

CLAW & FANG

Number Seventy Four
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Game fee is \$2.00. There are game openings with a guest GM. Diplomacy is copyrighted
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ANNOUNCING THE FANG OF THE YEAR FOR 1977

David Prottengeier

The winning nomination as submitted by Don Dewanap: I think David Prottengeier should be named Fang of the Year. He has never (to my knowledge--he might be holding out) lost a game, nor has he ever told the truth in a Diplomacy letter. Might there be a connection?

THE DIFFERENCE BETWEEN ETHICS AND STUPIDITY

by Bruce Schlickbernd

Don Dewanap's article on Diplomacy ethics suffers badly from poor terminology. Anyone who can expend the energy to pick up a dictionary will find that "ethics" imply moral judgment. Given the parameters of the game, there is nothing immoral or unethical about stabbing a person regardless of how this will affect the outcome of the game. Now, the stab might well be stupid, suicidal, or sheer lunacy; but since this is a game, and the game permits such, a player is not being unethical to do such.

About the only things that are truly unethical in Diplomacy are cheating, deception of the gamemaster, cross-game alliances and threats, and the like.

Don's article was basically his opinion on how the game should be played. But without saying whether I agree with his philosophy or not, I must point out that simply because another player does not agree with Don's set of values does not make him unethical, or even stupid. Many times players are not overly concerned with winning; Conrad von Metzke's famed Austrian play where he often committed suicide--effectively speaking--would be a glowing example of different game values. You may not agree with such values--fine, attack the player in question.

An "ethical" (i.e. good) player under Don's reasoning will only stab if it is the only way to win. This is a rather incomplete game outlook. Often a player might have to stab another because the other player has become too much of a liability or threat, even though such a stab will not necessarily assure him of winning, it can still enhance his chances of winning, or at least enhance his chances of not losing (e.g. your ally has met little opposition militarily and/or diplomatically while you have, and is in danger of running away with the game and winning and seems intent on doing so. You can either let him do so, negotiate, or stab him). A good player (or at least one concerned about winning) will consider both the short and long range effects of a stab in terms of the tactical, strategic, and diplomatic outcomes. If the advantages outweigh the disadvantages (and I must stress keeping in mind long-range effects such as your reputation for future games), a player can still be doing the right thing without assuring the win with such a stab. To be honest though, this was properly considered will usually be used in situations where the game can be won by such an action.

The wise player, then, will try and learn from his mistakes and improve his skills. To not do so is not unethical in any way, shape, or form, but it most likely is stupid.

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OF SPECIAL INTEREST TO NOVICES: "You Be The Gamemaster" on page 4 and the game wrap-ups on pages 6, 7, and 8.

FANG OF THE YEAR RUNNERUPS

Contributed by Bruce Schlickbernd

[The following are two Fang of the Year nominations that did not win for obvious reasons. (perhaps more obvious to me than to you.)]

Nominee #1

Fang of the Year: The envelope please.....Don Horton:

Reason: For the last three years, "Fangs" Horton, in association with his nephew, has invaded Los Angeles to run the DinkiCon, a one day get-together for playing Diplomacy. This mini-convention has a so-called "Masters" game that is limited to "top" players only. By virtue of his definition of "good" (and more to the point, his definition of "good" being implemented by virtue of him running the show) Don always gets into the "masters" game. And, just as traditionally as his wiggling into the game, Don blows it through his shining, poor judgment, dishonesty, and general incompetence, while I (Bruce Schlickbernd) through loyal allies, sharp negotiating, credibility, and loyalty to allies whom I never stab, have always finished in a two-way draw (the proverbial hat trick). Now Don, true to his sly, backstabbing nature, covers all this up by writing derogatory articles following each and every DinkiCon about the shining light of virtue (i.e. me) and attempts to palm off his own inadequacy by claiming he was stabbed by me, when, of course, it was quite the opposite. This malicious innuendo is designed as a long range stab against me by tearing down my well-known non-stabbing ways through this insidious perversion of the facts.

Thus, for such devious forethought and persistence in his falsehoods, The Fang of the Year award should go to Don Horton.

Nominee #2: Bruce Schlickbernd.

Reason: For writing the virulent garbage in the preceding nominations.

[On second thought, maybe nominee #2 should have won...but for reasons I could supply.]

* * * * *

1975GU

GAMEMASTER: Alan Cathcart, 6427 King Louis Dr., Alexandria, VA (202) 457-8539

FALL 1907: FRENCH SET TONE OF GOODWILL

- AUSTRIA Burce (11, 2 short): A Nun*Bur, A Ber*Kie, A Pru*Ber, A Sil*Mun, A Tyr*S A Sil*Mun, A War*Gal, A Ven*Pie, A Pic*Mar, F MAO*MAO
- CENTERS: Home, Ser, Ven, Tun, Rom, War, Mun, Ber, 6/4 (10) build 1
- ENGLAND Karlinski (9): A Hol-Ruh*, A Kie*S A Hol-Ruh, A Lon-Hol*, F Hel*S A Kie, F Iri*S FRENCH F MAO, F Eng*S FRENCH F MAO, F Nth*C A Lon-Hol, F Nwy*S F StP(nc), F StP(nc)*
- CENTERS: Home, Nwy, StP, Swe, Den, Hol, Kie (9) even
- FRANCE Reynolds (6): A Pic-Bel*, A Gas*S F Spa(sc), F MAO*S F Spa(sc), A Nar*S F Spa(sc), F Spa(sc)* F A Mar, A Bur*S A Mar
- CENTERS: Home, Spa, Por, Bel (6) even
- TURKEY Carroll (8): A Mos*StP, A Lva*S A Mos*StP, A Sev*Mos, A Gre*H, F WMed*Spa(sc), F Lyo*S F WMed*Spa(sc), F Tyr*Wes, F Ion*TYR
- CENTERS: Home, Bul, Rum, Sev, Nap, Mos, GRE (9) build 1

The vote on a draw failed--no one requested a new vote. Since there are only two builds, which should produce no surprises, I am calling for Winter 1907 and Spring 1908 on February 7.

