

# CLAW & FANG

Number Eighty Eight  
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This issue is dedicated to the stegosaurus. This massive dinosaur weighed 80,000 pounds. Yet it got along with only a 3-ounce brain in its head; a second brain in its tail controlled the creature's hind legs. (It is generally believed that this is the origin of the term "smart-ass".)

## ALLIANCES IN DIPLOMACY: MAKING THEM AND BREAKING THEM PART II: THE BREAKING

by Konrad Baumeister

In general, stabbing your ally in a game of Diplomacy can mean the difference between a win and a loss, and thus it is something that has to be learned for consistently good finishes. I feel it fairly safe to say that almost everyone stabs, and that the exceptions are few and far between. Indeed, there are so many deals and counter-deals in a game of Dippy that you can expect to be stabbed at least three times a game. Note that when I say you should "expect to be stabbed," I don't mean that every stab will see your closest ally walk up and hit you for five centers some Fall season. The "stabs" could be merely provocations to another to stab you, when you have previously made a deal with the country not to encourage such attacks. Basically, this article will be entirely devoted to the Fall Avalanche-of-Centers stab rather than the "mini-stab", which merely points out that you may have to make another enemy soon.

Since nobody likes to lose, and to lose the chances are that you were stabbed somewhere along the line, it behooves the player to learn how to remain "unstabbed." To avoid being stabbed, one must--or at worst, should--have several desirable properties.

1) You should have some diplomatic ability, which should be put to work on your various friends to keep them under your influence and forever loyal to you. If you do not have a firm grip on your allies, someone else may, and the results might not be too pleasing.

2) You should have some military power. (Note that this is not possible in the early game; at that time, you must still rely entirely on your diplomatic prowess.) If you are stabbed and you still have a modest amount of units left for the next year's use, you can use these as an extension of your former ally's largest enemy to get the satisfaction of seeing your ex lose miserably. You might bring up the fact that you would not be a pushover in your letters to the suspect just to keep him from taking the plunge.

3) You should have what I like to call a "second layer" of allies; powers that are neutral now, but will jump in on your side in any war you ask them to. (While it may sound like these are diplomatic pushovers and/or weak players, this is not necessarily so.) In the early and, usually, mid-game situations, these are possible to obtain, but not in the end-game, when there remain only three or four players, for obvious reasons. The real advantage of this set-up is that, once you get stabbed you can have your friend intervene and possibly push the attacker back. Another good use of this person is to have him constantly involve your suspected ally in wars somewhere else. Once again, it's good to negotiate with everyone in your game, as one never knows when someone will be useful. It's always best to stay on the safe side.

And now, since last month we divided all alliances into three general categories (Game-Long, Temporary, and Non-Aggression), I will for convenience sake (not yours but mine) divide the rest of this article into those same sections.

(continued overleaf)

I. The Game-Long Alliance. This is the situation where a good stab will give you the best chance for a win. This is because the two (or three, etc) of you have been working together for so long, and you trust each other (not necessarily a wise move). The chances are, especially in the end-game, that many of your units will be trusted next to open centers.

You will have to do a fair amount of thinking ahead, something characteristic of all stabs. If you don't contemplate the stab for some time, it probably won't be a good one. Here are a few questions that you should ask yourself:

- 1) Will the stab permanently cripple my new enemy?
- 2) How far ahead of the game will my new center count put me?
- 3) What will my position look like, in regard to future gains?
- 4) Will the combination of #2 and #3 allow for relatively easy growth to eighteen centers? (You must assume that the rest of the board will ally against you after seeing your threatening position.)

5) What if the whole stab backfires, someone having tipped off the stabbee?

In explanation of the above:

- 1) If the stab does not render your former ally virtually powerless after the first stroke, you may be due for an extended battle. This is not to your advantage, especially in the light of his probable alliance with the rest of the board. Time is on their side.

- 2) When you stab, you ideally want to put yourself into a position from where the rest of the eighteen centers can be easily mopped up, assuming that you don't have all that many to go. If you stab and only end up at 8 centers, you can either kiss the early win goodbye, or you can play the game for another 16 years and possibly do well.

- 3) As in #2, you should aim for a position from which an easy win is possible. Following this strategy, you will not just stab with a few units while other units linger and gather moss; stab with your maximum capability or not at all. A good rule is to always assume the worst, and so plan ahead to get into an advantageous position. Overkill is better than no kill at all.

- 4) Just combine #2 and #3.

