

CLAW & FANG

Number Ninety Two
July 10, 1978

Published monthly by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Tele(916)383-4848. 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. Game fee is \$3.00 per game in addition to a subscription. More than twenty games are currently running in C&F--most by inserts to players only to permit the maximum nongame material in C&F. (All inserts are available for an additional 15¢ per month.) Articles, puzzles, recipes, drawings, etc are solicited from readers. Remuneration is at the rate of \$1.00 credit per published page of material. CLAW & FANG is copyrighted by Don Horton. Diplomacy is copyrighted by Avalon Hill. [SEE IMPORTANT ANNOUNCEMENT ON PAGE ON PAGE 10.]

This issue of CLAW & FANG is dedicated to the Anatocepis. This ancient fish is the oldest known vertebrate. Fossils found in Wyoming last summer have been dated as being 510 million years old. Found in rocks of marine origin, Anatocepis casts doubt on the theory that vertebrate life originated in fresh water. Scientists describe this ancient fish as about one to three inches long, lacked moveable jaws, and probably swam clumsily. It was not reported what newspaper it was found wrapped in.

"WHO'S ON TURKEY"

The Dropout Problem in Diplomacy

by Paul Funkenbusch

How to replace a player who drops out of a game is still a debatable issue. Three solutions seem possible:

- 1) Don't replace the player who drops, simply let the country go in permanent civil disorder (C.D.).
- 2) Have the player who is leaving appoint a successor.
- 3) Have someone else (such as the GM) appoint the replacement.

What are the advantages and disadvantages of each?

Permanent C.D. is the simplest and most predictable of the three. There are no problems connected with finding a replacement or any uncertainty with what he'll do. On the other hand, for anything except small (one or two centers) powers, the disruption caused in the game is severe. A new player might change policies but at least that can be dealt with diplomatically. With permanent C.D. the players are stuck with the results. My own sentiments, and I think those of many other players, would favor a solution more in keeping with the "diplomatic" spirit of the game. This solution can also be criticized on historical grounds; as a matter of fact, it's hard to find even a few examples that would fall into this category. The Russian revolution might be one, but, remembering that Diplomacy moves are 6 months long, it seems that historically someone will almost always have firm control by the end of a season.

Between the other two options there is not too much to choose from. A picked replacement may be impossible to find on some occasions, but that in itself shouldn't be a reason not to try. Nevertheless, I prefer the use of standbys not selected by the player leaving. There are a number of reasons for this. For one, I don't believe that a ruler abdicating (or whatever) really would have had much to say about his successor. After all most of the powers on the board are monarchies! Secondly, the sudden arrival of a fresh (uncommitted) player has a pleasing and flavorful effect. There can be no game-long deals or "certain" things. A German player in an untenable position can remember 1762 (when Frederick the Great was saved by the death of the hostile Tzarina and subsequent succession of the friendly Tzar Peter III) and fight on! This is the stuff of which Diplomacy should be made.

Hopefully we'll hear more on this topic in future issues of C&F. I propose an informal poll of C&F readers to see what they prefer. Enclose your vote to C&F with your next correspondence or send off a quick postcard.

THE DIPLOMAT'S OTHER TABLE

C H I L I for people who don't like C H I L I

by John Michalski

Ingredients:

- 1 pkg hamburger (about 1-1 $\frac{1}{4}$ lbs)
- 2 cans tomato soup
- 1 bunch of celery
- some molasses
- 1 can kidney beans (2 cans for masochists)
- water

First, brown the hamburger in a pan, breaking it up as best you can as it cooks. Drain well when its done. Cook it only long enough to get rid of the pink to it. While that's cooking, get a big pot and add the soup and kidney beans. Use about $\frac{1}{2}$ can of water in EACH soup can to rinse out all the soup, pouring water and soup into the pot. After opening the kidney beans, run some water on them in the can and drain a few times over and over. You don't want any of the gunk they're packed in to get into your food. Heat the pot on 'low' heat. Cut off celery tops and bottoms, then rinse well. Slice clean stalks diagonally into as thin a slice as you can reasonably make. When done, throw them into the pot. Get them in right away, for the longer the celery cooks, the better. Then add about a 1/3 cup of molasses or so; just pour slowly into the pot, about twice around. Stir on occasion. Then get back to the hamburger. Drain it and dump it in too. Heat the whole thing on low to medium heat, anywhere from 5 to 25 minutes, depending on how fussy you are about the celery. (The less you cook it, the crunchier it will be. I like 5-7 minutes or so only, myself.) One or two more cups of water may be added as you go if it looks too thick to you. If there are any purists out there, a dash of chili powder and cayenne can be added, but I do not recommend it. Serve with a ladle or something similar so you can heap out the ingredients instead of just "soup". Serves two or more, depending on how well you are.