PRESS

PARIS: The reason for these moves is that at this time of the year France is filled with loving kindness and goodwill to all, even those horrible Turks and Austrians, and intends to set an example of non-aggression and peaceableness before all.

1975HF

GAMEMASTER: FANGMASTER
AFTER 1905: England F Nth R Hol

WINTER 1905: England removes F StP(nc); France builds F Bre;
Spring 1906 due January 30.

Reynolds
Kap

AT SEA IN A HOSTEL

Don's experiences in phoning for a hotel reminds me that all over Europe, at all the air terminals and all the rail terminals, and most towns, there is a Hotelburo, Bureau des Renseignements. This is what it says, not a tourist agency or a Travellers Aid; it speaks your language and gets you a room, for free. I learned, after a while, in Paris, that most hotels register with the Bureau for a dollar or so more than you can get by contacting the hotel directly: but they've got to pay a fee, so its reasonable.

Using this system, I once took a plane to Stockholm, went to the buro, and asked for a room. Turned out I had run into some enormous convention. "Come back in a couple of hours, and we'll see what we can do." (In Sweden and a few other countries, the Bureau absolutely guarantees to get you a room, even if they have to approach a private family or--in the limit--their own staff.)

Back in a couple of hours, having confirmed that there is indeed a convention in town. "We have a room for you, but you might not like it."

"I'll take it."

"Jag will tak itt."

"Actually its a sailing-ship."

"Jag wil er tak, mycket tak."

So I found myself on the 'af Chapman, a full-rigged ship moored in Stockholm harbour, now a youth hostel. Next, I found that while a winning smile gets you into a good hotel most places, the lower orders have to have plenty of documenti, and fill up endless forms stating where you are coming from, where you are going, where your head is at, what was your paternal grandmother's maiden name, and anything else the bureaucracy can think up. Got issued sheets and blankets and a bunk. Listened to a rock session for a while, and then in the dusk, climbed the foremast. Streng forbudgen, but my only chance in the life to do it. And so to bed, uneasily recollecting that the only other sailing ship in the harbour, the Gustavus Adolphus, overturned on its maiden voyage. Disaster came to the 'af Chapman about 5 a.m., in the form of whole squads of goddamn ducks, quacking around the ship, in Swedish yet, making sleep impossible. Off to the shower-room, where I and a couple other business types, armed with useless electric razors, cringed beneath the contempt of the long-haired hippies who had their own soap and towels.

Breakfast was good, but of course no smoking on board, so I felt I'd had enough time at sea, and went off down the quays to the Grand Hotel, where I was lucky enough to get a room. Eventually, sank into a deep, warm, bath, surrounded by soap and towels. Just then a maid opened the door and, with a smile, passed into the bedroom to do whatever maids do. Coming out again, she said cheerily, "Enjoy your bath"--or Swedish words to that effect. "You too," I replied, I hope, with great nonchalance. But it was definitely five points my side, ten points hers.

--David J. Reynolds

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MONTHLY HOROSCOPE

Capricorn (born Dec 22 to Jan 19)

You are conservative and afraid of taking risks. You don't do much of anything and are lazy. There has never been a Capricorn of any importance. Capricorns should avoid standing still too long as they tend to root and become trees.

THE PUZZLE PAGE

1. The Ten Bags of Coins Problem. (David Reynolds gleaned this one from TWA's Magazine--or perhaps barf bag.)

You have ten bags of coins, ten coins each. All the coins in 9 bags weigh 5 grains each, but in the tenth bag the coins are false, and weigh only $4\frac{1}{2}$ grains each. How can you identify that bag in only one weighing? (Not a balance scale question.)

2. The Algebra Problem by Michael Boggs.

For the algebra buffs in our audience:

If you are given:	$a = b$
Then if you multiply by "a":	$a^2 = ab$
Subtract "b ² ":	$a^2 - b^2 = ab - b^2$
Factor out a "b"	$a^2 - b^2 = (a-b) b$
Factor (a ² - b ²):	$(a+b) (a-b) = (a-b) b$
Divide by "a-b":	$a+b = b$
And since a=b:	$b+b = b$
Or:	$2b = b$
Divide by "b":	$2 = 1$ [Solutions next month]

Solutions to Last Month's Problem.

Here is the solution received from Jim Diehl:

<u>Persons</u>	<u>Country Played</u>	<u>Game Position</u>	<u>SCs</u>
Austrian	England	1st	18
Englishman	Turkey	2nd	13
Turk	France	3rd	3
Italian	Russia	4th	0
Frenchman	Italy	5th	0
German	Austria	6th	0
Russian	Germany	7th	0

Send my prize (the whisky pie, I hope) wrapped carefully.

[Sorry, Jim, I tried but the package was returned stamped "insufficient quantity". However, my mail service has improved considerably.]