- 5) As stated above, it is always best to assume the worst will happen. Using this stratagem, you should be able to get into a position from which quick growth is possible even after a totally unsuccessful stab. Besides, now you have the rest of the board to contend with.

After evaluating all of these questions to decide whether a stab is a good idea at the time, you will have to go through the hassle of getting up your ally, a dirty job. In essence, you will try to act as normal as possible, while keeping on with the business one would normally go about at the time. If you act suspiciously all of a sudden, and your ally detects your units adjacent to his open centers, it will not take a genius to figure out what he will be thinking.

One last point, which should be obvious but one sees all too many players lose out on marvelous opportunities because of forgetting it: Once you have stabbed, don't be a gentleman/woman and let up on the pressure. If you want to win badly enough to stab in the first place, it would be folly to relax the stranglehold while victory is in your grasp, only to have the opposition tear it away later.

II. The Temporary Alliance. While the outline of the procedure of stabbing follows nearly exactly that of the Game-Long Alliance there are a few new strategic points necessary to review. These hinge on the fact that by the time this alliance is operating, the board has split into two army camps, one on the defense and one on the offense.

- 1) You will have to decide whether or not a win is possible for your country in the aftermath of a stab. When you plan the stab, make sure that you can at least reach a stalemate position (and there are many articles out on these by those more knowledgeable than myself) on your own, against the best play possible for your enemies. If you can't, why stab?

- 2) After the stab the board situation will be fluid again, and your enemies will once again be on the move. Be sure that they can't get anywhere quickly, for if they take centers intended for you, you can kiss the game goodbye.

(continued on page 3)

III. The Non-Aggression Pact. Again, all of the properties of the Game-Long Alliance hold true here. However, due to the nature of this alliance (i.e. your enemy knows you're coming at least  $\frac{1}{2}$  year before you sit on his centers), there will not be a huge center turnover in the year of the double-cross. Hence, the main goal is to assume the initiative rather than to try for remote centers, which you'll get if you gather enough momentum, anyway.

About the best thing that one can do is to try to lead the stabbee about as far away as possible in hopelessly overextended wars, so as to make your march through his centers as easy as possible. At all costs, you must assume the initiative, for without it, your enemy, since he is not yet fatally injured, can force you back. And so the fight is for position, rather than centers, as the centers will follow position.

[Bruce Schlickbernd reminded me that the only "How To..." article he ever wrote was "The Stab" which appeared in CLAW & FANG #40 (11/1/74). Since Bruce hates "How To..." articles I am going to rerun "The Stab" in the next issue. Don't miss this article by one of the world's most polished practitioners of the stabbing art.]

YOU BE THE GAMEMASTER

(or I BE THE BOTCHMASTER)

As several hundred of you pointed out, (curses!) I made a couple of errors in last month's examples. Problem #1 should have read:

FRANCE: A Mar-Tus, F Lyon C A Mar-Tus      ITALY: F WMed-Lyo  
(ANSWER. FRANCE: F Lyon\* C A Mar-Tus\*      ITALY: F WMed\*-Lyo)

Problem #3 should have read:

ITALY: A Rom-Nap, F Nap-Rom      FRANCE: F Tyr C ITALIAN A Rom-Nap  
(ANSWER. All succeed.)

Undaunted, I'll try some more. Adjudicate the following orders. (Assume no other units involved.)

1. FRANCE: F MAO-Spa
2. TURKEY: F Nwy-StP
3. FRANCE: F Gas-Spa(nc)      ITALY: F Mar S FRENCH F Gas-Spa(nc)
4. ENGLAND: A Lon-Nwy, F Nth C A Lon-Nwy      GERMANY: F Ska-Nor

(answers on page 7)

SPACELANES #5

by Tony Watson

Welcome again to the world of SF gaming and related materials as interpreted through the eyes of one Tony Watson, and brought to you in the form of this column. This time around I would like to spend a little time talking about the basis for the reviews that appear here each month. These mini-reviews are drawn from my own private collection of SF titles, a collection that has steadily grown over the past seven years to include over eighty titles running the gamut of Diplomacy variants to boardgames to minatures and role playing games. I took the considerable time necessary to catalog each entry on 3x5 cards and put the games in some special drawers of a dresser devoted entirely to my game collection. The resultant organized chaos has been redubbed the "Phantom Star Archives" and the information therein is available to the general wargaming public according to the guidelines outlined below.