[The following is extracted from MMM!, the Mensa Food Sig newsletter, and was submitted by Mecky Meislahn of Portland, OR.]

I have a treasured old cookbook--1876--and there are lots of fascinating little tid-bits in the book. I always enjoy thumbing through it, and will pass along the following from a section called "Fragments". She says a neat, clean home, a tidy table, and well cooked, palatable meals, are safeguards against the evils of the alehouse, the liquor saloon, and the gambling table. So that we may, with our frying-pans and soup-kettles, wage a mighty war against intermperance, for seldom is a well-fed man a drunkard; and thus our attempts at palatable and economical cooking may 'kill two birds with one stone'. Many blank pages in the middle of the cookbook have had recipes written in hand by my mother or my grandmother but almost always they just list the ingredients, and no baking or cooking instructions. I suppose they knew what they were writing about!

THE PUZZLE PAGE: YOU BE THE GAMEMASTER

Adjudicate the following orders (assume no other units involved):

1. BELGIUM: A Lon-Bel, F NthSC A Lon-Bel
FRANCE: F Eng-NthS, F Bel S F Eng-NthS
2. ITALY: A Rom-Tun, F Tyn C A Rom-Tun, F Nap S F Tyn, F Alb-Ion, F Adr S F Alb-Ion
TURKEY: A Gro-Nap, F Ion C A Gro-Nap, F Tun S F Ion
FRANCE: F Lyo-Tyn, F Wes S F Lyo-Tyn
3. ITALY: A Nap-Tun, F Tyn C A Nap-Tun
TURKEY: F Ion C ITALIAN A Nap-Tun, F WMed S ITALIAN A Nap-Tun
FRANCE: F Lyo-Tyn, F Tun S F Lyo-Tyn

(answers on page 9)

□ □ THE FANMASTER REVIEWS THREE NEW GAMES □ □

WATERGATE

As the blurb on the cover says, "Will you be the one to lift the cover on Watergate?" The Watergate referred to is the famous Watergate that connects the Thames with the Tower of London. There is a lesser known Watergate which is actually an office building in Washington D.C. A game about that Watergate would be too much like Monopoly, or possibly Acquire, to rate high on originality. Here we have a fast moving game for two to eight players. A six-sided die is cast to see how many notches the wheel of the Watergate is opened. The first player to get it open wins. However, the final move must be exact or the rope breaks and the Watergate falls slicing a befeater in two. This is said to anger Henry VIII who has a monopoly on sliced anything and the player loses. This quaint touch makes this game a cut above similar games.

The board is in four colours and consists of a large notched wheel. The game comes complete with 8 plastic markers to move along the notches and a two-coloured die. On the very attractive boxcover are pictures of Richard Nixon, John Dean, Rosemary Woods, Deep Throat, and the entire staff of the Washington Post. All of these are said to have visited the Tower of London.

Available from Rip-Off Games Inc., for \$19.95.

GALACTIC SPACE WARS

Galactic Space Wars is the most innovative science fiction space warfare game to come along in decades. Not merely an extension of a two player standard wargame as so many space games are, GSW has seven players. Each player represents one of seven civilizations (Hapsburgia, Limetoms, The Froggies, Hun Confederation, Bootnia, Bear People, and Sultan Empire). Two types of units are involved: the deep space navies and the planetary legions. As the name indicates, the legions can only operate on the planets. The deep space fleets can operate in deep space and on outer planets only. Certain planets are resource planets and their capture allows the owner to build a new spacefleet or legion. (The loss of one means the destruction of a legion or spacefleet). The ownership of over half of these resource planets (there are 34 of them altogether) determines the winner. Players may (and should) cooperate in battles. The Sultan Empire, for example, may move from Black Hole (a deep space space) to New Sevastopol. A Hapsburgian legion on Planet Bucharest could help that move. However, since each player wants to win watch your friends least you wind up with a laser guided neutron bomb in your back.

Available from New Concept Games Inc., for 18 petro dollars.

