

CLAW & FANG

Number Eighty Five
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Deadlines are on the 10th of the month for my games; the 7th for most Guest GM games.
Subscription rate is 6 months for \$2.00. THERE ARE NO GAME OPENINGS. (Number of
games that must end before there are openings: 5) Articles, puzzles, recipes, etc,
are solicited from readers. Remuneration at the rate of \$1.00 value of subscription
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This issue of CLAW & FANG is dedicated to all the people in the world that must
clean up reindeer droppings this Christmas morning. And you thought pigeons were bad.

IMPORTANT ANNOUNCEMENT

For the past month I have been laboring in Los Angeles. This will probably continue
for another month. I flew up to Sacramento this weekend to visit my typewriter, my
mimeograph, my Siamese fighting cat, and Helpmate (though not necessarily in that
order). What this probably means is that the games will be subject to more typographical
errors than usual so please bear with them. Continue sending your orders to the
Sacramento address but if you need to contact me my address in L.A. is c/o Jack Shamray,
10614 Le Conte Av, Los Angeles, CA 90024. The phone there is (213) 474-6121.
(Somebody will answer the phone if I am there or not. The best time to reach me is
after 6:30 pm. If you are phoning orders near the deadline use the Sacramento
number first.)

A LESS IMPORTANT ANNOUNCEMENT

FANG OF THE YEAR???? It's time to send in 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

- H A P P Y H O L I D A Y S -

THE DIPLOMAT'S OTHER TABLE:

LIVING IN ENGLAND: THE ADVENTURE OF THE CHRISTMAS PUDDING

by Sherry Goldston

The next time you have three days with nothing to do and want to fill them with
Adventure, may I suggest that you make an English Christmas pudding? You will have
the time of your life, and the resultant pudding may be almost as good to eat as the
ones you can buy in the store.

Day One of the Adventure is the Shopping Trip. When you read the list of ingred-
ients and realize that the only one presently in your well-stocked kitchen is salt,
you know you are in for an exciting time. A real learning experience. You will learn
that raisins and currants, and sultanas, which you had always imagined were more or
less the same thing, are, in fact, entirely different. You will learn that "beef suet"
comes not from the butcher but packed into a neat little white box next to the flour.
You will become acquainted with new friends: demerara sugar (coarse and brown) and
whole nutmegs. The shopping trip is most enjoyable when done with a small but wiggly
baby in your arms. It also helps to shop at a store with which you are unfamiliar
so as to maximize shopping time. You will have to ask for help many times. When at
last the shopping cart is loaded with all these good things, you go to check out--and
this is very important--you must not have brought a shopping bag along, because you
have forgotten that English stores do not give shopping bags but expect customers to
bring their own. The baby by this time is tired and cranky, but you juggle her and
your 42 unbagged grocery items and set out for the variety store to purchase "pudding
basins." The recipe calls for "one large and two small or four medium" which should
(continued overleaf)

be easy except that this store has only two sizes, and they are not labeled. Are they large and small, large and medium, or medium and small? Taking a guess, you purchase four of the smaller ones. Day One of the Adventure is over.

Day Two of the Adventure is Mixing Day. What could be a simple process is greatly complicated by the fact that you are unfamiliar with English measurements. Be forewarned that an Imperial pint is larger than an American pint and that an ounce is not what you thought it was. Mix, measure, and pour. Grate half a nutmeg. Have you any idea how much bread must be crumbled to make 12 oz.? Can you guess how many almonds must be blanched and shredded to equal a mere two tablespoons? You didn't think mixing would take all day, did you? Now you pour the puddings into the greased basins and find that it just exactly fills three basins. Obviously, their size is "medium large." You are supposed to cover the puddings and tie with string, but you find that Helpmate-Male-Gender has used it all to wrap the Christmas packages. Use rubber bands. They melt after the first hour of cooking and fly off with a pop, but that will help keep you from getting blase about your Adventure.

Day Three is Baking Day. The recipe warns you that you should have fish kettles of sufficiently large pots on hand to boil the puddings, but you assume that your well-stocked kitchen will meet your needs. Wrong! Hand your daughter a note to run around the neighborhood to see if she can borrow extra pots, for you have only one that fills the incredibly big need. Oh well, your English neighbors already knew that Americans are crazy. At last the puddings are all boiling away in their pots and you breathe a sigh of relief. Then you notice that the water is boiling away. Rapidly. Since the Watchpoint says that the puddings must not be allowed to go off the boil, you must boil extra water to refill the kettles. Since the three kettles are so large that they overlap burners on the stove, there is no spare burner to boil water. Bring on the electric tea kettle. The kettles guzzle the boiling water and beg for more. It is now that it dawns on you that replenishing the water is a steady job. And how long must they boil, you ask. Six hours. SIX HOURS?!?!: You mean I have to do this for six hours.

