmerman (5): F Spa(sc)* S F Lyo, F Lyo* S A Mar*→Pie, A Gas*→Mar,
 A Bur* S GERMAN A Mun CENTERS: Home, ~~Spa~~, Por (4) remove 1

GERMANY M. Willemsen (6): F Bel* H, F Bal* S RUSSIAN F Pru, A Mun* S A Ber,
 A Ruhr* S A Mun, A Ber* S RUSSIAN F Pru, A Kiel* S A Mun CTRS:Home,Hol,Bel,Den(6)even

ITALY Neal (1): F Tun*→Tyr CENTER: Tun (1) even

RUSSIA Wartenberg (3): F Pru* H, F Nwy* S A StP* H CENTERS: StP,Swe,Nwy(3)even

TURKEY Klein (7): F Pie*→Lyo, F Aeg*→Ion, F Ion*→Tun, A Ukr* H, A Mos*→StP,
 A Gal* S AUSTRIAN A Boh, A Sev* H CENTERS: Home, Run, Bul, Sev, Mos (7)

Once again no centers have changed hands. Spring 1908 is due January 10. The vote for a 4-way draw failed. This month's vote is for a 7-way draw. I have been asked, "How many seasons have to go by without supply center exchange (by your house-rules) for the game to be considered a draw?" My house-rules have no provision for this. The game can continue until something happens such as a NMR, a stab, a vote for a seven-way draw, or hell freezes over.

Temporary COA for Mark Zimmermann to 6812 Langston Dr., Austin, TX 78723 (12/20-1/3)
 PRESS

CONSTANTINOPLE: That call for a 7-way draw was somewhat typical of the play of some folks in this game--dull.

1976BN

GAMEMASTER: FANGMASTER

FALL 1903: RUSSIA BLOATS ON AUSTRIAN CENTERS

COA AUSTRIA Wartenberg (3): A Rum→Ser /d/ annihilated, A Vie→Bud /d/ R(Boh, OTB)*
A Tri* § A Rum→Ser CENTERS: Tri, ~~Vie~~, ~~Bud~~ (1) remove 1

ENGLAND Koenig (3): F Spa(nc)* H, F NthS→EngC*, A Lon→Wal* CENTERS: Home (3)even

FRANCE Carawan (5): F Bre→MAO*, A Mar* & A Pic* S A Bur* H, A Par→Bre*

CENTERS: Home, Spa, Por (5) even

GERMANY Vagts (6): F Den* H, A Kiel*→Mun, A Bel* S A Ruhr*→Bur, A Mun*→Tyo,
 A Hol* S A Bel CENTERS: Home, Den, Hol, Bel (6) even

ITALY Reynolds (4): F Ion→Aeg*, A Apu*→Ven, A Ven*→Tyo, A Rome* H

CENTERS: Home, Tun (4) even

RUSSIA Stratén (7): F Swe* H, F Sev* S A Ukr→Rum*, F Nwy* H, A Gal* S A Bud→Vie*,
 A Fin→StP* CENTERS: Home, Nwy, Swe, Bud, Rum, Vie (9) build 2

TURKEY Young (6): F Ank→Con*, F Gre* S F Med→Ion*, A Ser* § A Alb*→Tri,

A Bul* S RUSSIAN F Sev→Rum NSO CENTERS: Home, Gre, Bul, Ser (6) even

Autumn 1903, Winter 1903, Spring 1904, and Fang of the Year 1977 due January 10.

COA for Bob Wartenberg to 44 Buckeye Rd, Groton, Conn 06340.

1975CD

GAMEMASTER: David Reynolds, 3468 Gunston Rd, Alexandria, VA 22302

WINTER 1907: Italy builds A Rome.