ARMAGEDDON: CIVILIZATION AT THE CROSSROADS

The scene is the Lot Valley in paleolithic France. An extended family of Cro-Magnon men encounter the last remnants of Neanderthal men. As a leader of one of the groups your decisions could influence who your present day neighbors are or whom your sister might marry. In keeping with the spirit of the times the hexboard is printed on simulated bearskin. The playing pieces are plastic pebbles. There are a variety of units to choose from: rock throwers, stick wielders, and heavy clubbers. Optional rules include cave painters, root gatherers, and fire. (The latter option if not controlled engulf both sides as a doomsday weapon.) For historical accuracy, the Neanderthals are outnumbered and the Cro-Magnons get "smart" points added. About the only way the Neanderthals can win is to get a real one to play the Cro-Magnon side.

This game is available from Historically Accurate Battles Inc., for a bag of shiny rocks.

□

□

□

IT'S DINKICON TIME AGAIN

Dinkicon V will be held 10:00 am, Sunday, August 20 in Holmby Park in West Los Angeles. (The same place as always.) For further information contact Bruce Schlickbernd, 6194 E. 6th St., Long Beach, CA 90803. Phone (213) 431-0486. Unlike last year, it looks like I'll make this one--see IMPORTANT ANNOUNCEMENT on page 10.

THE WRAP UP OF 1976SDE

GM: Gary Burce

	00	01	02	03	04	05	06	07	08	
AUSTRIA	3	5	6	7	8	7	7	6	7	Kieth Danke (drew F09)
ENGLAND	3	5	5	5	5	4	7	8	8	John Weswig (drew F09)
FRANCE	3	5	4	3	1	1	1	0	-	Henry Bear (dro F03), Tom Slaughter (dro F05) C.D.
GERMANY	3	5	5	5	6	7*	6	6	7	David Hance (dro F03), Dave Forte (drew F09)
ITALY	3	4	4	5	4	4	1	1	0	Dave Ditter (out F08)
RUSSIA	4	5	4	3	3	2	2	3	2	Budke (dro S03), Paul Funkenbusch
TURKEY	3	5	6	6	7	9	10	10	10	Mike Hudec (drew F09)

MIKE HUDEC (Turkey): This game opened up with an Austro-Turkish surprise attack on Russia. After we got Sevastopol, Russia NMRed several times and was never a serious threat after that, although he did survive until the end in the north.

Then in an effort to break out of the Med before England could plug it up, I tried to secure free passage for my fleets through Italian waters. Italy appeared to be about to agree (Maybe agree is the wrong word as Austria and I had a lot of power by this time. It was more like blackmail.), but stabbed me in his moves. Not that I blame him. At any rate, all chances for a win were lost at this point, as England and Germany were experiencing no problems with France, and so would plug up the Med before I could get out. Kieth and I beat down Italy (who fought well, despite being outnumbered), and ran ourselves into the Anglo-German stalemate line waiting for us. The game was never in doubt after that, despite some jockeying for position at the end.

From the outset, there were only two strong alliances on the board, and early NMRs by France and Russia insured that both would grow rapidly and without major opposition. Congratulations to all who shared in the draw, and to Dave Ditter, who played a solid game as Italy, but who couldn't find a solid ally. Thanks to Gary for a GMed game, and a special thanks to Kieth Danke for being such a good ally.

DAVE FORTE (Germany): When I entered the game as Germany in Spring 1904, the Austro-Turkish duo was rolling against Russia and was quickly pushing him north. Italy seemed on Turkey's side, and was unapproachable until near the end of the game. My entreaties to Austria to stop his advance to the German border remained unanswered. Indeed, Austria and Turkey were notably silent during the game.

The game seemed lost when Russia started playing spoiler against England and me. However, after a few season's hard diplomacy, he accepted our good intentions and joined us in attempting to stop what seemed to be an inevitable march by the powers from the east.

Three things saved the game for England and Germany. First was Russia's aid at a critical juncture. Second was my tactics in the east, (a surprise convoy into Livonia doomed St.Pete for Turkey), and third was the missed moves by Austria and Turkey during one season.

By last year, it seemed clear we could gain a stalemate. England's moves disturbed me temporarily as it looked like John was positioning himself for a stab. Russia and I took note of the maneuver and prepared to respond if indeed a stab came. It would have meant throwing the game to Turkey and Austria, but that is almost always the result of a late game stab. Fortunately, England did not change course and, after a delay on one season, Russia kept his promise and voted for the 4-way draw.

If Austria and Turkey had engaged in more lively diplomacy, there could have been a different result.

DAVE DITTER (Italy): Being a loser in a game involving a four-way draw isn't saying much. However, Italy is a very difficult position to play when she's caught between an inevitable East-West race.