The routine is boil more water, pour more in. Boil more water, pour more in. After the first hour the windows are steamy. By the second, the curtains are damp. By the third, water is trickling down the kitchen walls. By the end of the fourth hour, even the walls of the rooms upstairs are wet. By the fifth, there is not a dry inch anywhere in the house. But before you reach this point, you will be unconcerned about your house going up in steam because you have a new problem. A rumbling in your tummy tells you it is meal time. Then you realize that all the burners are in use. Well, you can cook something in the oven. So you search your cookbooks for an oven meal. Easier said than done. All recipes begin "Brown meat" or "Make a white sauce" or "Cook onions in butter." To save you time, I can tell you the one recipe which requires no advance preparation on top of the stove. It is called "TV dinner." Bon appetit.

At the end of the six hours, you will never want to see a pudding again. That is just as well, because unless you were extradinarily clever, you let water seep onto the pudding and it is soggy. Who wants a soggy pudding anyway? Now take your shopping bag back to that lovely little English store and buy one item: a premade Christmas pudding. While in Englsnd, do as the English do.

[For the masochistic among you, the recipe is on the following page. Dennis Goldston (Helpmate-Male-Gender) suggests this as a new feature in CLAW & FANG--The Wive's Corner or The Wives Strike Back or some such. How about it? Do you wives out there want to give your opinions on this silly pastime your husbands indulge in?]

- M E R R Y N E W Y E A R -

MONTHLY HOROSCOPE

Capricorn (born Dec 22 to Jan 19)

Capricorns have tremencous drive and strive to be on top. Hang in there and you may surpass two other high achieving capricorns, Richard Nixon and Al Capone.

Capricorns are the most opinionated and self-centered of all the zodiac signs. To others you appear aloof at first and it takes a while to get to know you. Other people would be well advised not to make the effort.

CHRISTMAS PUDDING

8 oz. self-rising flour	2 lbs. raisins, stoned
1 tsp. salt	4 ox. candied peel
$\frac{1}{2}$ nutmeg, grated	2 T. almonds, blanced and shredded
12 oz. fresh white breadcrumbs	1 large cooking apple, peeled and grated
12 oz. beef suet	rind and juice of 1 orange
1 lb. demerara sugar	6 eggs
1 lb. currants	$\frac{1}{4}$ pt. milk OR ale
1 lb. sultanas	
1 tsp. mixed spice	

Well-grease basins (1 large and 2 small OR 4 medium). Have ready sufficient large saucepans or fish kettles of boiling water. Sift flour with salt and spices into a large mixing bowl. Add all dry ingredients and grated apple and mix well together. Beat eggs till frothy, add orange juice and milk, add to mixture. Stir well. Turn into prepared basins, fill them to the top with mixture.

Butter a large round of grease-proof paper (wax paper) for each basin, cut a piece of foil to same size. Put both rounds together, foil uppermost, fold across center to form a 1 inch pleat and lay over basins with buttered, grease-proof side next to pudding mixture. Tie down securely with string, leaving a loop for easy removal when cooked. Place basins in saucepans with enough boiling water to reach halfway up the side. Cook large puddings 6 hours, small ones for 4 hours. Boil steadily, replenishing with boiling water when necessary.

When cooked, lift basins out carefully. Leave foil and paper on puddings till cold before retying with freshly-buttered grease-proof paper and foil and storing in a dry cupboard.

Watchpoint: It is important that the puddings do not go off the boil.

When ready to serve at Christmas, boil or steam a further two hours. Turn onto hot dish. Brandy butter should be served separately.

BRANDY BUTTER

4 oz. unsalted butter	2-3 T. brandy
4 oz. caster sugar	

Cream butter thoroughly, Gradually beat in sugar and continue to beat till white and smooth. Then beat in brandy a teaspoon at a time. Pile up in a small dish and chill till firm. Serve with Christmas pudding.

- J O Y O U S N E W Y E A R -

CHRISTMAS GIFT FOR A DIPLOMAT

by Don Dewsnap

The British Ambassador to Poland looked forward to a cheerless Christmas in Warsaw. He wondered if the customs of the locals could begin to afford him any of the familiar Christmas feelings he had lived with so long. Memories of roast turkey, Christmas pudding, caroling, and trips to the snowy countryside around London kept him from sleeping every night.

December came. News of impending war with Germany took up the diplomat's days, as he tried desperately to solidify the alliance between England and Russia without giving up too much power rightfully belonging to Her Majesty. News from the South added to his worries: his counterpart in Constantinople reported an apparent upset between Russia and Turkey over the conduct of the war they waged against Austria. England would suffer at German hands if Russia had to withdraw troops from the north. All in all, he was very busy.

Christmas drew inexorably nearer. The Ambassador's calendar drew his scowl whenever he saw it. No chance now of returning to England; Christmas was only a week away. Only a miracle could free him from his post.

Came a telegram: "RETURN TO ENGLAND AT ONCE. ATTACK ON WARSAW DUE DEC 24 FROM SILESIA, ACCORDING TO RECENT INFO. ITALY ATTACKING TURKEY; TURKO-RUSSIAN ALLIANCE SOLID. LEAVE WAR ZONE. HQ"

Merry Christmas!