You Be The Gamemaster

Adjudicate these moves. (assume no other units involved)

- Russia: A Mos-Ukr, A Sev S A Mos-Ukr, A StP-Mos
Turkey: A Ukr-Mos
- Russia: A War-Ukr, A Sev S A War-Ukr, A StP-Mos
Turkey: A StP-Mos

(answers on page 11)

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1976 DE

GAMEMASTER: Gary Burce, 211 Alden, Apt 343, Wallington, NJ 07057
AUTUMN 1902: Italy A Mar R Spa, F Ion-Tun

WINTER 1902: Austria build A Bud; France NBR GM removes F Pic; Turkey build F Smy
8 Spring 1903 due February 7. Would Dave Forte, Apt 412, 11800 Edgewater Dr., Lakewood, Ohio 44107 please submit standby orders for France?

1976 BN

GAMEMASTER: FANGMASTER
AUTUMN 1903: AUSTRIA A Rum R Bud, A Vie R OTB

WINTER 1903: ENGLAND build F Lon; FRANCE remove A Bur; RUSSIA build A War
SPRING 1904 due February 10.

1975EM: THE WRAP UP

The supply centers:

	<u>00</u>	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	
AUSTRIA	3	5	5	5	6	7	7	7	7	craw
ENGLAND	3	4	6	6	9	9	10	11	11	craw
FRANCE	3	4	3	3	3	2	1	0	-	
GERMANY	3	6	7	6	5	4	4	4	4	craw
ITALY	3	4	4	4	2	0	-			
RUSSIA	4	6	5	6	5	6	6*	5	5	craw
TURKEY	3	4	4	4	4	6*	6*	7*	7*	craw

The players:

AUSTRIA: Alan Cathcart. ENGLAND: Gil Neiger. FRANCE: Jeff Barber (cro F '02), Bob Wartenberg (out F '07). GERMANY: Eric Robinson. ITALY: Gary Behnen (out F '05). RUSSIA: Gary Blemings (res S '02), Ted Crowley (cro S '07), Paul McSweeney. TURKEY: John Torrey.

The players' statements:

JOHN TORREY: The opening was the whole story on this game, as the middle and end games saw well-balanced alliances dragging towards the inevitable stalemate. But what an opening! Those two or three moves provided me as much satisfaction as I've had in my Diplomacy career. The story needs telling, and I'll tell it from my point of view as Turkey.

Prior to the first move, I sent the usual probing letters to my immediate neighbors, and attempted to initiate an information exchange with France. From the replies, Russia, a Diplomacy novice, seemed weak; Austria seemed strong and a good potential ally; and Italy (Gary Behnen) seemed insane. His response to my initial proposal of mutual non-aggression was a threat that he, Russia, and Austria would destroy me in three moves if I did not ally with him at once. In passing, he mentioned that he would not be attacking Trieste in Spring 1901. Austria was friendly, but disinclined alliance with me for positional reasons; he was actively negotiating with Italy, as well, and wanted to keep his options open. At this point, France sent a letter, he knew little about the East, but he enclosed copies of non-committal letters to him from Russia and Italy. Again, for no particular reason, Italy said he would not be attacking Trieste.

This set me off, I hadn't believed much of Italy's letter to me, why should I believe this piece? Why would Italy spread the news of something he was not going to do? I became convinced that he would attack Trieste, and was attempting to be "clever". I wrote of my suspicions to Austria; he had his doubts (something about a rusty sabre was mentioned, I recall) but protected himself against the move on Trieste that Italy duly made. Oh, the screams of betrayal from Italy! Oh, the complaints about "cross game threats!" (I had written Italy that I was considering joining the Bourse for the sole purpose of selling Lira.) Oh, the sweetness! Thus was cemented an alliance between Turkey and Austria that lasted the entire game.

Meanwhile, England and Germany--two old school buddies, apparently--had begun a very efficient blitz of France; Russia had offered an attack on northern Austria; and I had discovered the "Pastiche opening". In a long letter to Russia, I argued that he should join Austria and me in preventing an English/German victory, or else both of us would trample him. He bought it, and the rest of the game consisted of some reasonable tactical play in the North, whilst Austria and I had the pleasure of eliminating Italy.

England/Germany played well throughout, and would have won if the Eastern powers had not quickly and effectively banded together. Alan Cathcart was a good ally and correspondent. After the elimination of Italy (Gary Behnen, though "insane", was not a quitter in either tactics or diplomacy), I spent little time on the game other than to verify that a stalemate line was available to the Eastern powers. France was sand-

(continued overleaf)

bagged and never really had a chance, but (aside from some NMR's) was played better than its fate would suggest. My thanks to all, including Gary Behnen and the Fangmaster, for an enjoyable game.

ALAN CATHCART: Unfortunately this game coincided with an increase in my other activities--and an overcommitment to Diplomacy. Among other things, since it started we have added our second daughter, and I have left government employ to work for a law firm. Anyway, I wasn't able to devote the time to this game I should have. Fortunately, it didn't hurt much (you should have seen what happened to me in GRAUSTARK). It was clear from the beginning that there was an Anglo-German alliance which threatened to sweep all before it. John Torrey's Turkey can take much of the credit for providing the guiding spirit of the unlikely Vienna-Moscow-Constantinople axis which, despite a shaky Russian situation, stymied that powerful combination.

Some early excitement was provided by Gary ("The Snake") Behnen--who by the way is my nomination for Fang of the Year on grounds of overall rottenness--as he very nearly dealt me a fatal blow in 1901. Thanks to Torrey, Gary's plot was uncovered and, despite Gary's great resourcefulness and general artistry with the monkey wrench, Italy eventually fell prey to the Turco-Austrian combined might.