Once I realized that I was the meat between the sandwich--the end came quickly. I do feel that Austria's decision to ally with Turkey took a lot of excitement out of the game. Up until then, there were still numerous possibilities.

In summary, the only reason I ended up out of the 4-way draw was because my position made me expendable. Any of the other players drawing Italy would have suffered the same fate. After all, a 4-way draw looks better than a 5-way draw or even a 7-way draw! Right, Mike?

(continued on page 5)

PAUL FUNKENBUSCH (Russia): I entered this game with a very weak position but I hoped to muscle myself into a position where I was needed for a draw and couldn't be replaced. I didn't manage it. If T-A had negotiated more seriously, they probably could have exploited the temporary R/E&G rift and won. My poor termites died under the editor's knife as a final disaster in this unfortunate endeavor.

WRAP-UP OF 1976B0

	00	01	02	03	04	05	06	07	08	09	10	
AUSTRIA	3	4	2	2	2	2	0	-				Blair Cusack (out F06)
ENGLAND	3	4	6	7*	7	8	9	9	7	7	9*	Don Pitsch (dr W03), Dave Forte (drew W10)
FRANCE	3	5	4	3	3	1	2	2	2	1	0	David Lagerson (dr W01), Gary Burce (out F10)
GERMANY	3	6	6	5*	6*	7*	6	7	8	9	8	Dan Gallagher (dr F02), Michael Willemsen (drew)
ITALY	3	4	5	5	4	1	0	-				Gary Sokolitsky (dr W05), C.D. (out F06)
RUSSIA	4	7	6	6	5	6	8*	3	3	2	2	Len Scensny (drew W10)
TURKEY	3	4	5	6	7	9	9	13*	14	15	15	Eric Verheiden (drew W10)

GAMEMASTER: FANGMASTER

ERIC VERHEIDEN (Turkey): This game was a relatively long one and obviously was a bit frustrating for me, in that I finished as a 15-center rather than an 18-center Turkey. Nonetheless, I don't feel too unhappy about it; all the surviving players played well and I can think of few things I would have done differently.

Initially, I played with Russia and Italy to remove Austria, in which I was more or less successful. Next was the choice of Italy or Russia as a long term ally. I finally ended up going with Russia, mainly because he seemed more reliable and could do more for me in the long term. I do have some regret now about not taking more advantage of confusion in the west, but one would not normally expect that from Don Pitsch, Dave Lagerson, and Dan Gallagher, all of whom were replaced. By the time I was able to take advantage of it, they had been replaced by more determined opposition, most particularly Dave Forte and Mike Willemsen.

My game plan involved a reasonably strong Russian ally capable of building northern fleets and moving north. Unfortunately, Russia was never quite able to develop as I had hoped and missed one set of crucial builds, which forced me to move into the vacuum and the final ending position. Obviously, Russia could have been eliminated at the last for a three-way draw, however, I do believe in rewarding loyalty where possible. For that, Len Scensny cannot be faulted and I am thus quite happy to include him in the draw.

LEN SCENSNY (Russia): I believe my concept of proper strategy is pretty conventional: keep the other guys busy fighting or distrusting each other through brilliant diplomacy, concentrate against a single opponent and in a lightning campaign long remembered for its genius knock him out, then build the momentum to carry the day against opponents still dumbfounded by my superlative play. I also tend to rely on luck a lot.

In this particular game as Russia, I decided before writing anyone that a promising strategy would be to make my early move in the south against either Austria or Turkey (in alliance with the other), stabilize things there and make my mid-game push in the center. After that, assuming success, I anticipated moving back against my southern ally. I hoped to keep England and Germany tied up either with each other or against France. Italy and France had a special place in my plans, and took a lot of my diplomatic efforts. France was key to keeping Germany and England off my back while Italy could make things tough for France (and thus for me) but was extremely useful as a buffer to either France or Turkey or Austria if they got too big.

I began the game torn between allying with Turkey or Austria. A pact with Turkey would allow mutual expansion without getting in each other's way--but would also make a mid-game stab difficult. I knew Eric as a formidable opponent by reputation and realized he would make an excellent ally--but also a nasty enemy if we came to blows later. On the other hand, I knew nothing of the Austrian player, Blair Cusack. Negotiations began with Blair eager for an alliance with me against Turkey; I believed he was sincere. Although Eric was less forthcoming, I finally decided to go with him and give the old shaft to Austria, since taking out Austria would give me more corridors of attack for my mid-game campaign in central Europe.