SPRING 1908: AUSTRIA RUSHES CON; RUSSIANS CONN AUSTRIA

AUSTRIA (Pike-6): A Vie*→Gal, A Bud* S A Vie→Gal, A Tri* S GERMAN A Tyro→Ven,
 A Bul→Con*, A Ser*→Rum, F Gre* S A Bul→Con (impossible)

GERMANY (Lylick-15): A Naf→Tun*, F Med* S F Naf→Tun, A Tyo→Ven*, A Pied*S

A Tyr→Ven; F Lyon*→Tus, F MAO→Spa(sc)*, F Eng→MAO*; A Hol→Bel*, A Mun→Tyo*,
 A Boh* S A Mun→Tyo, A Sil* S A Boh, A Mar* S A Pie; A Gas* H, F Nth* H, F Den* H

RUSSIA (Carawan-8) F Bla→Bul(ec)*, F Sev* S A Rum, A Gal* H, A Ukr* S A Gal,
A Rum* S F Bla→Bul, F Ank* S A Con, A Con S Bla→Bul (D-R OTB), F Arm→Bla*

ITALY (Stimmel-5): F Smy* & F Aeg*S AUSTRIAN A Bul→Con, A Tus*→Ven,

A Rome* S A Tus→Ven, F Tyr*→Tus

Fall 1908 due January 7.

PRESS // ROME: Roman Empire suffers from lack of population but 3 Western Roman units fight 15 Hun units while 2 Eastern Roman units keep 4 Ostrogothic fleets trapped in Black Sea area.

1975 GU

GAMEMASTER: Alan Cathcart, 6427 King Louis Dr, Alexandria, VA
Winter 1906: Austria NBR: England build A Lon, F Lvp 22312

SPRING 1907: ENNUI GO!!

AUSTRIA Burce? (11, 2 short): MIR A Pru H, A Ber, H, A War H, A Sil H, A Hun H,
A Tyo H, A Pie H, A Ven H, F NAF HENGLAND Karlinski (9): A Den-Kie*, A Hol* S A Den-Kie, A Lon* & F StP(nc)* H,
F Nwy* S F StP(nc), F Kie-Hel*, F Hel-Nth*, F Eng* S FRENCH F MAO, F Lvp-Iri*FRANCE Reynolds (6): A Bur-Gas*, F Spa(sc)* S A Mar, F MAO* S F Spa(sc),
A Bel-Pic*, A Ruh-Bur*, A Har* S A Bur-GasTURKEY Carroll (8): A Mos*-StP, A Lva* S A Mos-StP, A Sev*-Mos, A Bul-Gre*,
F Wes*-Spa(sc), F Lyo* S F Wes-Spa(sc), F Lvp-Iri, F Ion*-TyrFall 1907 due on January 7. Players are encouraged to submit conditional winter
builds. A vote on a 4-way draw among the remaining players has been requested. Unanimity
is required. Players are also reminded that the best time (if there is one) to telephone
the GM at home is between 7 and 11 on weeknights. My office number is (202) 457-8539.The usually reliable Gary Burce missed moves this time. In the unlikely event
he should miss again I am requesting standby orders from Paul E. McSweeney, 14 Eugenia
Ave, San Francisco, CA 94110

1975 EL

GAMEMASTER: Bob Wartenberg, 44 Buckeye Rd., Groton, Conn 06340

AUTUMN 1907: Italy A Tyr R Tri

FALL 1907: CALL FOR PEACE GOES UP IN SMOKE AS TRIESTE AND VENICE BURN

AUSTRIA Boggs (2): A Gal-Rum, A Ser S RUSSIAN A Rum-Bul

CENTERS: Ser, Rum, Bud? even or build 1 depending on Fall's retreat.