SPACELANES #3

by Tony Watson

Notes: Since this particular edition of "Spacelanes" consists of just a few reviews, I'm going to exercise a little artistic license (any my typewriter keys as well) and cover a few points.

First off, I thank those of you readers of CLAW & FANG and my own RURITANIA who have commented on the previous two columns; your words have certainly been appreciated and the kind things said about this project have been a reward in themselves. If any readers have any suggestions for "Spacelanes" contents please let me know. SF game reviews may, or may not, be enough.

The SF game genre is one of rapid expansion at the present and it seems games are literally pouring off the presses. This means my previous articles are already outdated. I am acquiring and playing these games as time and money allow and I plan to issue periodic updates, each conforming to the categories that will be established as we go. That way I should be able to keep you fairly current on what's happening in SF games.

OK, now on to the reviews. For informational purposes, I list the game's title, parent company, and price followed by four numerical ratings of 1 (poor) to 5 (excellent) of

Complexity-----how hard a game is to play. Usually a measure of detail. A "1" in this category does not necessarily imply a poor game; on the contrary, simplicity can be a distinct virtue.

Physical-----A rating of physical aspects of the map, counters, rules, layout, etc.

"Feel"-----A very esoteric rating. Really a measure of the "SF-ness" of the game, the feel and flavor of the SF situation portrayed. A poor game could have good feel and vice versa.

Overall-----Self explanatory

FUTURISTIC LAND COMBAT GAMES

Note: Games in this category are those that concentrate of planetary combat between men/robots/aliens and other assorted nasties. As such they usually have a map similar to historical boardgames and often share comparable game mechanics (as opposed to space combat games which are more naval in nature). Though no distinction is made between tactical and strategic level games in this category, all the games reviewed here are of a tactical nature. Perhaps strategic land combat games would be little different than existing historical games (technological improvements in warfare are felt most on a tactical level.)

STARSOLDIER/SPI/\$9

Comp 4 Phys 4 Feel 3 Over 3

This game is part of the "STARFORCE Trilogy" (OUTREACH and STARFORCE, reviewed previously, forming the rest) and covers the land combat of the wars presented in STARFORCE. It features a considerable and unfortunate change in rationale from SF in that surface combat is bloody and previously pacific Telesthetic think little of dropping weapons and firing lasers at ground troops. The game itself is Si-mov and fairly tedious to play since each soldier may perform a number of tasks per phase, there being two phases per turn to plot out. Each soldier has a number of task points that varies with race (a nice touch) to use on a given number of tasks (counter measure, movement, firing positron grenades or free flight missiles, and energy weapons. These tasks may be modified by racial efficiency. Interesting features include androids, fire platforms, killer swarms, and a link with STARFORCE. The major problem is the game is such a pain to play with all the plotting and figuring required (combat is resolved by some fairly complex formulas); also we've found that the side with orbital support whallops the other's butt very quickly. Counters have some very fine drawings that add considerably.

OGRE/Metagaming/\$2.95

Comp 2 Phys 3 Feel 4 Over 5

The first of Metagamings "MicroGame" line featuring a small map, less than a hundred cardstock counters, simple rules and a short playing time. OGRE is excellent! It pits one cybertank bristling with guns, missiles, and antipersonnel weapons against a defending force of much weaker ground vehicles, tanks, missile tanks and hard-suited infantry. The OGRE is a match for this force; each of his weapon systems must be destroyed separately (a record must be kept on paper but this is the only paperwork

(continued on page 5)

needed). The Ogre has special advantage on the CRT suffering damage less often. Movement and combat are pretty standard; it is the uniqueness of the situation that adds so much to the game. There are two types of Ogres (Marks III and V); the defender picks a given number of attack points from his mix to oppose this vehicle on its path to destroy a defenseless CP. Map and counters aren't great but the rulebook is very nicely done. At \$2.95 this game is certainly Recommended.

CHITIN I: The Harvest Wars/Metagaming/\$2.95 Comp 2 Phys 3 Feel 3 Over 3

The second MicroGame, this offering is physically similar to OGRE but the situation here is one of a distant planet where insects are the intelligent life form. Each harvest season the rival hives battle for food with various breeds of combat bugs (Plunge, Gantua, Termagant, Phlanx, and Low Render) each with a different combat value and the addition factor of possible bonus when attacking certain other types. Counters have nice silhouettes (as OGRE), the map is a bit more colorful, and the rulebook just as nicely done. Victory by carrying off food chits and dead bodies.