(continued overleaf)

Soon after the game began the Italians started sounding receptive to jumping the Turks after Austria was gone. As it turned out, my discussions with Italy resulted in nothing--by the time he was even near a position to be of use in a stab of Turkey two factors had changed the situation--one was my judgment that he wouldn't be a reliable ally since his play seemed erratic and ill-considered, the second I'll talk about in a minute.

My strategy developed well at first, the stab of Austria was very successful, resulting in the added bonus of Blair offering to ally with me in a secondary position in spite of my betrayal--I hoped to use this for a blitz into Germany before that country could prepare adequate defenses (it almost worked too). In spite of my efforts to set them against each other England and Germany had decided to attack me. They hadn't had too much success because of the rapid fall of Austria, France's resistance in the West (where Italy was ineffectual in tying him down), and the first German player dropping out. I saw myself in a pretty good offensive position in the center where decent tactics or a break in diplomacy (e.g. England stabs Germany) could only improve things. Looming on the horizon were the growing Turks who I expected to fight if I hoped to win (I believed Eric saw it the same way with the roles reversed, from his perspective) but this move was still at least a game year in the future when I made the first of the two blunders which earned me, in my modest opinion, the title of "Booby of the Game". I missed a critical move, which reversed the tactical momentum in Central Europe and put me on the defensive, and forced the scrapping of my plots against Turkey. A couple of years later I missed again at a crucial time, effectively knocking me out of things. At this point, I received peace offers from Germany and England, due to their fears of Turkey walking away with the game. I really couldn't seriously consider the offers since I felt I owed Eric my loyalty, because of my royal screw-ups, even if that meant my elimination. If I had played well I could have attacked Turkey without too many qualms, especially if it looked like he was heading for a win, but I couldn't make him suffer for my own idiocy after being an honorable ally, I felt I'd let him down enough already. By way of an explanation and apology to Blair Cusack: my second apparent betrayal of you came about after my first miss. Since you hadn't moved as I suggested and instead built in Vienna I had to take you out of the game to avoid being attacked by Turkey who was, justifiably, concerned about my reasons for keeping you alive; I really didn't want to do it--honest!

I came out better than I deserved to in this game--by rights I should have been out of it two or three years before it ended. This was avoided partly by luck but mostly because I had a generous ally. My thanks to him and everyone else for an enjoyable time.

WILLEISEN (Germany): As the play-off of the Publishers' Tournament, the game should have a single winner, and since Eric finished with the most centers, and the next two in order were replacement players, he deserves the prize.

Coming in as a replacement for Germany, I inherited an English alliance, and when Dave Forte came in as the English player a little later he inherited a German alliance. With Russia and Turkey threatening to sweep the game, neither of us had any room for diplomatic maneuvers. We simply defended, and when Russia had some crucial NMRs, started a counterattack. But then Russia started to turn over his centers to Turkey, and we had to scramble to keep Turkey from getting 18 units. Forte worked out a plan of defense, loaned me two centers so I could build the defenders, and we finally established a line running all the way from Moscow to the MidAtlantic.

BLAIR CUSACK (Austria): This particular game arose purely circumstantially and also at a bad time personally. John Leeder requested that I play (I certainly had no intentions of joining myself), so enter it I did despite time constraints. My poor showing was in no small part due to my lack of commitment, especially in the crucial 1901 seasons. Aiming at a solid A/R alliance I was unceremoniously dumped upon early in the match. Playing puppet suited my limited time horizons, and those of the Russian until I declined a retreat in favour of a build in a home centre. If nothing else was learned it was to not allow yourself to be put into a game for which you do not have the "heart"--lest you suffer a coronary.....

STABBER'S DIPLOMACY
by Konrad Baumeister

This variant is called "Stabber's Diplomacy" for its most obvious attribute: Through the modest rule changes, stabbing of the opposition is made simpler than ever before. Even after the initial stab, when some fronts may stagnate, the rule changes allow for quick advances after the fact. Few True-of-Hearts will ever survive a game of this variant, unless they have managed to make a few loyal allies that agree to their point of view on the game. Rather, hardened experts of the stabbing art will dominate the board, and will set the everchanging pace. After reading the rules and playing a few games, see if you can keep up with the leader!

In Winter 1900 there will be a build turn for all countries. The units built in Winter 1900 will be used in Spring 1901, and can not be changed. If an NMR occurs in Winter 1900, units will be built according to "traditional" Diplomacy.