I'm afraid I lost interest in the Bourse early on since I found I risked either telegraphing my punches or making my allies uneasy. Originally, I hoped to make a killing by trading on inside knowledge. Even that proved a relative failure.

1975CT: THE WRAP UP

History:

	01	02	03	04	05	06	07	08	
AUSTRIA	5	4	3	3	3	0	-	-	Mike Raff (out 1906)
ENGLAND	5	5	4	4	5	5	4	5	Allan Hancock
FRANCE	5	5	6	5	5	4	6**1		Jim Fiack
GERMANY	5	5	5	5	5	3	1	1	Mike Huček
ITALY	4	4	4	3	2	2	2	0	Fred Brenner (drop S '08) c.d. (out 1908)
RUSSIA	4	5	5	6	5	8	8	9	Robert Stimmel (res F '01) Dave Nelson
TURKEY	4	5	7	8	9	12	13	18	Lee Kendter (wins 1908)

GAMEMASTER: David Forte

PLAYERS' STATEMENTS

LEE KENDTER: I'll take a win anyway I can get one but this one was not as gratifying as some others. The reason for this is that I can't really contribute my negotiations as the main reason but to the lack of them on the part of the other powers. By the time that they decided to try and stop me, it was far too late. This should be a lesson for many new players about watching the scope of the whole game, not just your own special area of conflict.

I'd especially like to thank Dave Nelson as he was a gentleman all through the game, A rare person among Diplomacy players! Dave came in as a standby and he convinced me to call off my attack on Russia. In return, he would play for second place. I agreed to this but I was very cautious of him all the time. It was this caution that led me to stab him when I did. Had I not, he would have grown to 12 and I would have 15. He would then have been in a position to stab me or then want part of a draw. As this was unacceptable to me, I felt that the stab was in order.

I'd also like to compliment our GM for a very fine job.

DAVE NELSON: My congratulations to Lee Kendter on his win and apologies to Jim Fiack for the end game stab. Although I feel pretty good about holding off the German-English offensive throughout the game, the truth is that Jim's unorthodox willingness to trade French home centers for German or English centers kept them off balance and aided my survival. It was an agonizing decision to make on whether to continue to trust Jim when he took Berlin, seemingly with the approval of Germany. I chose not to trust him and in doing so gave up hope of giving Lee a run of it for the win.

(continued on page 7)

ALLAN HANCOCK: At the beginning I chose to ally with Germany. I had really intended to ally with France, but Mike seemed to offer a better alliance. The first goal was to defeat France, then I would move south and east while Germany moved north-east and east.

A couple of blunders on my part split my forces and I couldn't dispose of France soon enough. Russia in alliance with Turkey and France, was in a prime position and had Dave started the game from the beginning he could have had a shot at winning. I was surprised he gave some of the concessions he did to Turkey.

The Anglo-Prussian alliance depended on a greater role of Italy and Austria in their challenge to Russia and Turkey. I found it hard to believe that Italy and Austria continued to fight each other while being swallowed up by Turkey and Russia.

By the time we were ready to dispose of France, Italy and Austria had collapsed allowing Russia to concentrate his drive west. Realizing we had to concede France's existence in order to keep from being defeated by Russia, we then attempted to have France join our alliance and the three countries turn its attention to the overpowering Turkish-Russian thrust. France's alliance with Russia held and the two fairly well decimated Germany. I attempted to make an alliance with someone, now realizing I could only hope for a third place and continued existence. Had I heard from Russia there still could have been time to shift enough power against Turkey. France responded and we could have held Turkey out of Spain and the MAO indefinitely. I guess France's stab on Germany and an understanding with Turkey made me choose to allow Turkey to conclude the game. I got my island back. England's last stand.

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THE DIPLOMAT'S OTHER TABLE

Shimmering Salad Royale

by Rosanna Horton

This layered salad was a festive addition to the recent holiday season. Raspberry red color is appropriate for Valentine theme, too. If done in two installments, the layers don't run into one another. The salad can be made a day ahead of the party.

Ingredients:

- 2 Pkgs (3 oz each) raspberry gelatin
- 2 cups boiling water
- 2 Pkgs (10 oz each) frozen raspberries
- 1 Pkg (8 oz) cream cheese
- 1 can (8½ oz) crushed pineapple, drained
- ¼ cup nuts (walnuts or pecans)

Using one package raspberry gelatin in a large bowl, dissolve in one cup boiling water. Add one package slightly thawed frozen raspberries, turn carefully until they are thawed and have separated. Pour this mixture into an 8"x 8" pan or pyrex dish and chill until firm. The second package of raspberries can be placed in the refrigerator section to partially thaw. Be sure the first mixture has solidified before beginning the second installment.

Next place the second package of raspberry gelatin in a large bowl and dissolve in one cup boiling water; add second package of raspberries and let it finish thawing while working with the cream cheese layer. With an electric mixer beat cream cheese until fluffy. (It doesn't have to be very fluffy.) On low speed, fold in crushed pineapple and nuts. Spread over the chilled gelatin layer. Pour other half of gelatin mixture over top of cream cheese layer and chill until firm. Cut into squares to serve. Serves 9 to 16.

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1975EL

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

AUTUMN 1907: Italy A Tri R Bud, Turkey A Bul R Gre

WINTER 1907: Italy remove F Ion and A Pie; France build A Mar and F Bre; rest even

SPRING 1908 due in Groton February 7.