STARSHIP TROOPER/AH/\$10 Comp 5 Phys 5 Feel 5 Over 5

Based on Heinlien's book of the same name this excellent game remains extremely faithful to its source. Map is mounted and colorful while counters bear silhouette of Troopers, Bugs, and Skinnies as well as a wealth of informational counters. The game pits the Terran Troopers in their powered armor (jet packs, bomb throwers, flamers, rocket launchers as well as complete life support and communication gear) against the weak, humanoid Skinnies or the mean and nasty Arachnids (Bugs!) who live in underground complexes that are pre plotted on provided sheets by the Bug player. The poor Troopers wander around in full view on the surface never knowing when they'll run into a mine or the Bugs will open a breach and pop up under him. Movement and combat fairly standard with both close combat and ranged heavy weapons as well as mines, nuclear demos, heavy nerve gas, and hand bombs. A plethora of detail (tunnel combat, listening devices, tunnel construction and repair, capture of brain bugs, initial Trooper drops and pickup by retrieval boat; it is ALL there) doled out in manageable chunks via the programed instruction method (learn as you go). A true winner. Recommended.

- SEASONS GREETINGS -

THE PUZZEL PAGE

An Idea Who's Time Has Not Come (Or Came And Went). My complete the story contest drew zero (0) responses. Therefore, I will supply my own ending. (What I will do with more issues of C&F I don't know. I have a room full already.)

....."I'll get that mailman," snarled Dudley Dewright. "He's the one responsible for this. A kid with a nice name like Edi could never stab anyone."

THE CURIOUS PRISONER

(Submitted by Paul Novak) Three convicts, call them Andy, Bob, and Charley, are sentenced to death. The warden has decided to pardon one and only one of these men. The probability of each man being pardoned is $1/3$. Andy confronts the warden with the following proposition. Andy asks that he be told which of the other two men will be executed. If both Bob and Charley are to die, the warden should flip a coin and name only one of the men. Andy says that he already knows that one of the other two will die (at least), and if the warden tells him which one the probability of Andy dying will still be $1/3$. The warden refuses, saying that if Andy sees him flip a coin, Andy will know that he is to go free. And if the warden does not flip a coin, Andy will know that he is to die. Andy says that he will return to his cell and the warden can tell him which of the other two will die in the morning. The warden agrees and the following morning tells Andy that Bob will die. Andy smiles and reasons that the chance of him going free is now $1/2$ instead of $1/3$, since either Andy or Charley must be pardoned. Andy tells Charley what has happened. Charley pulls his probability text book off the shelf and smiles, saying that the probability of Charley going free is now $2/3$ instead of $1/3$. Who is right, Andy, Charley, or neither?

(answer on page 9)

1975CA

GAMEMASTER: FANGMASTER
FALL 1913: ENGLAND EDGES CLOSER

AUSTRIA Klein (2): F Bul(ec)* S ITALIAN F Smy-Con, A Rum* S F Bul(ec)
 CENTERS: Rum, Bul (2) even
 ENGLAND Power (14): F Iri* & F Eng* S F MAO* H, F Gas* S FRENCH A Spa, F Nth* H,
 F Bal* C A Den-Lva*, A Mos-Sev*, A Gal* S A War-Ukr*, A Bur* S F Gas, A Mun* S A Boh,
 A Sil* & A Boh* S A Gal CENTERS: Home, Nwy, Den, Swe, Kie, StP, Hol, Ber, Bel, Mun, Bre, Par, SEV
 (15) build 15
 FRANCE Parks (3): A Mar* S A Spa, F Por* S A Spa, A Spa* S A Mar
 CENTERS: Mar, Spa, Por (3) even
 ITALY Stevens (11): F WMed* S FRENCH A Spa, F NAF* H, F Lyo* S FRENCH A Mar,
F Smy*Con, F Con*Ank, A Ven* S A Tyo, A Tyo* & A Tri* S A Vie* H,
 A Ser* & A Bud* S AUSTRIAN A Rum CENTERS: Home, Tun, Tri, Ser, Bud, Smy, Vie, Gre, Con(11) even
 RUSSIA Novak (4): A Arm-Syr*, A Ank*Con, A Sev-Arm*, F Bla*-Rum
 CENTERS: Mos, War, ~~Syr~~, Ank (3) remove 1.
 Winter 1913 and Spring 1914 due January 10. Vote for draw did not carry.
 Temp COA for Paul Novak to 8004 Harrison Ave, Munster, IN 46321 (until 3 Jan 77).

THE GRAND OLD GAME:

1974CZ

GAMEMASTER: FANGMASTER
SUMMER 1918: England F. Kie R Bal; Germany A StP R Mos, A Bel R Hol
FALL 1918: TURKEY CONTINUES TO GOBBLE