ENGLAND Robinson (6): F Edi H, F Nwy H, F Lon H, F Nth H, F Den H, A Yor S F Lon

CENTERS: Edi, Lon, Den, Nwy, Swe, StP (6) even

FRANCE Diehl (13): F Lyo S F Tyr, F Tyr H, F Tun S F Tyr, F Pic-Bel, F Eng H,
F MAO S F Lvp-Cly, F Lvp-Cly, A War H, A Tyr-Tri, A Pie-Ven, A Kie H, A Hol H,
A Wal-Lvp CENTERS: Home, Spa, Por, Bel, Hol, Kie, Ber, Hun, War, Lvp, Tri, Ven,
Tun, (15) build 2ITALY Holmes (5): F Rom H, F Nap H, F Ion H, A Tus-Pie, A Tri S FRENCH A Tyo-Vie NSO
/d/ R(Bud, Alb,OTB) CENTERS: Rome, Nap, Bud?, Gre? remove 3, 2, or 1 depending on
Turkish and Italian retreats.RUSSIA Kendter (4): F Sev H, A Mos S F Sev, A Rum-Bul, A Vie S FRENCH A Tyr-Tri
CENTERS: Mos, Sev, Vie, Bul (4) evenTURKEY Eisen (4): F Aeg S ITALIAN F Ion, F Bla S A Arm-Sev, A Bul-Ser /d/ R(GreOTB)
A Arm-Sev CENTERS: Con, Ank, Smy, Gre? even or remove 1 depending on retreat.Autumn 1907 and Winter 1907 only due January 7 because of the complexity of the
retreats.PRESS// ROME: The pope, deep in his vaults, looked out over his religious domain
today and cried: "It is too bad that after two thousand years all our work is for
naught. Everyone still battles with each other while evil rolls along unmolested."

1976 BO

GAMEMASTER: FANGMASTER

SPRING 1903: GERMANS GAIN PARIS BUT LOSE PRUSSIA

AUSTRIA Cusak (2): A Bud-Vie*, A Boh-Sil*

ENGLAND Pitsch (6): F Eng* S A Bre, F Swe*-Bal, F Nth* C A Edi-Nwy*, F Lvp-Iri*,
A Bre* S GERMAN A Bur-ParFRANCE Burce (4): F Pic* S ENGLISH A Bre-Bel NSO, F MAO* H, A Par-Bur /d/ R(Gas,OTB)*
A Gas-Har*GERMANY Willlemsen (6): F Bel*-Pic, A Pru-Sil /d/ annihilated, A Hun-Bur*,
A Ber* S A Pru-Sil, A Den-Kiel*, A Bur-Par*ITALY Sokolitsky (5): F Tyrr-Lyon*, F Apu-Acr*, F Nap-Ion*, A Ven* S A Tri,
A Tri* S AUSTRIAN A Bud NSORUSSIA Scensny (6) F Bal*-Ber, A Lva* S A War-Pru*, A Gal*S AUSTRALIAN A Boh-Sil,
A Rum-Bud*, A Vie-Boh*TURKEY Verheiden (5): F Ank-Con*, F Aeg-Gre*, F Smy-Hed*, A Ser* S RUSSIAN
A Rum-Bud, A Bul* S A SerFall 1903 due January 10. Eric Verheiden's address from Dec 16 to Jan 3 will
be 3245 SW 185th Ave., Aloha, OR 97005.

1976 DE

GAMEMASTER: Gary L. Burce, 211 Alden St., Apt 343, Wallington,
N.J. 02057 Telephone: (201) 472-9579

SUMMER 1902: TURKISH A Sev R Arm

FALL 1902: FRENCH ARMY BURGUNDY BESIEGED--ESCAPES TO FRIENDLY PORT. BLACK SEA ALIVE WITH ACTION.