Before each season, Winter included, the players may opt to change the nature of any of their units, i.e. from an Army to a Fleet, or vice versa. This is done by simply stating, e.g. F Hol=A Hol, or A Eul=F Bul (ec), etc. Obviously, an army beginning the season in a landlocked province may not turn to a fleet, and a fleet starting the turn at sea can not change to an army. After transforming all units s/he wished to, the player orders the new units as in standard Diplomacy.

Naturally, fleets may still not be convoyed, and support may be given to units that changed in nature earlier that turn. Thus, we could have the following set of moves (assuming that all goes well),

ENGLAND: WOO: Builds A Lon, F Edi, F Lvp. SO1: F Lvp=A Lvp, A Lon=F Lon. F Lon-Eng, A Lvp-Wal. FO1: A Wal-Ere, F Eng C A Wal-Bre. SO2: A Bre=F Bre. F Bre-MAO, F Eng S F Bre-MAO, etc.

By agreement between two countries, a unit of one country may change over to a unit of a friendly nation. This is done in two phases; In the first season a nation may announce to the GM that a certain unit is changing nationality. Throughout the transformation, the unit is assumed to hold and may be supported in place. In the second season, the new owner of the unit may use the piece any way s/he wishes: move it, change its nature, whatever.

The new owner of the unit may not have that unit defend one of the old owner's centers as if it still belonged to the latter; if that unit takes any s.c. it is considered to belong to the current owner of the unit.

At the end of the Fall turn of each year, a borrowed unit is assumed to be supplied by its original owner, and counts towards that person's units on the board. Thus, the person to whom the unit was lent will have power over one more unit than he has supply centers, and the one who lent it to him will have one less.

This tactic may be used to lessen the possibility of a stab by having a foreign unit adjacent to a s.c. Now for the proverbial attached string:

The original owner of a transformed piece may at any time begin the transformation back of that piece (the GM must keep track of which unit is where). He simply states that the unit in question will hold on this turn, and will be under his full control next turn. The player may also remove the lent unit during a Winter turn, despite the fact that it is not under his control. Doing this is especially fun when the result is the theft of an important convoy or support.

If anyone is interested in playing this variant, Don can decide to whom the money should go.

THE PRESS GAME

WINTER 1901: FRENCH LURE RECRUITS WITH PROMISES OF TRUFFLES AND FOIEGRAS. ENGLISH RELY ON PRESS GANGS AND BICARB.

AUSTRIA (Watson): builds A Bud ENGLAND (Winter) builds F Edi
FRANCE (Schlickbernd) builds F Mar, F Bre, A Par
GERMANY (Reges) builds A Mun, F Kie ITALY (Reynolds) builds F Nap
RUSSIA (Fiack) builds F StP(nc) TURKEY (Hunt) builds F Smy, F Con

SACRAMENTO: Spring 1902 due August 10.

GENEVA (by the Paris correspondent): The weather was fine, Vacationing great, And Diplomacy thoughts, No impression on us make.....Besides, it looks pretty clear what we must do.

BERLIN: (Jeez, if you wanted a draw that badly, why didn't you just ask?) In an official statement, commenting on the revocation of the Italian visas, it was revealed that Italian drunkenness was responsible for their being tossed back to Tyrolia.

Please try to stay there, OK?

ST PETERSBURG: Czar James' office reported that it is unclear whether the government in London is concerned with negotiation of the Northern Territories or some issue called "Black Press". The Russian government officials were quick to point out that in their progressive nation all minorities were encouraged to write journal articles.

ZURICH: The man in the red turtleneck looked around the conference room. Blank, unbelieving faces peered back at him. Beads of sweat materialized on his wrinkled brow. He became more and more uneasy. He pivoted on his right heel to look at a heavy set man with manicured fingernails and dyed hair.

"And you, Waldeck, what do you think? Are we not ready for the war of wars? Have we not armed for literally hundreds of years? Would we not be totally uncontested in strength in a battle over Europe by these small-time warmongers that can not possibly achieve the unity we already have? And what of our top secret weapon?"

"But a secret must remain a secret."

"Not if there exists no other power to keep it a secret from."

The man saw on Waldeck's face a look of understanding. Then he felt a sharp pain and stared at the knife embedded in his stomach. "But we could have ruled the world...."

"Your mistake---I will rule the world."

"Then you are no better than the others."

"No."

[The Zurich dateline was not written by any of the players or by the GM.]