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INS AND OUTS. Included as inserts in this issue are 1975V, 1976EF, 1976EC, and 1976II. I hear rumors that 1975AW has ended but haven't heard from Steve yet.

1974GV

GAMEMASTER: FANGMASTER

FALL 1912: TURKS BREAK INTO MID-ATLANTIC.

ENGLAND Kendter (13): F Pic→Eng*, F Bal* S A Ber, F Ska* H, F Bre*→MAO, F Nth* H A Fin* S F StP* H, F Nwg→NAO*, A Par*→Bur, A Ruh* & A Ber* S A Bur*→Mun, A Kiel* S A Ber CENTERS: Home, Bre, Par, Bel, Hol, Den, Nwy, Kiel, Swe, StP, Ber (13) even

FRANCE Burce (3): F Spa(sc)* § A Mar, F Por* S F Spa(sc), A Mar* § F Spa(sc) CENTERS: Mar, Por, Spa (3) even

RUSSIA M. Hanagan (8, 1 short): F Ion*→Tyr, A Sil* S A Tyo*→Mun, A Mos*→StP, A Pru* S A Tyo→Mun (imp), A Mun*→Ruh, A Lva* S A Mos→StP CENTERS: Mos, War, Vie, Con, Gre, Ven, Bul, Mun (8) build 1

TURKEY Neal (10, 1 short): F Lyo*→Spa(sc), F Tun→WMed*, F Naf* S F WMed→MAO, F Tyr*→Lyo, F WMed→MAO*, F WMed*→Ion, A Boh* S RUSSIAN A Tyo→Mun, A Pie*→Mar, A Tus*→Pied CENTERS: Ank, Smy, Ser, Rum, Tri, Sev, Bud, Rom, Nap, Tun (10) build 1

WINTER 1912 and SPRING 1913 due February 10.

1975GC

GAMEMASTER: FANGMASTER

SUMMER 1906: Russia A Bud R Gal; Turkey F Tyr R Tus

FALL 1906 // WAR HEATS UP: ITALIAN FLEET SUNK IN ROME; FRENCH ARMY SUNK IN PARIS.

ENGLAND Holmes (7): F Eng* S F Bre, F Nwy→Nth*, F Bre* § F NAO*→MAO, F MAO*→Spa(sc), A Pic→Par*, A StP* S RUSSIAN A Mos (NSO) CTRS: Home, Nwy, StP, Swe, Bre, Par (8) build 1

FRANCE Forte (3): F Por*→Spa(nc), A Gas*→Spa, A Par→Bre annihilated CENTERS: ~~Par~~, Por, Spa (2) even

GERMANY Nelson (4): F Bel→Hol*, A Ruhr* S A Kiel* H, A Bur* S ENGLISH A Pic→Par CENTERS: Kiel, Hol, Den, Bel (4) even

ITALY Torrey (5): A Mun* H, A Mar* H, A Ven→Apu*, F Tyrr*→Rome, F Rome→Nap annihilated CENTERS: ~~Nap~~, ~~Ven~~, Mun, Mar (3) remove 1

RUSSIA K. Willemsen (7): F Rum*→Bul, A Mos*→Sev, A Sil* H, A Gal* S A Vie→Bud*, A Ukr*→Sev, A Ber* H CENTERS: Mos, War, Sev, Bud, Rum, Vie, Ber (7) even

TURKEY Rogowski (8): F Nap* S F Tus→Rome*, F Con→Ank*, F Tun*→Tyr, A Arm*→Sev, A Bul*→Rum, A Bud S A Bul→Rum /d/ R(Ser, OTB)*, A Ser→Tri* CENTERS: Home, Bul, Gre, Ser, Tun, Tri, ROME, NAP (10) build 2

Winter 1906 and Spring 1907 due February 10.

1976BO

FANGMASTER: GAMEMASTER

SUMMER 1903: France A Par R Gas

FALL 1903 // HUGE MULTINATION BATTLE OVER TRIESTE BUT ITALIANS RETAIN HOLD. MEANWHILE, DOWN IN THE IONIAN SEA.....

AUSTRIA Cusak (2): A Vie*→Tri, A Sil→Ber* CTRS: ~~Tri~~, ~~Bud~~, VIE, BER (2) even

ENGLAND Pitsch (6): F Eng* § A Bre, F Swe*→Bal, F Nth→Den*, F Iri*→MAO, A Nwy*→StP, A Bre* § GERMAN F Bel→Pic CTRS: Home, Nwy, Swe, Bre, DEN (7) build 1

FRANCE Burce (4): F Pic*→Eng, F MAO*→Eng, A Gas*→Spa, A Mar* H CENTERS: ~~Par~~, Mar, Por, Spa (3) remove 1

GERMANY M. Willemsen (6, 1 short): F Bel*→Pic, A Bur→Mun*, A Kiel* § A Ber, A Ber S A Bur→Mun /d/ annihilated, A Par* S ENGLISH A Bre

CENTERS: ~~Par~~, Mun, Kie, Hol, ~~Bel~~, PAR (5) build 1

ITALY Sokolitsky (5): F Lyo*→Spa(sc), F Adr* & A Ven* S A Tri* H, F Ion H /d/ R(Alb, Apu, Nap, Tyr, Tun, OTB)* CTRS: Home, Tun, Tri (5) even

RUSSIA Scensny (6): F Bal*→Kie, A Lva*→StP, A Pru* S AUSTRIAN A Sil→Ber, A Gal* S A Bud, A Bud* S AUSTRIAN A Vie→Tri, A Boh* S GERMAN A Kie→Mun NSO

CENTERS: Home, Rum, ~~Vie~~, BUD (6) even

TURKEY Verheiden (5): F Con→Aeg*, F Gre* S F WMed→Ion*, A Ser* S AUSTRIAN A Vie→Tri, A Bul* S A Ser CENTERS: Home, Bul, Ser, GRE (6) build 1

Autumn 1903 and Winter 1903 due February 10. If everyone submits Spring 1904 by that date I will publish them as well.