AUSTRIA Dahnke (5): A Ven* H, A Vie*→Gal, A Gal*→Ukr, A Sev→Tri*,
F Gre* S TURKISH F EMed→Ion CENTERS: Home, Ser, Gre, Ven (6) build 1
ENGLAND Weswig (5): A Bel* S GERMAN A Ruh→Bur, F Eng→Iri*, F NAO* S F Eng→Iri,
F Nwy* H, F Nth*→Eng CENTERS: Home, Bel, Nwy (5) Even
FRANCE Bear (5): A Bur→Mar*, A Gas* S A Bur→Mar, F MAO→Bre*, F Pic*→Eng, A Par* H
CENTERS: Home, Por, Spa? (4 or 5) depending on Italian retreat even or remove 1.
GERMANY Hance (5): A Den* H, F Hol* S ENGLISH A Bel, A Ruh→Bur*, A Mun* S A Ruh→Bur,
A Ber→Sil*. CENTERS: Home, Den, Hol (5) even
ITALY Dave Litter (4): A Mar S GERMAN A Ruh→Bur /d/ R(Pie, Spa, OTB)*, A Tun→Rom*,
F Ion S TURKISH F Aeg→Gre NSO /d/ R(Adr, Alb, Apu, Nap, Tun, OTB)* F Tyrr* C A Tun→Rum,
CENTERS: Rome, Nap, Tun, Spa? (3 or 4) Depending on retreats remove 1, even, or build 1.
RUSSIA Budke (5): F Swe*→Nwy, F Sev→Rum /d/ R OTB, A Ukr* S F Sev→Rum, 'Ik
A Mos* S A Ukr, A War* S GERMAN A Ber→Sil CENTERS: Mos, War, StP, Swe (4) even
TURKEY Hudec (5): A Arm→Sev*, F Bla* S A Arm→Sev, A Rum* S AUSTRIAN A Gal→Ukr,
F EMed→Ion*, F Aeg* S F EMed→Ion CENTERS: Home, Bul, Sev, Rum (6) build 1
PRESS // BERLIN: The German High Command has determined that Russia must stand
as a defense against the rising terror of South Eastern Europe and will continue to
work toward that end.

WALLINGTON: Fall 1902 retreats and Winter 1902 builds are due here Jan 7, 1977.
Because of the complex Italian possibilities and the Christmas season, Spring 1903
moves need not be in BUT if everyone submits Spring 1903 moves, they will be accepted.
Last month's moves were adjudicated incorrectly, A Mun→Ber and A Ber→Mun do not
succeed, but the net result is the same.

1976 EF

GAMEMASTER: FANGMASTER
Spring 1902:RUSS SLIDE LIMEYS OUT OF NORWAY. FRENCH ARMIES CANCEL EACH OTHER IN
HEADLONG RUSH FOR BURGUNDY VINEYARDS.

AUSTRIA DuMoulin (3): F Tri* § A Boh*→Vie, A Ser*→Bud (F Tri's support impossible)
ENGLAND Forester (4): F Nwy H /d/ R(Ska, Nwy, Bar, OTB)*, F Edi* S F Nth,
F Nth* C A Lon*→Hol
FRANCE Eaton (5): F Bre→Eng*, F Bel* S GERMAN F Hol→Nth, A Pic*→Bur, A Par*→Bur,
A Por→Spa*
GERMANY Willemsen (5): A Vie* § RUSSIAN A Rum→Bud, A Mun* H, A Kiel→Ruhr*,
F Ber→Kiel*, F Hol*→Nth
ITALY Scott (4): F Nap→Apu*, F Ion* C A Tun→Alb*, A Ven*→Tri
RUSSIA McSweeny (6): F Sev→Rum*, F Swe* S F StP→Nwy*, A Gal* S A Rum→Bud*,
A Mos→StP*
TURKEY Fiack (4): F Aeg* S A Bul→Gre*, F Smy→EMed*, A Con→Bul*

Fall 1902 due January 7.

PRESS

ST. PETERSBURG: Budapest and Oslo, Copenhagen and London. Britain! Hail
Kaiser Wilhelm! France, do you have sufficient champagne for the celebration? The
party begins in Oslo this summer, y'all come. The Czarina Alexandra is making
arrangements for a gala cruise this fall from Norway to Denmark. Our ambassadors
will personally deliver invitations. We hope that the Kaiser and Kaiserin enjoy
Copenhagen as much as Vienna.

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

This page provided for Claw & Fang by Scott and Paul Hightower, GM's for the Bourse and the Mensa game 1975HG. Address: 3118 Lamar Dr., Lexington, KY 40502. Ph: (606) 269-2581. Our deadline is no later than 2200EST, Friday, 7 January 1976.

BOURSE FOR 1975EM. NINETEENTH SUMMARY (10 December 1976)

TRANSAX: (two)	KRONEN	POUNDS	MARKS	RUBLES	PIASTRE	GOLD
	X	x	25/1000	40/500	x	x
STANDING: (Values)	70	110+60	40	50	70	x
Buy:	59/300	150/300	25/500	30/100	69/1000	x
Sell:	65/200	x	35/200	40/150	75/50	x
M. Boggs:	200	-300	2390	1000	3050	-54960
D. Dewsnap	900	200	200	160	x	49620
S. Jolly	1000	1110	400	-550	680	30320
D. Reynolds	400	1840	-1740	1800	-2860	8910
D. Scott	900	700	900	870	1450	14610

All orders prior to June 1976 have been removed. Last complete summary appeared in C&F #69. All accounts have remained the same since then, except for the five shown above.