ENGLAND Hightower (9): A Fin-Swe*, F Bar* S F StP(nc)* H, F Yor*-Nth,
A Bel*-Ruh, F Bal* S F Nth*-Den, F Eng-MAO*, F Tun* S FRENCH F Tyn H
 CENTERS: Home, Nwy, ~~Syr~~, Swe, Den, Tun, ~~Syr~~, STP, BEL (9) even
 FRANCE Reynolds (4): F Tyn S ENGLISH F Tun /a/R(WMed, Lyo, OTB)*, A Pic-Bre*,
A Bur*-Ruh, A Mar* H CENTERS: Por, Spa, Par, BRE (5) build 1
 GERMANY Kendter (7): A Ber* H, F Kie* S F Hel*-Den, A Ruh* S A Hol* H,
 A Lva* S A Mos* H CENTERS: ~~Syr~~, Ber, Hol, War, Mos, ~~Syr~~, ~~Syr~~, KIEL (5) remove 2
 TURKEY Hudec (14): F Aeg* S F Ion, F Ion* & F Rom* S F Nap-Tyn*, F Apu-Nap*,
 F EMed*S F Ion, A Bul-Rum*, A Arm* H, A Mun* S GERMAN A Ruh, A Ven-Tyo*, A Tus* H,
 A Ukr* H, A Sev* H, A Pie*-Mar CENTERS: Home, Sev, Rum, Bul, Gre, Tri, Ser, Bud, Ven, Vie,
 Rom, Nap, MUN (15) build 1
 Autumn 1918, Winter 1918, and Spring 1919 due January 10. There has been a call
 for a vote for a concession to Turkey.

1975GC

GAMEMASTER: FANGMASTER
Fall 1911: ITALY EXTINGUISH. CZARINA ON ENDANGERED SPECIES LIST.

ENGLAND ~~Hightower~~ (10, 1 short) Goldston: F Nth-Eng*, F MAO*-NAF, F Spa(sc)* S F Lyo* H,
 A Pied* H, A Bre* H, A Lva* S A StP-Mos*, A Fin-Swe*
 CENTERS: Home, Nwy, StP, Swe, Bre, Par, Por, Spa, MOS (11) build 2
 GERMANY Nelson (8): F Hol* H, A Boh* S A Tyo, A Mar* S ENGLISH A Spa(sc),
 A Den* H, A Ven* S A Tus, A Tus* S A Ven, A Sil*-War, A Tyo* S RUSSIAN A Tri NSO
 CENTERS: Home, Hol, Den, Bel, Mar, Ven (8) even
 ITALY Kahan (1): A Rom S TURKISH A Apu-Syr /c/ annihilated CENTER: ~~Hightower~~ (0) out
 RUSSIA K. Williamsen (4): A Mos H /c/ annihilated, A Tri-Alb*, A Gal*-War,
A Vie*-Bud CENTERS: ~~Syr~~, War, Vie, ~~Syr~~ (2) remove 2
 TURKEY Rogowski (11): F Ion* S F Tyn, A Apu* & F Tyn* S F Nap-Rom*, F Tun*-Naf,
F WMed*-MAO, F Bla*-Sev*, A Ser-Tri*, A Rum*-Gal, A Bud*-Vie, A Sev-Ukr*
 CENTERS: Home, Bul, Gre, Ser, Tun, Nap, Sev, Rum, Bud, ROMA, TRI (13) build 2
 Winter 1911 and Spring 1912 due January 10. The vote for the England-Germany-
 Turkey draw did not carry but there has been a call for another one.

1977IK

FANGMASTER: GAMEMASTER
WINTER 1901

Austria builds A Bud England builds F Lon and F Edi France builds A Par
 Germany builds A Mun and A Ber Turkey builds F Con Italy and Russia even
 Spring 1902 due January 10.

PRESS

MOSCOW: It has been discovered that German commanders posing as press reporters have been circulating throughout Europe preparing the way for invasion by the growing German military machine while casting aspersions on poor simple peasants on holiday.

1975 HF

GAMEMASTER: FANGMASTER

SUMMER 1909: Italy NMR F Ion R OTB; France A StP R Nwy

FALL 1909: FRENCH CHANGE LEADERS ON EVE OF VICTORY

AUSTRIA Diehl (13): F Gre* S RUSSIAN F EMed-Ion, A Tyo* S A Boh-Mun, A Tri-Vie*, A Ven* S A Tus-Rom*, A Boh-Mun*, A Ber S A Boh-Mun /d/ R(Pru, Sil, OTB)*, A Mun-Ruh*, A Mos* S A StP, A StP* S A Mar-Lva*, A Pied-Tus*, A Rum-Ukr*

CENTERS: Home, Ser, Bul, Gre, Rum, War, Sev, Mos, ~~Vff~~, Ven, Mun, ROM (13) even

FRANCE Dewsnap (14): F Den* S A Hol-Kie*, F Bal* S A Kiel-Ber*, A Fic-Bel*, A Mar-Pic*, F Nth-Ska*, A Bur-Mun, F Iri-MAO*, F MAO-WMed*, F Lyo-Tyn*, A Lva-StP /d/ R(Pru, Gal, OTB)*, A Nwy* S A Lva-StP, A Spa-Mar*

CENTERS: Home, Spa, Por, Bel, Den, Lvp, Lon, Hol, Nwy, Edi, Swe, StP, BER, KIE (16) bld 2

ITALY Klitzke (4, 2 short): NMR F Adr* H, F Rom H /d/ annih.