1976BW

GAMEMASTER: FANGMASTER

AUTUMN 1902: Germany F Ber R Pru

WINTER 1902: Austria build A Tri, A Bud; France build A Par; Germany remove A Bel, Russia build A Mos. Spring 1903 due January 30. Dennis Goldston still Germany.

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. Tel: (606) 269-2581. Deadline: No later than 2200EST, Monday, 7 February 1977.

BOURSE ENDS! DAVID SCOTT CROWNED KING MIDAS! DAVID REYNOLDS WINS BOOBY PRIZE! Complete final summary, with net worths and ranking:

FINAL VALUE:	KRONEN	POUNDS	MARKS	RUBLES.	PIASTRE			
	82	122	52	62	82			
PLAYER	RANK					GOLD	NETWORTH	
J Barber	19	500	500	500	450	500	2900	199,800
G Behnen	4	100	800	690	x	1000	26720	250,400
M Boggs	2	200	-300	2390	1000	3050	-54960	269,660
A Cathcart	17	750	400	700	-400	700	55735	210,235
T Crowley	6	800	490	500	x	800	22555	239,535
D Dewsnap	20	900	200	200	160	x	49620	168,140
S Hall	5	x	800	770	600	790	2470	242,090
M Hudec	18	800	100	600	430	200	53170	205,230
R Johnston	22	x	x	x	720	500	55450	141,090
S Jolly	3	1000	1110	400	-550	680	30320	256,100
M Kane	15	400	400	600	500	500	32900	217,700
P Kane	11/12	500	500	500	500	500	25000	225,000
G Laking	21	560	200	300	750	30	20580	155,460
S Locke	10	580	500	530	560	510	14970	227,630
E Lydick	13	550	500	660	600	550	370	223,090
S McDonald	8	650	500	500	500	500	18200	230,500
D Reynolds	23	400	1840	-1740	1800	-2860	8910	-272,210
D Scott	1	900	700	900	870	1450	14610	393,450
B Smith	11/12	500	500	500	500	500	25000	225,000
T Tilson	16	210	500	500	500	500	37200	213,420
J Topper	14	200	560	400	490	500	42690	219,590
R Wartenberg	9	500	x	600	1020	500	52560	229,000
D Weitz	7	500	700	500	500	100	39130	230,730
CHECKSUMS:		11500	11500	11500	11500	11500	576100	

Checksums for currencies are 23X500, the number of players times the starting amount for each player. Checksum for gold is 23X25000, plus 1100; the number of players times the starting amount for each player, plus an odd amount injected early in the game via GM currency trading (discontinued). No checksum is possible for net worth, due to the doubling of negative currency and gold values.

Sample calculations:

$$\begin{array}{r} 900 \\ \times 82 \\ \hline 73800 \end{array} + \begin{array}{r} 700 \\ \times 122 \\ \hline 85400 \end{array} + \begin{array}{r} 900 \\ \times 52 \\ \hline 46800 \end{array} + \begin{array}{r} 870 \\ \times 62 \\ \hline 53940 \end{array} + 118900 + 14610 = 393,450$$

$$\begin{array}{r} 400 \\ \times 82 \\ \hline 32800 \end{array} + 224480 - \begin{array}{r} 1840 \\ \times 122 \\ \hline 180960 \end{array} + 111600 - \begin{array}{r} -1740 \\ \times 2 \\ \hline -3480 \end{array} - \begin{array}{r} 1800 \\ \times 62 \\ \hline 111600 \end{array} - \begin{array}{r} -2860 \\ \times 82 \\ \hline -234520 \end{array} + 8910 = -272,210$$

Correction to summaries 11,12,13,14,15&16&17: M Boggs 19400Francs

Final values for the five remaining currencies were calculated as ten times the number of supply centers held, plus 1/5 of the 60 bonus points for winning (i.e. 12 points). Any negative balances of currency or gold were doubled before computing the net worth of a player. Final balances of Francs and Lire were not reported, as these currencies were worthless, and so had no bearing on the net worth.

Comments on the Bourse appear on the next page.

K'DOO page two.

1975HG

Addenda to SPRING 1906:

FRANCE(Arnold Vagts)(6) a Ruh* S ITA A Mun-Kie; A Bel*-Hol; A Pic*-Bel;
 A Bre-Gas* (not to paris as reported by postcard); F Iri-NAO*;
 A Par-Bur*.

We apologize for the accidental deleteion of these orders. Most of the moves were obvious from their effects of English units. All orders were examined to see if any were affected by the deletion - none were. Had any problems arisen, we would have delayed adjudication. Fortunately, we were able to continue smooth playing. (Sometimes, NOTHING goes right!)