Each of my entries bears the following information (where known): Publisher, date of publishing, price, level and environment (space, tactical, etc), and number of players. Also included are a few notes concerning any unique aspects of the game and a subjective rating of Excellent, Good, Fair, or Poor. To obtain a copy of this entry, send as much indentifying material as you have (titles and publishers are most helpful) and 20¢. I'll also answer specific questions if possible. If you are interested in a broader range of information concerning games of a certain type (say tactical space games published before 1971) I'll send you copies of any and all

(continued overleaf)

entries fitting your category for 10¢ each. Send a lump sum of a buck or so and I'll refund the unused part. [Tony Watson, 201 Minnesota St., Las Vegas, Nevada 89107.]

A note of some sadness. TRIPLANETARY (reviewed here in #2) is going out of print. This touched me considerably, as I regard "TRIPE" to be one of the genre's finest games and certainly one of the most colorful. Happily, though, GDW under the guise of Conflict games, is offering a new spacer, IMPERIUM, which I also consider to be one of the genre's best. Now to this month's reviews.

### SF Gaming Magazines

The material reviewed this time around will be SF gaming magazines. I had originally planned to do PBM games but I haven't assembled all my material, and I don't have the time right now to do minatures and minatures rules, which I think will be a surprisingly long column. After those two pieces are done I'll be going back and recapping games that appeared since I last did their particular category.

Games being games and magazines being magazines, I'll have to use a bit different set of rating categories this time. The slot for price will give the amount required for a year's subscription rather than a single copy (subscriptions are almost universally less expensive though single copies are obtainable from the publishers).

Phys-----the quality of printing, layout, artwork, and general appearance (typos and such). Scale of 1 (poor) to 5 (excellent).

Pag-----average number of pages per issue.

%-----amount of material in an average issue that is SF game oriented (not fantasy or fiction, for example).

Con-----the quality, relevance, and level of writing of the pieces contained therein; usually a measure of quality of writers a 'zine attracts.

Note: Magazines in this category are those that are devoted almost entirely to SF and/or fantasy gaming. Other, more general audience wargaming 'zines have been known to publish occasional pieces of SF games but they are not, understandably, covered here.

SUPERNOVA/FBI/\$4(for 8 issues)

Phys 2 Pag 16 % 40 Con 3

Once edited and put out by Lew Pulsipher, SN has undergone considerable changes under the editorship of Ken St. Andre. The mix is heavy into fantasy, though more and more SF material is appearing. Also news and a letter column and some fiction though not of particularly high quality. The biggest drawback with SN is the physical quality, though the price is reasonable.

THE DRAGON/TSR/\$9

Phys 5 Pag 30 % 25 Con 4

As one might expect of a magazine put out by TSR, THE DRAGON is devoted considerably to D&D and fantasy (TSR's realm) though I think this just might be as much, if not more so, due to the submissions editor Tim Kask is getting as to a distinct preference. Physical quality is quite high, with heavy glossy paper, full color covers, lots of art and cartoons and even some interior color. Really a very nice magazine, though as mentioned, more oriented to fantasy.

THE SPACE GAMER/Metagaming/\$5

Phys 4 Pag 50 % 80 Con 5

The premier gaming 'zine of the genre and my personal favorite (I look forward to TSG more than S&T or THE GENERAL. The last few issues have had full color covers and the physical qualities have been constantly improving. The mix of articles is good and there is always lots to read. Plenty of reviews, interesting news and plugs, a letter column, and a designer's notebook. The articles are generally thought provoking and well written as well as being very interesting. TSG is the genre's bible and at the low cost, certainly a bargain. Being a subscriber also entitles you to hefty discounts of Metagaming games (about 20%). Highly recommended.

1976 BW has ended. The players all voted to accept a draw between Austria (Dave Ditter), Germany (Dennis Goldston), and Italy (Jim Kjol). Players please submit statements for the wrap up.

## A COUPLE OF WRAP UPS

1976EC: GM John M. Weswig

	00	01	02	03	04	05	06	
A	3	5	6	6	4	4	3	Paul D. Funkenbusch
E	3	4	3	1	1	1*	0	Jordan Fedder (dro W01), Bob Wartenberg (out F06)
F	3	5	6	7	10	9	12*	Roland Straten (draw Su07)
G	3	5	6	7	7	8	11	H.D.Bassett (draw Su07)
I	3	4	4	3	1	1	1	Mark Kimelheim (dro F05), CD
R	4	6	4	4	5	5	3	Michael A. Willemsen
T	3	4	5	6	6	6	4	Jim Diehl

MIKE WILLEMSSEN: A very frustrating game for me. I thought I had put together an alliance of Russia, Austria, and Italy against Turkey. I found myself facing an attack by Austria and Turkey while Italy did nothing until he was attacked by France, whereupon he surrendered to France.