Abbreviated copies of the 18th summary were sent to the five players listed above.

Corrections to previous summaries:

15, 16, 17, & 18: D. Scott 1450PI
18 only: D. Scott 900MA

1975 HG

(AUTUMN) WINTER 1905

England: Build F Liverpool, A Edinburgh

France: (F Mid Atlantic R to Irish Sea) Build A Paris

Turkey: Build A Ankara

SPRING 1906:

AUSTRIA(Stephen Locke)(5) A Gal* S A Sil-War; A Sil-War*; A Ser-Trie*;
A Vie*-Sil (Not Adjacent); A Tyo*-Vie

ENGLAND(David Reynolds)(9) A StP-Lia*; F Pru* S A Stp-Lia; A Kie / A Hol
//d//(R: OTB, Den); A Hol* / A Kie; A Edi-Nwy*; F Nth* C A Edi-Nwy;
F Lon-Wal; F Liv* S F Lon-Wal; F NAO / F Liv //d// (R: OTB, Nwg, Cly)

GERMANY(CD)(1) A Ber* H

ITALY(Sid Jolly)(5) A Mun-Kie*; A Boh-Mun*; F Naf* H; F Ion-Tyr*; A Ven*H

RUSSIA(CD)(1) A War H //d// (annihilated) ((finally!))

TURKEY(Don Dewsnap)(7) F MAO* S FRE F Iri-NAO, F Tyr-WMed*; A Ank-Arm*;
A Mos*-Lia; A Sev*-Mos; A Ukr* S A Sev-Mos; F Bla*-Cyprus (Repulsed
by fanatical Greek nationalists)

SUMMER & FALL 1906 orders due by deadline.

Correction to Fall 1905:

TURKEY: Centers; Home, Sev, Bul, Rum, Mos (7) Build one.

K'DOO seems to fluctuate a bit - three pages in one issue, and none in the next! It was quite a surprise to get the last issue of C&F and find our favorite pages missing. A quick phone call to the Fangmaster confirmed the worst: Uncle Sam's Turtle Service has struck again. We mailed the page out in plenty of time, but as far as we know, it never arrived. Copies of 1975HG Autumn and Winter orders were sent to the players, as well as copies of the 18th summary of the Bourse.