SUMMER 1906: ENGLAND A Kie R Den; F NAO R Cly
 FALL 1906:

AUSTRIA(Stephen Lcoke)(5) A Tyo-Boh*; A Gal-Sil*; A War*-Lia; A Trie* H;
 A Vie* H CENTERS: Home, Ser, Gre, WAR (6) Build one.

ENGLAND(David Ryenolds)(9) F Pru-Bal*; A Nwy*-StP; A Lia / A Nwy-StP;
 A Hol-Kie //d// (annihilated) X ~~XXX~~ F Nth-Nwg*; F Wal*-Iri;

F Cly-NAO*; F Liv* S F Cly-NAO CENTERS: Home, Scandia, StP, ~~Nth, Nwg~~ (7) Rmv1
 FRANCE(Arnold Vagts)(6) F NAO / Tur F MAO-Iri//d// (annihilated); A Bur*

S A Pic-Bel; A Ruh* S A Bel-Hol; A Pic-Bel*; A Bel-Hol*; A Gas-Spa*
 CENTERS: Home, Iberia, Bel, HOL (7) Build two.

GERMANY(CD)(1) A Ber* H CENTERS: Ber (1) Even

ITALY(Sid Jolly)(5) A Mun* S A Kie; A Kie* S FRE A Bel-Hol; A Ven* H;

F Naf* S Tur F WMed-MAO; F Tyr-Ion* CENTERS: Home, Tun, Mun, KIE(6) Bld 1
 RUSSIA(CD)(0) CENTERS: ~~Waz~~ (0) Out

TURKEY(Don Dewsnap)(7) F MAO*-Iri; F WMed*-MAO; A Arm*-Sev; A Sev*-Mos;
 A Mos*-Stp; A Ukr* S A Sev-Mos; F Bla*-Bot (Volga canal system closed
 by English/Turkish land warfare) CENTGERS: Home, Mos, Sev, Rum, Bul(7) Even

WINTER 1906 orders due by the deadline. SPRING 1907 will be adjudicated if all five players submit orders.

HOUSERULE ADDITION (Not applicable to 1975HG):

13. A position in Civil Disorder cannot be revived.

BOURSE COMMENTS: (Player comments/winner statements solicited)

Initially, the Bourse interested a great many players (23). However, interest fell off rather rapidly. We are sure that the number of errors committed by the gamemasters early in the game was discouraging. Also, the lack of operating capital made it difficult to bid. The use of checksums solved the error problem, and allowing negative balances solved the capital problem (players could then in effect borrow gold - and currency). Also, negative balances made GMing a bit easier. The introduction of the cards seems to have discouraged some players. We are sorry about that, but their use was mandated by the errors being committed. A major source of error appeared in the transcribing of orders from letters and cards to whatever file system we used. Additionally, GM time was reduced. Although this does not directly affect players, it is important, for less time means less fatigue, and thus less errors, and also an increased likelihood that the GM will continue the game.

A common complaint was that players were unable to monitor their orders between summaries. Initially, we attempted to notify players of transactions via postcard. However, this became a sizeable burden, not least because we tended less and less to process orders on a daily basis. Finally, orders were processed on the final date of a summary. They were still executed on a first come basis, because they were dated as they arrived. We have concluded that this is the only practical way to operate. Related to this is a suggestion that orders NOT be executed on a first come basis. We are interested, but are not sure how to resolve conflicts when more than one player are vying for the same bid or offer. Suggestions are encouraged. We do think that clearing all old orders at the end of each summary period would be desirable.

1975GD

GAMEMASTER: FANGMASTER

SPRING: War Grinds On. Italian Fleet Sunk In Piedmont.
Latest Weather Report From Hell.

AUSTRIA Hall (9): F Tyr* H, F Tus* S F Tyr, A Boh* S A Sil, A Tyo* S A Boh,
A Sil* S A Boh, A Tri* S A Tyo, A War* S A Lva* H, A Ven* S TURKISH F Pie

ENGLAND Huđec (3): F Naf* S ITALIAN F Tun, F WMed* S FRENCH F Lyo,

F MAO* S F WMed

FRANCE Zimmerman (5): F Spa(sc)* S F Lyo, F Lyo* S A Mar-Pie*, A Gas-Mar*,
A Bur* S GERMAN A Mun

GERMANY N. 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

ITALY Neal (1): F Tun* S ENGLISH F WMed-Tyr NSO

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

TURKEY Klein (7): F Pie-Lyo /d/ annihilated, F Aeg*-Ion, F Ion*-Tun, A Ukr* H,
A Mos*-StP, A Gal* S AUSTRIAN A Boh, A Sev* H

Fall 1907 due February 10.

I have been asked several more questions about this game.

1. Q. Since my orders are going to be the same from here to eternity, may I submit "general orders" to avoid the embarrassment of an NMR? A. No. General orders are not acceptable but a player can submit standby orders for two additional seasons, including Winter. For example, when submitting Fall 1907 you can submit Winter 1907 and Spring 1908.

2. Q. May I request that you phone me collect to avoid a NMR? A. No.

3. Q. May I give you some huge amount of money (10 or 20 times the annual subscription rate) and get a lifetime subscription to C&F? A. Who would want to?

4. Does a player who is submitting the same orders year after year really need to subscribe? A. Who wouldn't want to?

5. May I arrange someone to be on continuous standby (as in Hoosier Archives games), and thus avoid a season of NMR for a player who drops without notice? A. No.

PRESS

PARISADENA: Come now, Joel...I thought we were friends! There's no need to take this (or any other) game seriously enough to get insulting.