1977CX

GM: C.K.Eaton, 19606 Gary Ave., Sunnyvale, CA 94086

AUTUMN 1905: German F Den R Kie

WINTER 1905: CALL FOR SEPARATION OF SEASONS HEHEDED

AUSTRIA (Spiekerman): build A Bud, A Vic, F Tri ITALY (Kahan): build A Ven
Spring 1906 due August 7. (Those which I now have will be used if not changed.)

MOSCOW: Let the E-I-R Triple Entente give the Stockton (hometown) Boys a taste of cold steel! England will once again rule the seas and coast! May the Italians see red as does her friend the Czar.

To France--England does not maintain credibility. The English Dogs shall never again see the shores of the continent as long as Germany is alive.

MONTHLY HOROSCOPE

Leo (born July 22 to Aug 21)

Ruled by the sun, Leonians love warm glowing colors--orange, red, yellow, and purple. However, they should show some restraint in selecting their clothes. Leos are sociable, idealistic, and independent. They are also exacting and are intolerent of inefficiency, carelessness, and poor service. Some have been known to bit the arms of waiters who serve from the wrong side. Fortunately, most Leos don't know which is the wrong side. Leos are bad judges of character and cannot distinguish between true and false friends. The waiting list for players wanting Diplomacy games with Leos is rather lengthy.

MENSA 7

1977CY

GM:FM Autumn 1905: German A Mun R Kiel
WINTER 1905: DRAW FAILS AGAIN

AUSTRIA builds A Vie, A Bud ENGLAND even FRANCE even GERMANY removes A Ruh
ITALY builds A Ven RUSSIA removes A StP

Spring 1906 due August 10. This month's votes are for an Austrian/Italian draw, an English win, and a sanity hearing for the Fangmaster.

LONDON TIMES: Beware: the Bassett hounds are loose thirsting for truffles. Rumour has it that all draw votes are being quashed by the pope.

VIENNA: It really is amazing, isn't it London, how, here, I've been stabbed 3 or 4 times (by your warnings) and I've never even noticed. If it happens again, please do let me know. Your guidance has been so beneficial. Ha!

SEVASTOPOL: The Austrian Army, in a stirring cheer, announced its full support for the Russian nation. Realizing that the Russian nation survived abandonment and a vicious stab by the English, our full support is thrown to Russia.

NORTH AFRICA: Vote the draw, Englander, or die!!!

MENSA 8

GM:FM
SPRING 1902: FRENCH FOOTSLOGGERS FELLED IN FURIOUS FLANDERS
FIGHTING.

AUSTRIA Funkenbusch (5): F Alb-Adr*, A Tri* S A Vie-Tyo*, A War-Mos*, A Rum* S TUR
A Arm-Sev

ENGLAND Young (3): F Nth* C & F Nwg* S A Yor-Nwy*

FRANCE Bassett (6): F Por-MAO*, A Mar* S A Par-Bur*, A Bre-Pic*, A Mun* & A Bel-Ruh,
A Bel-Ruh /d/ annihilated

GERMANY Koenig (4): F Den-Kiel*, A Ber*-Mun, A Hol* SA Ruhr-Bel*

ITALY Greenberg (4): F Ion* C A Tun*-Gre, F Nap-Apu*, A Ven* H

RUSSIA Compton (3): F Both-Bal*, A StP-Fin*, A Ukr-War*

TURKEY Straten (4): F Bla-Con*, F Smy-Aeg*, A Bul*-Gre, A Arm-Sev*

Fall 1902 due August 10.

MOSCOW MONTHLY MONITOR: Dracula go home. Russian eyes are on Germany (Berlin) and all Russians pray for the Kaiser to awake to the threat offered by the French King, Henry the Faithless. To the south, Sevastopol has been ceded to the Turks (long live Allah) and Papish fears are unfounded. The pope must not abandon the patriarch. Tsar sends offers of goodwill to all his neighbors--especially England.

VIENNA: Rumors that foreign powers have "steel" warships and "steam" propulsion are being discounted as mere propaganda, designed to unsettle the populous as the fleet prepares to sail. "Surely the sinking of the Merrimack proved the fate of all so-called iron-clad warships," commented the Emperor. Extensive tests in the royal bathtub, have confirmed the essential lesson: wooden ships float while metal ones sink (although the latter don't give splinters).

ON BOARD THE MAGYAR MAHDI: "Row, row, row your boat....."

MENSA 9 still needs two more players. To play you must be a member of the SIG and not currently playing in MENSA 7. (Players in MENSA 8 ok if not also in 7.... unless already signed up.)