CENTERS: ~~Vff~~, ~~Vff~~, Tun, ~~Kie~~ (1) even

RUSSIA Don Ditter (3): F EMed-Ion*, F Ion-Nap*, A Con* H CTRS: Ank, Con, Smy, NAP (4) b 1

Autumn 1909, Winter 1909, and Spring 1910 due January 10. Vote for Austrian-French draw did not carry. Don Dewsnap resigns as France. Taking over is Konrad Baumeister, 11416 Parkview Ln., Hales Corners, WI 53130.

1976 BO

GAMEMASTER: FANGMASTER

FALL 1907: RUSSIA FINDS IT DIFFICULT TO DEFEND 8 CENTERS WITH 4 UNITS.

ENGLAND Forte (9): F Spa(sc)* S FRENCH A Bur-Mar NSO, F Bot-Swe*, F Lva-StP(sc)*, F Por* & F Eng* S F Iri-MAO*, A Gas* S F Spa(sc), A Lon* H, A StP-Mos*

CENTERS: Home, Nwy, Swe, ~~Vff~~, StP, Por, Spa, MOS (9) evenFRANCE Bruce (2): F ~~Vff~~*-Bel, A Par-Bre* CENTERS: ~~Vff~~, Par, BRE (2) even

GERMANY Williamsen (6): F Nth-Bel, F Bal* H, A Pru-Lva*, A War* S ENGLISH A StP-Mos
A Sil* S A Mun* H CENTERS: Home, Hol, Den, Bel, WAR (7) build 1

RUSSIA Scensny (8, 4 short): A Mos-War /d/ R(Ukr, Sev, OTB)*, A Boh-Gal*, A Vie* S A Tri-Tyo* CENTERS: ~~Vff~~, ~~Vff~~, Sev, Rum, ~~Vff~~, ~~Vff~~, ~~Vff~~, Vie (3) remove 1

TURKEY Verheiden (9): F NAF* MAO, F Lyo* S F Pic-Mar*, F WMed* Spa(sc), F Adr-Ion*, A Ven* S A Alb-Tri*, A Ser-Bud*, A Con-Bul*

CENTERS: Home, Bul, Ser, Gre, Tun, Rom, Nap, MAR, TRI, BUD, VEN (13) room for three build
Autumn 1907, Winter 1907, and Spring 1908 due January 10.

1976 BW

GAMEMASTER: FANGMASTER

FALL 1906: ENGLISH KICKED AROUND, SULTAN QUILTS, AUSTRIA PUTS OUT RECRUITING POSTERS.

AUSTRIA Dave Ditter (8, 1 short): F Smy* S A Bul-Con*, A Rum*-Sev, A Boh*-Gal, A Gal*-Rum, A Mos* H, A Sev*-Arm CTRS: Home, Ser, Rum, War, Sev, Mos, CON, SMY (10) build 3

ENGLAND Cook (8): F Por*-Spa(nc), F Bre-MAO /d/ R(Pic, Eng, OTB)*, F Swe* & F Den, F Den & F Swe /d/ R(Hel, OTB)*, F Edi* S F Lon-Nth*, A Nwy* & F Swe,

A Bel H (unordered) /d/ R(Fic, Ska)* CTRS: Home, Swe, ~~Vff~~, ~~Vff~~, Nwy, Por (6) remove 2FRANCE Burce (3): A Par* S A Gas-Bre*, A Mar-Bur* CTRS: Par, ~~Vff~~, ~~Vff~~, BRE (2) remv 1

GERMANY Goldston (6): F Nth-Nwy /d/ R(Yor, Hel, Hol, Eng, Ska, Nwg, OTB)*, A Ruh* S F Hol-Bel*, A Kie* S F Bal-Den*, A Fin*-Swe

CENTERS: Home, Den, Hol, StP, Bel (7) build 1

ITALY Kjol (6): F MAO-Iri*, F Spa(sc)* & F WMed*-MAO, A Pic-Mar*, F Ion-Tun*, F Aeg* S AUSTRIAN A Bul-Con CENTERS: Home, Tun, Bul, Gre, MAR, SPA (8) build 2

TURKEY Diehl (3): A Syr* & F Bla* S A Ank-Arm* CENTERS: Ank, ~~Vff~~, ~~Vff~~ (1) remv 2

Autumn 1906 and Winter 1906 due January 10. There are too many retreats and removals to combine Winter and Spring this time. Jim Diehl resigns as Turkey. As there is only one center left no replacement will be named. The units in Bla and Syr will be removed and Ank will go into Civil Disorder.

THE EPITAPH #8: GM: Michael W. Boggs Phone: (213) 988-5485
6345 Kester Ave. #309, Van Nuys, Ca. 91411

1976 JB FALL 1904: ITALY STABBS AUSTRIA! EDINBURGERS TRADE
BORSCH FOR SAUERKRAUT! SULTAN MISSING!

AUSTRIA: Forester (4): A Ser*-Bul, A Vie-Gal /d/ (R: Bud, OTB),
A Gal-War*, F Ion*-Aeg. Centers: (3)
Bud, Ser, ~~Viz~~, ~~Tiz~~, War. Remove 1.