BERLIN: We have decided to reject the proposal of Austria and Turkey that Germany turn on its present allies; we believe Germany would not long survive such a move. Since the Austro-Turkish alliance has failed in its objective, this game has two logical outcomes: either a 7 way draw, or a new alliance structure in which Austria and Turkey are not allied.

HELL (by our Ankara correspondent): Red skies, foamy seas, temperture up to 90° C. No sign of ice.

Since on every turn somebody or other calls for a vote for the 7-way draw I am declaring this as a prepetual vote as long as there are seven players. A player need not send in a vote every move. His vote will be recorded as he last voted it. For example, if a player sent in a "no" vote this month, his vote will continue to be "no" until he changes it. This will no longer apply if a player is eliminated. At that time, someone must call for a six-way draw and all new votes submitted.

1974CZ

GAMEMASTER: FANGMASTER (Spring 1914 due February 10)

AUTUMN 1913: Italy F Ion R Tun Turkey A Ukr R Gal

WINTER 1913: France build A Mar Germany build A Ber Rest even

* * * * *

Answers to "You Be The Gamemaster"

1. Russia: A Sev* S A Mos-Ukr*, A StP-Mos* Turkey: A Ukr-Mos /d/ R2. Russia: A Sev* S A War-Ukr*, A StP*-Mos Turkey: A Ukr-Mos /d/ R

In both cases the Turkish army is dislodged. In #1 the Russian army in StP is able to move into Moscow because the dislodged unit can have no effect on the space its attacker comes from. This is not the case in #2, the dislodged unit is able to stand off the Russian army trying to move into Moscow.

19750D

GAMEMASTER: David Reynolds, 3468 Gunston Rd, Alexandria, VA 22302
FALL 1908: DEUTSCHLAND UBER ALLES!AUSTRIA (Pike-6): A Con H/c/ R OTB, A Ser* S A Tri, A Vie* S A Buc, A Buc* S A Ser,
A Tri* S A Vie, F Gre* H CENTERS: Home, Ser, Gre (5) ~~BY~~GERMANY (Lydick 15): F Nth S* C A Bel-Nwy, A Bel-Nwy*, F Den-Swe*, F Lyo-Tyr*,
F WMed* S F Lyo-Tyr, F Spa(sc)-Lyo*, F MAO* C A Gas-Naf, A Gas-Naf*, A Tun* H, A Ven* H,
A Pied* S A Ven, A Tyo* S A Ven, A Mar* S A Pied, A Boh* S A Tyr, A Sil* S A Boh,
CENTERS: Home, France, England, Iberia, Bel, Den, Hol, Nwy, SWE, TUN, VEN (18)RUSSIA (Carawan 8): F Bla-Con*, F Ank* & F Bul(ec)* S Bla-Con, A Rum* S F Bul,
F Sev*-Bla, A Gal* & A Ukr* S A Rum CTRS: Sev, StP, Mos, War, Ank, Con, Rum, ~~S~~, BUL(8)ITALY (Stimmel 5): F Aeg*-Con, F Smy* S Aeg-Con, A Tus*-Ven, A Rom* S Tus-Ven,
F Tyr-Ion* CENTERS: Rome, Nap, Smy, ~~Tyr~~, ~~Ven~~ (3)

PRESS

ALEXANDRIA: Our presumptuous pressmen pressed the following expressions from
the prestigious participants -

BERLIN: I didn't send in any press because I didn't want to press my luck too far.

MOSCOW: I am deeply impressed by the way in which all my efforts were repressed.

SMYRNA: I feel depressed about the whole thing.

VIENNA: The pressure of events was just too much.

EDITOR, C&F: I have a presentiment that further press from Alexandria will be
suppressed.Statements from players, directed to Editor, will be published next month.
Congratulations to Eva Lydick.BOGGS-1 GAMEMASTER: Mike Boggs (Note new address) 1149 Rosedale Ave
Glendale, CA 91201

SPRING 1901: BLACK SEA NEUTRALIZED AS SCANDINAVIAN WAR LOOMS. ITALIAN ARMY BATTLE!

AUSTRIA Forester (3): F Tri-Alb*, A Bud-Ser*, A Vie* H

ENGLAND Oaklyn (3): F Edi-Nwg*, F Lon-Nth*, A Lvp-Edi*

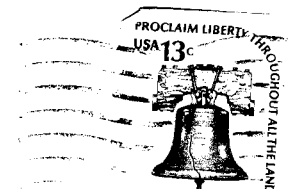
FRANCE Funkenbusch (3): F Bre-MAO*, A Par-Bur*, A Mar-Spa*

GERMANY Dave Litter (3): F Kie-Den*, A Ber-Kie*, A Mun-Ruhr*

ITALY Hidianus (3): F Nap-Ion*, A Rom-Apu*, A Ven*-Try (NSS)

RUSSIA Bassett (4): F StP-Both*, A Mos-StP*, A War-Gal*, F Sev-Rum*

TURKEY Slaughter (3): A Con-Bul*, F Ank-Con*, A Smy* H

The Italian move could not be allowed because "Try" could be taken for "Tri"
or "Tyr" and thus was ambiguous. I think I should also mention that two (2) sets of
orders arrived here the day of the deadline, which is cutting it awfully close.Fall '01 moves are due Begruary 7th, at my new Glendale address. [Watch for the
Boardman Number in the next issue.]ARE YOU FANG OF THE YEAR? Quick,
look at page 1 of
CLAW & FANG #74 sent your way by
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