Germany and France quickly destroyed England and moved east. At a time when the logical action was for the eastern powers to stop hostilities and combine to stop the Franco-German alliance, Turkey turned on Austria. As a result, there was no resistance to France and Germany, and that alliance won quickly.

JOHN WESWIG: An East divided cannot stand. In this game, as in so many, two of the Western powers eliminated (effectively) the third and turned on the four Eastern powers who, typically, couldn't get it together in a life or death situation.

1975GC: GM Don Horton

	00	01	02	03	04	05	06	07	08	09	10	11
A	3	5	5*	0	-							
E	3	5	6	6	7	8	7	8	9	10	10	11 draw
F	3	5	5	5	4	3	3	2	2	0	-	
G	3	5	5	5	6	4	4	4	5*	7**	7	8 draw
I	3	4	5	4	5	6	5	3	1	1	1	0
R	4	6	4	6	6	7	7	7	7	5	5	2
T	3	4	4	5	6	6	8	10	10	11	11	13 draw

A-Wayne Callahan (dro S04), GD (out F04). E-David Holmes (dro F11), Dennis Goldston (draw W11). F-Brad Smith (dro F01), David Forte (out F09). G-David Nelson (draw W11). I-Russell Fox (dro F02), Ted McDonald (dro F03), Randal Groves (dro S06), John Torrey (dro F07), Sheldon Kahan (out F11). R-Gary Leppert (dro F01), Karen Willemsen. T-Gerald Rogowski (draw W11).

GERALD ROWGOWSKI (Turkey): An interesting game which demonstrated an important fact, an alliance is only viable as long as the individual members have a chance to grow. The original alliance was composed of R-T-I-F, a multitude of members guaranteed to hamper the development of at least one of its party. Once Austria and the Balkan centers were taken, Turkey had no place to go, and as she had no intention of stagnating the stab was inevitable, if it was at all unwise to stab Russia and Italy simultaneously, this was only due to the intransigence of Russia who refused to accept reality and disregarded serious attempts to arrive at a modus operandi, or in England's later refusal to join hands to crush Germany and Russia whom we had between us. But all in all it was enjoyable, in large part due to Don Horton and the regularity of G&F and the high quality of his adjudication for which I say thank you.

KAREN WILLEMSSEN (Russia): I came in as a substitute for the old Russia. He didn't leave me that great a position. (Thanks a lot buddy!) At the beginning I had a lot of trouble making allies. Turkey said, "Oh, I'll be your ally. We'll make such good friends." He invaded Sevastopol. Then he has the nerve to ask for an alliance again. He was such a FINK!!! France seemed really enthusiastic, but didn't have a good position worked out and he got wiped out. I guess it was O.K.

DENNIS GOLDSTON (England): What can I say? I was very lucky. Thanks to David Holmes for resigning and Don Horton for appointing me. The Tallyrands among you might criticize my acceptance of the 3-way draw but remember that Lenin accepted a much less tasteful settlement when he came to power in his country and look what it did for him.

[Next month, the wrap up of the grande olde game, 1974CZ.]

## DOWN THE MAIL CHUTE

In addition to the usual insults, accusations of incompetency, and pleas for money I received a couple of questions I should answer here.

"What is Mensa and what is a SIG?"

Mensa has been called the high IQ society. The only qualification for membership is a score on an intelligence test higher than that of 98% of the general population. SIG stands for Special Interest Group. In addition to the 150 local groups of Mensa throughout the U.S. there are several dozen Special Interest Groups conducted through the mails. Postal Diplomacy (chairman: Fred Davis) is one of these. If interested in joining Mensa or wish more information write: American Mensa Selection Agency, Suite 1R, 1701 West 3rd Street, Brooklyn, NY 11223.

"Your houserule #13 seems incomplete. You do not state whether players may agree to a draw that does not include all the players, and you also fail to state whether you announce the vote as pass-fail, size of vote (eg 4-2) or who voted how."

Players may agree to a draw that does not include all the players as long as the vote is unanimous. The results of a vote is simply announced as pass-fail with no further information.