\$e\$

e\$e

\$e\$

Answers to "You Be The Gamemaster" (page 2)

1. ENGLAND: F Nth C A Lon*-Bel FRANCE: F Bel* S F Eng-Nth* [Eng F Nth/d/ R...]

Verheiden's Rule (my houserule #10) applies here. "A CONVOYED ATTACK MAY NOT AFFECT THE CONVOYING FLEETS. If a convoyed army's attack would affect the outcome of an attack on any of its convoying fleets, however directly or indirectly, then the convoyed attack may not take place and the army to be convoyed must hold in its original position."

2. ITALY: F Tyn* C A Rom*-Tun, F Nap* S F Tyn, F Adr* S F Alb*-Ion

TURKEY: F Ion* C A Gre*-Nap, F Tun* S F Ion FRANCE: F Wes* S F Lyo*-Tyn

Verheiden's Rule again in a more complicated adjudication.

3. ITALY: F Tyn C A Nap-Tun /d/ R...., A Nap*-Tun

TURKEY: F Wied*S & F Ion* C ITA A Nap-Tun

FRANCE: F Tun* S F Lyo-Tyn*

Rule XII. 4. "If the orders as written permit more than one route by which the convoyed army could proceed from its source to its destination....if any of the possible routes are destroyed by dislodgment of a fleet, the army may not move.

A CLAW & FANG FICTION PRESENTATION:

RECOLLECTIONS OF AN OLD MAN IN THE AUTUMN OF 1904

by William C. Schiwautz

October as usual was cold and rainy, typical weather for London at this time of year. Oh God! what I wouldn't do for a warm fire to caress these chilled bones. How my body aches, how my mind keeps screaming, "The defences must be built, the invaders must be contained."

Was it possible? The inconceivable had happened. "A French army in the south of England." It must be some sort of twisted revenge for the hundreds of years of bloody warfare which crippled her and made us so great.

The politicians, how I despise them, so smug, so secure in their fabled, trusted alliances. Can you imagine a French fleet in the channel. Not to worry, they said, we have their word.

Look where that got us, I'm so cold my feet are numb, and the rain seems endless. Wasn't it April the first troops landed? I don't quite remember. By summer, I know, Bristol and Southampton had fallen and out of the mists of the Irish sea a new French Fleet had appeared. Damn them!

Where were our forces then, our magnificent fleets, our courageous armies. The War Office churns out victory reports like vomit. The armies are in Holland or Sweden, the fleets are in the Baltic or Norway, the Czar is fleeing from St. Petersburg, the Kaiser is suing for peace, the French will sign an armistice and victory will be achieved.

Little good that does us now. Why aren't they here manning the defences? The rain is letting up. Was that thunder? It's so bright, my eyes! No! They can't, they wouldn't, not now, I'm not done yet. I hear soldiers coming. The French are everywhere. The pain, its over, too soon, I'm so cold, London will surely fall. So sleepy, so tired, let it end, let the darkness come. I wonder if they'll change the name of Trafalgar Square?

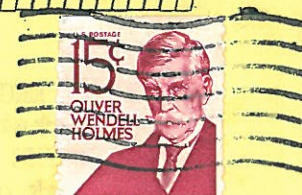
IMPORTANT ANNOUNCEMENT

For the next two or three months I will be in Los Angeles. Please send all correspondence to Los Angeles. As usual, I will be staying with my brother-in-law. The address there is: c/o J.E. Shamray, 10614 Le Conte Ave, Los Angeles, CA 90024. Tele: (213) 474-6121. (I will be coming home some weekends. If I'm not there ask for Peter. Depend on no one else to take orders.)

EXCEPTION: GUEST GMS send your adjudications to the Sacramento address. Please try and have them here on August 11; the 12th at the latest. I plan to run C&F off on my mimeo that weekend. If you cannot get the adjudications to me by the weekend I request that you send them directly to the players. If any of you who are not already doing so could type the adjudications on a stencil it would be most appreciated. (I will reimburse for postage and stencils.)

Have you played the new Watergate game yet?

See page 3 of
CLAW & FANG #92 sent your way by
DON HORTON
16 Jordan Ct.,
Sacramento, CA 95826



Your subscription expires this issue.

John Michalski 96
913 NE Sixth St.
Moore, OK 73160

Games not in yet are:

1977CW (David phoned to say he would send as soon as he returned home.)

1975GU (Did this end, Alan?)

1977IW (If you don't hear from this in a week send me a copy of your Spring 04 orders.)

FIRST CLASS MAIL

R. I. P. MORRIS

FIRST CLASS MAIL