FRANCE: Funkenbusch (8): F Sp(sc)*-WMed, F EngC-Nth*, F Iri-MAO*,
A Bur* S GERMAN A Ruhr-Mun, F Cly* S GERMAN F Nth-Edi,
A Yor* S GERMAN A Nth-Edi, F Mar* H, A Gas* H.
Centers (8): Home, Spa, Port, Bel, Lon, Lvp. Even.

GERMANY: Ditter (7): A War S A Sil-Gal /d/ (R: Pru, OTB), A Sil*-Gal,
A Lva-StP /d/ (R: Pru, OTB), A Ruh-Mun*, F Hol-Kie*,
F Nth-Edi*, F Swe*-Nwy.

Centers (7): Home, Hol, Den, Swe, ~~War~~, EDI. Even.

ITALY: McManus (5): F Tun*-WMed, F Gre* S TURKISH A Bul,
A Ven-Tri*, A Boh-Vie*, A Tyro* S A Boh-Vie.
Centers (7): Home, Tun, Gre, TRI, VIE. Build 2.

RUSSIA: Bassett (7): A Ukr* S AUSTRIAN A Gal-War, A Mos* S A StP-Lva,
A StP-Lva*, A Rum* S AUSTRIAN A Ser-Bul, F Edi-Nth /d/ (Anni),
F Nwg*-Nwy, F Con-Ank*.

Centers (7): StP, Mos, Sev, Rum, Nwy, Con, ~~Edi~~, ANK. Build 1.

TURKEY: Slaughter (3): NMR: A Bul* H, F Aeg* H, F Smy* H.
Centers: Smy, Bul, ~~Ank~~. Remove 1.

PRESS:

BERLIN: Underground sources are working overtime trying to overthrow
the nasty David the Dagger of is that Bragger?

Munich: Who cares! Have another beer.

Holland: Useless? Who's useless??

Occupied Constantinople: Any port in a storm.

Van Nuys: Autumn retreats, Winter adjustments, and Spring moves are
due here Tuesday, January 10th. Of course, Spring moves
can be conditional on Winter adjustments & Winter adjust-
ments on Autumn retreats. Note: Germany must retreat at
least one (1) army OTB, so he will probably be "building 1."

1977 IC WINTER 1901: AUSTRIAN ARMY ATTEMPTS TO INFLITRATE
ITALY! KAISER IN HIDING AGAIN!

AUSTRIA: Hansen: Build A Ven. (imp)

ENGLAND: Fabry; Build F Lon.

FRANCE: Workman: Build A Par, A Bre.

GERMANY: Raby: NBR; GM builds F Kiel, A Mun.

ITALY: Michalski: Build F Nap.

RUSSIA: Diehl: Build A Mos, A War.

TURKEY: Alan: Build A Smy.

Spring 1902 moves due here January 10th.

Standby orders for Germany Jeff Power, 300 Winston Dr. #309, Cliffside Park, NJ 07010

Warning: Since I am making the moves due on a Tuesday next turn, I
will not be able to make any collect phone calls to those
people who NMR. Mssrs Slaughter & Raby must submit moves
to me, or they are out of the game!

POICTESME #34: Is edited by Bruce Schlickbernd of 6194 East 6th St., Long Beach, CA 90803, USA. Telephone (213) 431-0486. Mephisto Press Publication #37.

1974FY WITH THE LAST THREE REMAINING POWERS BORED BY WAR, THE GAME ENDS
Spring 1911 ON A HIGHLY APATHETIC NOTE, ESPECIALLY SINCE DON IS SUPPOSED TO
HAVE THIS EVEN AS I TYPE IT.

As per the instructions and conditions I stated last time, this game is declared a three way draw. I waited an extra week, but no one sent in any orders. Good riddance, you lazy sloths.

1974FY: GM: Bruce Schlickbernd (Poictesme).

AUSTRIA: Terry Knowles (Removed Fall 09), CD (Out Fall 10) Note: Ron Kelly substituted for Terry during Fall 1905.

ENGLAND: Laurence J.P. Gillespie (Draw Spring 1911).

FRANCE: Richard Swies (Out Fall 05).

GERMANY: John M. Baker (Draw Spring 1911)

ITALY: J.P. Bruce Harwood (Removed Winter 09), CD (Out Fall 1910).

RUSSIA: Steve Solomon (Removed Winter 02), Civil Disorder (Out Fall 03).

TURKEY: John Schmickrath (Resign Winter 01), Bruce Killian (Draw Spring 1911).

Supply Center Chart

	00	01	02	03	04	05	06	07	08	09	10		
Austria	3	4	6	7	7	6	5	5	2	1	0		
England	3	4	6	7	7	9*	9*	10	10	11*	12	Draw	* indicates how many units were sbort that season
France	3	5	5*	3	2	0	-	-	-	-	-		
Germany	3	6	6	6	7	8	7	8*	8*	10**	11***	Draw	
Italy	3	5	4	5	5	4	5	3	3	1	0		
Russia	4	4	2	0	-	-	-	-	-	-	-		
Turkey	3	5	5	6	6	7	8	8	11	11*	11	Draw	

If any of you really want to comment on this game, send your comments to me pronto. My special thanks to Don Horton for allowing me to continue the game in his zine, Claw & Fang. I apprecate it greatly, Dob, Dim, er, Don.