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Answers to You Be The Gamemaster (page 3)

1. FRANCE: F MAO\*→Spa (ambiguous) The coast not specified in the order.
2. TURKEY: F Nwy\*→StP(nc)\* Even though the order did not specify the coast in this instance the F Nwy could only move to the north coast.
3. FRANCE: F Gas\*→Spa(nc)\* Since F Mar could move to Spain, it  
ITALY: F Mar\* S FRENCH F Gas\*→Spa(nc) can support any unit moving into Spain no matter which coast.
4. ENGLAND: F Nth\* G A Lon\*→Nwy\* Writing Nor instead of Nwy, NthS, NAO,  
GERMANY: F Ska\*→Nor (ambiguous) Nwg, etc causes more ambiguous grief than any other. The best method is to write out the complete name of the space. (eg F Skagerrack to Norway)

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## MONTHLY HOROSCOPE

Aries (born Mar 21 to Apr 19)

Rams have a reputation for being hardheaded. Add to that impatience, dominating, overbearing, and ruthless and a distinct portrait of the typical Aries emerges. You want to be the leader in any grouping or alliance. Because of your self aggrandizement there are certain weak individuals who will follow you. These being chiefly Sagittarians, cretins, and schnauzers. Unfortunately, you repay their trust by selling them out at the first opportunity. You should consider going into politics.

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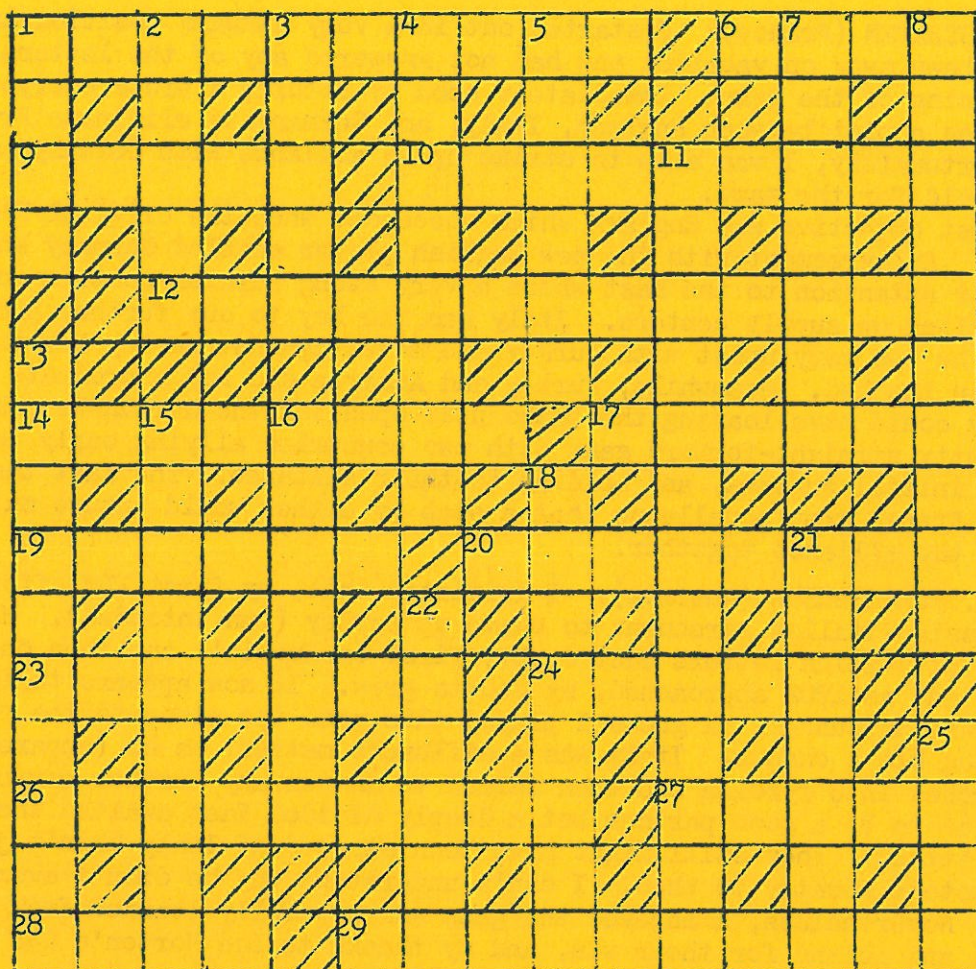
## ABOUT THE PUZZLE PAGE

John Torrey submitted the puzzle calling it possibly a kind of ultimate in crossword puzzles. [It certainly must be for a Diplomacy zine.] Based on WWorld's Most Challenging Crossword" from the SUNDAY TIMES OF LONDON, John says most all answers are words in common English usage; the one or two that are not can be solved by reference to any dictionary.