CLAW & FANG HOUSE RULES

1. The 1971 (or 1976) Rulebook unless otherwise modified below.
2. Deadlines for games that I gamemaster are generally on the 10th of the month. The deadline for Guest GM games is on the 7th. The Postal Service is one of the hazards of playing Postal Diplomacy. If you mail in orders and I don't receive them--or I don't receive them timely--I have no choice but to count it as a missed move. To prevent this, send in duplicate orders or standby orders (see #7). Also, since CLAW & FANG is mailed out within one week of the deadline (i.e. the 17th), if you do not receive it by the 22nd or so you had better contact me. I will not grant an extension if you do not receive CLAW & FANG. The important thing is to keep the games moving.
3. Telephone moves are accepted but I cannot guarantee to be home on the deadline date although I usually am. I am generally home by 5:30 on weekdays and most of the time on weekends. You can call as early as 6:00 a.m. any day but please do not call after 10 p.m. On those rare occasions that my wife is home and I am not, she is capable of writing down your orders, even if she doesn't understand them.
4. Only one player per state per game (except Mensa games). Northern California and Upstate New York are considered as states for this purpose. If a player moves to another state after the game begins the restriction does not apply. However, a standby must be from a different state than the players of record.
5. Diplomacy moves are divided into five seasons: Spring moves, Summer retreats, Fall moves, Autumn retreats, and Winter adjustments. In the event of very complicated retreat situations a separate summer season could be called for, usually with a deadline between issues of CLAW & FANG. Otherwise, all games have three deadlines per game year: (1) Spring moves, (2) Summer retreats and Fall moves, and (3) Autumn retreats and Winter adjustments. Moves should be sent in conditional on the retreats of the previous season. In very simple Winter adjustment situations, the Winter and Spring moves could be called for at the same time and often will be after the first season.
6. The Guest Gamemaster is the gamemaster of his game. Do not send orders to me, I cannot change his adjudications. If an error is made please contact him (see #11), I only copy what is sent me. I do stand behind the games and in the event of non-performance I will take over as gamemaster or reassign to another GM.
7. General orders will not be accepted. You can send in standby orders for up to two seasons in advance e.g. when submitting Spring 1901 moves you can also submit standby moves for Fall 1901 and Winter 1901.
8. A player who misses two consecutive moves is out of the game. When a player misses a move a standby is asked to submit orders for the next season. If the player misses again on the next move, the standby's orders are used and he takes over the position. Thus a standby will never take over a position without a season's prior notice to the other players. If the player who misses the move had sent in standby orders the previous season (#7 above) these orders will be published as best as they can be followed and will not be counted as a missed move. Otherwise, all units will hold. A dislodged unit can be retreated by whichever player has the position the next season. Retreating units that are unordered will be removed. Abandoned powers with less than three units will go into civil disorder rather than have someone take over the position. Once a power goes into civil disorder it can never be resurrected but must remain in civil disorder (c.d.) until the end.
9. For the three seasons of 1901 only, NMRs will not result in "all units hold" but neutral orders will be used instead.
10. To avoid "Pandin's Paradox" (an unadjudicable situation) I am adopting Eric Verheiden's rule as suggested in DIPLOMACY REVIEW #11. Rule XII.5 is changed to:
A CONVOYED ATTACK MAY NOT AFFECT THE CONVOYING FLEETS. If a convoyed army's attack would affect the outcome 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 be convoyed must hold in its original position.
11. The gamemaster is not infallible (he has proven that many times). Notify me (or the Guest GM) of any errors immediately and the mistake will be rectified. However, if an error is not brought to light until after publication of the following season's move it will not be adjusted.
12. No fair fooling the Gamemaster, or you are out.

SO WHAT ELSE IS NEW

1. FANG OF THE YEAR. Get your entries in. Deadline is January 10. The winning nominator gets a free year's subscription to CLAW & FANG. The next person to get their entry to me will be the first. It could be you and you could win. Just send in your nomination and the reason he/she/it should be named "Fang of the Year."
2. STANDBY LIST. Let me know if you want to be on the standby list.
3. WHAT'S IN AND WHAT'S OUT. 1975HW and 1976BW have deadlines of December 30 and will be mailed out then. 1976EC is being mailed directly to the players by John Weswig. Not yet received due to Christmas mails or whatever are 1975AW, 1975V, and 1975CT. These will be sent out when received.
4. BOARDMAN NUMBER ASSIGNED. Weswig 3 has been assigned the Boardman Number 1976II. (Not aye aye.)
5. STARLORD. Lee Forester is still looking for some more players for his expanded version of Starlord. Write him at 90 Waterglen Cr., Sacramento, CA 95826.
6. I have three Guest GMS lined up for games so there are plenty of game openings right now. Send in your \$2.00.
7. CHRISTMAS GIFT SUGGESTION. A number of you will be giving Diplomacy sets for Christmas to relatives and/or friends. Why not get them started in the hobby right and give them a subscription to CLAW & FANG.

* * * * *

MONTHLY HOROSCOPE

Sagittarius (born Nov 22 to Dec 21)

You are optimistic and enthusiastic. You have a reckless tendency to rely on luck since you lack talent. The majority of Sagittarians are drunks or dope fiends. People laugh at you a great deal.

Holiday greetings and happy humbug from
CLAW & FANG #73 sent your way by
DON HORTON
16 Jordan Ct.,
Sacramento, Calif 95826



Doug Beyerlein
240 Hawthorne, Apt F
Falo Alto, CA 94301

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