As to running a new game--why not? But I'm not sure if I want to look at yet another Diplomacy game. I might consider a Kingmaker game, but that might require more than one page to run, and would require Don to either be generous with his space, or...I don't know what. Why did I put that either there?

* * * * *

[If interested write directly to Bruce.]

- H A P P Y H U M B U G -

Answer to The Curious Prisoner problem on page 5 (which came out "page ").

Charley is correct.

With the problem Paul sent the following: "I submit the following problem because I find it very interesting. Unfortunately, I cannot provide an intuitive solution, nor one that all readers would understand. I suggest that if you to like the problem, print it and the answer, and direct all inquires for solutions to me at my school address. I will answer them all, but not until after New Years."

Paul's address is: Hines 2-A, Escondido Village, Stanford, CA

MENSA 6:

1976BN

GAMEMASTER: FANGMASTER

AUTUMN 1907: Russia A Lvp R Cly

[WINGER 1907] SPRING 1908 GERMANS FOUGHT TO A STANDSTILL.

ENGLAND Koenig (4): [NBR] NMR A Yor* H, F Lvp* H, F Edi* H /c/ annihilated

GERMANY Vagts (10): [build A Ber and A Kie] F Nth*→Ska, F Eng*→Nth, A Kie*→Mun,

A Ber* S A Mun*→Sil, A Spa* H, A Mar*→Pie, A Wal* H, A Bre* H (unordered), A Den*→Swe

ITALY Reynolds (2): [removes A Apu and F Aeg] A Nap* S F Rom, F Rom* S A Nap

RUSSIA Straton (17): [builds A War, A Mos, F StP(sc)] F Swe* § F Nwy*→Ska,

F Gre* S F Smy→Aeg*, F Nwg* S A Cly→Edi*, F Bul(ec)→Con*, F StP(sc)→Bot*, A Mos* H (unord),

A Pru* S A War*→Sil, A Lva→StP*, A Bud→Vie*, A Tri→Tyo*, A Tyo→Boh*, A Ven*→Pie,

A Ser→Tri*

TURKEY Young (1): [remove F Adr and F Ion] F Tyn→Ion*

Fall 1908 due January 10. Since it is evident that the game will end players are invited to send in final statements on the game.

MENSA 7:

1977CY

GAMEMASTER: FANGMASTER

SPRING 1903: PERIPATETIC ITALIAN ARMY CONTINUES TOUR OF GERMANY

AUSTRIA Reges (5): F Gre*→Bul(sc), A Bud*→Rum, A Tyo→Tri*, A Vie*→Gal, A Ser*→Rum

ENGLAND Compton (6): F Den→Ska*, F StP(nc)→Nwy*, F Eng→Tri*, F Lon*→Nth,

F Lvp*→NAO, A Yor*→Lon

FRANCE Funkenbusch (6): F MAO*→NAO, A Bur* S GERMAN A Ruhr→Mun, A Pic* S A Bel* H,

A Gas* H, F Bre*→MAO

GERMANY Straton (3): A Kiel→Den*, A Ruhr→Mun*, F Hol*→Nth

ITALY Bassett (5): F EMed* S F Ion→Aeg*, A Ven→Tyo*, A Syr*→Smy, A Mun→Ber*

RUSSIA Reynolds (5): F Swe* S GERMAN A Kiel→Den, F Bla* S TURKISH A Ank→Arm,

A Rum*→Ser, A Gal*→Bud, A War→Sil*

TURKEY Winsor (4): A Bul* § RUSSIAN A Rum→Ser, A Ank→Arm*, F Con* S F Smy* H

Fall 1903 due January 10.

PRESS

PARIS: Now what do I do with those 31 cent stamps?

ATHENS: It was revealed that the Office of Supplies has put in a requisition for 50,000 gallons of disinfectant. The disinfectant is reportedly to be used to clean up the lands that the Austrians will acquire of the scum that will undoubtedly be left behind by the scum who are displaced.

- FINAL HUMBUG -

Craig Reges is starting a new gamezine to be called Against The Odds. Sub rate is \$3.50 for ten issues and will be published every three week. Game fee is @2.00 plus a \$2.00 refundable deposit for one or less NMRs. Write him for a sample copy. Craig A. Reges, 16 W 761 White Pines Rd. Bensenville, Ill., 60106

Which would you rather have, twelve lords aleapin' or
CLAW & FANG #85 sent your way by
Don Horton
16 Jordan Ct.,
Sacramento, Calif 95826



____ Your subscription expires this issue.

* Have a great new year.

Doug Beyerlein
640 College
Menlo Park, CA 94025

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