John's notes on solution technique: A clue normally contains at least one "definition" of the answer, together with further 'helpful' information--usually an anagram, an embedded answer, a second definition, or clues to the pieces of the work and their arrangement. A good clue should make complete sense once the answer is known or guessed. Mental repunctuation of the clue is frequently useful. People who "don't like crosswords" may love this one, while crossword addicts will find something very different and perhaps not to their taste.

Per John's suggestion I am offering a 6-month sub to the first correct solution I receive. Geographic location will be considered on who is first (if anyone).

Solution next month



- ACROSS:**
1. Real demos I throw into confusion. (10)
  6. The cognac essence holds more than one perfect shot. (4)
  9. Abbreviated state returns dip--it's stale! (5)
  10. Chief couple may be spliced. (9)
  12. Encounter showing the movement of limbs. (7,2,4)
  14. 12' 6" seen in a ring. (8)
  17. Sometimes tragically incongruous in the air on ice. (6)
  19. Snip the wrong way after the international organization disconnects. (6)
  20. Tea and chips being consumed is not original. (8)
  23. Possibly hid rams to gain currency in Tangier. (7)
  24. It's loony (except for the toes) to be backwards in a return of work measurement. (5)
  26. Cut one in the voice of an article of opinion. (9)
  27. Heavy iron block as a hearing aid. (5)
  28. The only swimmer? (4)
  29. He wants to buy or sell with the rest varied quite possibly. (10)

- DOWN:**
1. Took a plunge, or a flier? (4)
  2. Completely defeat the last resisters in the Eskimo pupil. (3,2)
  3. Answeris conveyed in a florid essay. (5)
  4. Lies about the alcoholic drink? They're only water, fruit, and sugar! (8)
  5. Merits being scattered because he's a hitter. (6)
  7. Annoyance makes one look cheerful after tea. (7)
  8. Material for fool as well as prophet. (10)
  11. Possibly be the master of the place for sailors. (6,3,4)
  13. Villains improperly scorn duels. (10)
  15. Objective of the twisted trail I map. (9)
  16. Can vote corruptly for a little money. (7)
  18. You're welcome - or does that hold those large dentures? (4,4)
  21. Sticks and splits. (7)
  22. Saw confused loss of direction in despise. (6)
  25. Slide over the aspersion. (4)

## MORE WRAP-UP STATEMENTS ON 1976EG (page 5):

ROLAND STRATEN (France): I started out in a very awkward position in this game since I had been away on vacation and had not answered any of the letters that arrived in the beginning of the game. Immediately upon my return, I wrote everyone and found that there was a plot between England, Italy, and Germany to eliminate France very quickly. Fortunately, I was able to strike up an alliance with Germany which saved France and held for the game.

Our first objective was England which succeeded when the original English player dropped out. An agreement with the new English player enabled Germany and France to turn their attention to the East where a very strong Turkish-Austrian alliance was rapidly gobbling up supply centers. Italy was the key to our further progress and fortunately he was very upset with Turkey and moved against Turkey leaving France no opposition in the Med. Meanwhile, Turkey and Austria did not coordinate moves as well as they could have leaving the board wide open for the German-French victory. It was a pretty straight-forward game with two countries allying early in the game, having some initial success, and holding to their alliance. The fact that both Germany and France grew equally so that a stab by either would insure mutual defeat helped keep the alliance together.

PAUL D. FUNKENBUSCH (Austria): I initiated this, my first PBM effort, with an Austrian-Russian-Italian agreement to carve up Turkey (pun intended). However, a long series of Italian letters cast doubt, first on Russia's and then on his own intentions, and as 1902 approached, my doubts grew. It now appears that my suspicions of Russia were unfounded. I guess I played this game too close to the vest, never really giving him a chance. Italy was a different matter, as he (apparently pointlessly) marched into Tyrolia and then failed to answer any further correspondence. Turkey proved to be a good partner but a deeply divided East awaited the France-German alliance's attack. They still might have been stopped if Italy hadn't just surrendered his still potent country to them. I can't understand why he didn't even try to negotiate. Nevertheless, I enjoyed the game and hopefully learned from it. Hats off to H.D. and Roland for their win, and my thanks to Don Horton's C&F and to our GM, John Weswig for making it all possible.

H.D. BASSETT (Germany): Even though I began with an attack on France with Italy, Rollie convinced Italy to abort and me that he would be a dependable ally. He was indeed dependable and the "suicide" of Italy as a means for revenge on Turkey was the decisive element in this game.

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## NEW GAME UNDERWAY

MENSA 8 has now been filled. The players and their countries (selected by lot) are:

- AUSTRIA: Paul D. Funkenbusch, 110 W. South Ave, Houghton, Mich 49931  
 ENGLAND: William E. Young, 618 Indian Rd., Clearfield, PA 16830  
 FRANCE: H.D. Bassett, Rt 3 Lake Rd, Newtown, CT 06470  
 GERMANY: John P. Koenig, 41-09 41st Street, Apt 6-C, Long Island City, NY 11104  
 ITALY: Steve Greenberg, 72 Park Ave #9, Portland, Maine 04101  
 RUSSIA: Walter Compton, Rua Exbaixador Carlos Taylor 190, Gavea, Rio de Janeiro 20020, Brazil  
 TURKEY: Roland Straten, 36 Erwin Park Road, Montclair, N.J. 07042

SPRING 1901 orders due to my by April 10. Until a Boardman Number is assigned please refer to this game as MENSA 8.

Applications for MENSA 9 now being accepted.

## THIRD CLASS MAIL

Because there are so many inserts, this issue is being sent out by third class mail. (Out of country will still be first class.) This should get in the mail on the 15th which is two days earlier than usual therefore you should have received this about the same time as always. Let me know. Adjudications not yet in from Guest GM will be sent when received. These include 1975GU, 1977GW, and 1975HG.



Reynolds  
ap

### PLUM PUDDING

I enjoyed Sherry Goldston's account of the care and feeding of the Christmas Pudding (C&F #85). As one of the natives, I'd like to add some footnotes, or grace-notes, you might call them.

Firstly, "Christmas" pudding is non-U. The U-word is plum pudding, or plum-pudd for short. U's eat it several times a year. I know there are no plums in it; neither is there meat in mincemeat.

Practically essential to a first class pudd are two children, at least 6 and 8 years old. These can be put to stone the raisins, grate the apple, slice the candied peel, crumb the bread, and mix the whole in a large copper basin, while the rest of the ingredients are being prepared. By then sticky and grubby, the children can be discarded being put to soak in a warm bath while other preparation goes forward.

Sherry's recipe is good, but could well be augmented by a hefty shot of rum or brandy.

To make any pudding in several small basins, instead of one big one, distresses me greatly. The interior is better eating than the skin, so the higher ratio of interior to skin the better; also the one large pudd can be cooked longer and slower. For these, and other reasons, making plum-pudd in a basin is totally non-U; it is done only by shopkeepers and others of the lower classes.

A square of muslin cloth (cheese cloth) can be greased or wrung out in hot water, and then liberally floured to form a watertight membrane. The pudding is placed in this, and it is tied up and shaped round--a size approaching the size of a soccer ball is good. I note that my excellent Creole cookbook follows this procedure for all puddings except that they sew up the cloth instead of tying it. The puddings (one always makes two or three if utensils permit) are then put to boil in cauldrons with tight lids, so that the water does not boil off.

The prudent housekeeper makes her plum-pudd in August, or October at the latest. They are then hung from the kitchen ceiling to season until needed, and vastly improve with keeping.

There is more to serving than "turn onto a hot dish". Warmed and turned, a sprig of holly with berries is placed on top. Then a tablespoon or two of high proof brandy or whiskey is poured on and set alight, and the pudding is led in, preceded, of course, by the family bag-piper. If he is not available, those at table should sing a suitable carol, such as:

Bring on the figgy pudding (thrice)  
-----And bring it right here

We won't go until we get some (thrice)  
----- And more ginger beer

We wish you a Merry Christmas (thrice)  
----- And a Happy New Year

In Ireland, husband and wife stay in bed all day on Stephens Day (26 December)--not, one must add nowadays, for the Joy of Sex, but from sheer exhaustion--while the children get by on cold turkey, pudding, brandy butter, and whatever else may be around. On the next day, the clamor rises for fried plum-pudd. Slices, about the size of bread, are cut and fried in butter, and served with brandy butter. If this earth has any food more fair, I have yet to taste it.

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#### STATUS OF THE SPECIAL GAME OPENINGS

The Winner's Game to be GMed by Dave Forte is just one player short of getting started. To qualify you must have either won or drawn a game in CLAW & FANG.

The Short Press Game needs 3 (three) more players to get underway. To play you must agree to submit a press release each month with a limit of a 100 (one hundred) words so the whole game will fit on one page. Here's your chance to cross verbal swords with the infamous Bruce Schlickbernd. I have decided to GM this myself.

If you want into either game let me know as soon as possible. The first ones I hear from will get the positions. The game fee for either is three dollars but you can send that after you know you are in. (Telephone requests are acceptable.)

1977CY

GM: FM

SUMMER 1904: France F Eng R Wal; Russia A Gal R War

FALL 1904: AUSTRIAN ARMY LENDS MORAL SUPPORT TO FRANCE. ENGLAND AND GERMANY GUILTY OF OVER SUPPORT. PERPATETIC ITALIANS SUPPORT SELVES INTO TURKISH AND RUSSIAN CENTERS.

AUSTRIA Reges (5): F Gre→Ion\*, A Ser\* & A Bul\* S A Bud→Rum\*, A Vie\* S FRENCH A Bel (French A Bel not ordered to hold) CENTERS: Home, Gre, Ser, RUM, BUL (7) build 2

ENGLAND Compton (5): F Lon\* S F Eng→Wal, F Nwy\* S GERMAN A Den→Swe NSO, F Iri\*→Lvp, F NAO\*→Lvp CENTERS: Home, Nwy, StP (5) even

FRANCE Funkenbusch (6): F MAO→Eng\*, F Wal→Lvp /d/ annihilated, A Pic\* S A Bur\*→Bel, A Bel\*→Ruh, A Gas→Bre\* CENTERS: Home, Por, Spa, Bel (6) build 1

GERMANY Straten (4): F Hol\* S A Ruh\*→Bel, A Den\* S ENGLISH F Nwy→Swe NSO, A Mun\*→Bur CENTERS: Kie, Hol, Mun, Den (4) even

ITALY Bassett (5): F EMed\* S A Smy, A Smy\* S F Aeg→Con\*, A Pru\* S A Gal→War\* CENTERS: Home, Tun, Ber, WAR, CON, SMY (8) build 3

RUSSIA Reynolds (5): F Ska→Nth\*, F Bla\* S A Rum, A Rum H /d/ R(Ukr, Sev, OTB)\*, A War→Gal /d/ R(Sil, Lva, Mos, Ukr, OTB)\*, A Boh→Gal\* CTRS: ~~Waz~~, Mos, Sev, ~~Ruh~~, Swe (3) rnv 2

TURKEY ~~Waz~~ C.D. (4, 2 short): A Arm\* H, F Con H /d/ annh CTRS: Ank, ~~Waz~~, ~~Smy~~, ~~Bul~~ (1)

1904 and WINTER 1904 due April 10. If all players submit SPRING 1905 orders these will be published also but a lot depends on Russian retreats and removals.

PARIS: Headlines from the French press: TRUFFLES LAUNCH PRE-EMPTIVE STRIKE! (Frightened Fungi Fight for France). HAVE COURMETTS BITTEN OFF MORE THAN THEY CAN CHEW? ("Sea sickness" on Rise). GERMANS GETTING STALE BREAD AS ENGLISH FLUNKY (Will Hung Continue "Crummy" Deal?).

BERLIN: It appears that Germany is the only country still opening England's letters. It was reported that German gourmets are also interested in French truffles, especially those made in Burgandy.

ROME: Mercenaries for lease--sealed bids solicited.

LONDON TO ROME: All lost Ital'ans are being sent to France.

LONDON TO MOSCOW AND PARIS: Please remove those fleets.

LONDON TO KAISER (Whoever he is): Now that you're back in the game, you will need the triple alliance.

WARSAW: Plans for Polish Landmine Dector discovered. First insert index fingers in ears--next extend right foot and stamp gingerly in an arc to the front, then take one step forward and repeat.

VIENNA: Sorry to see Turkey quit but it was inevitable anyway. But this takes the fun out of it.

Now that Easter is almost here, why do we have

an article about Christmas pudding? See page 9 of

CLAW & FANG #88 sent your way by

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I have typed new address labels this month. The number on the label is the issue number that your subscription expires. For example, if it is 88 you need to renew right away. If you do not agree with the number shown, please let me know.

Doug Beyerlein  
640 College  
Menlo Park, CA 94025

89

3<sup>rd</sup> CLASS MAIL3<sup>rd</sup> CLASS MAIL