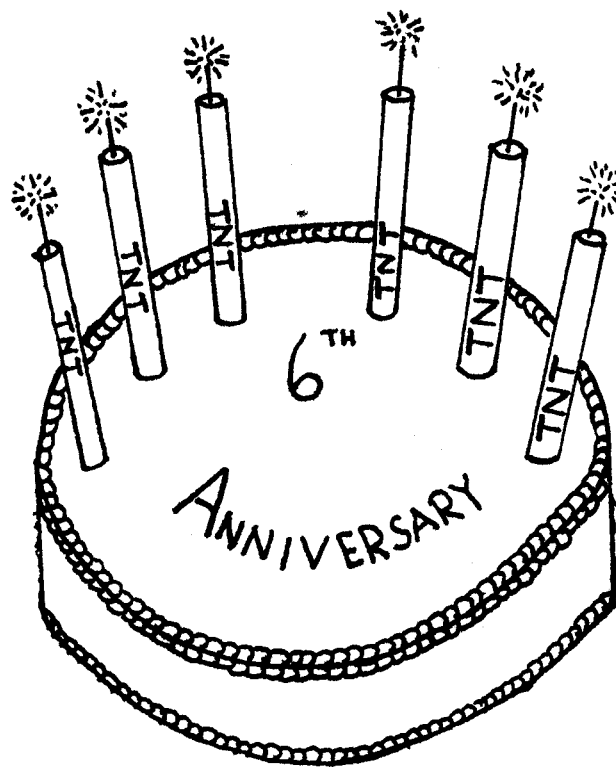


You'll GET A BANG Out of CLAW & FANG



NOTE: THIS IS A
DEVILSFOOD CAKE

YOU MEAN THEY
HAVEN'T
COMMITTED HORTON
YET?



NOW ENTERING ITS 7TH EXPLOSIVE YEAR!

JANUARY 10, 1979

98th Dynamite Issue

For nigh on 6 years now CLAW & FANG has been published by Don Horton, 16 Jordan Ct., Sacramento, Calif 95826. Telephone: (916) 383-4848. Assistant to the Publisher and Head Artist is Mike (Smacko) McMillie. Chief Warden is Helpmate.

The subscription rate is \$5.00 per year (12 issues). Game fee is \$3.00 per game plus a sub. There are game openings.

Articles, puzzles, letters, etc are solicited from the readers. Payment is at the rate of 4 issues per page of published material (1 issue per $\frac{1}{4}$ page). To qualify for free issues, Letters to the Editor must be at least $\frac{1}{4}$ page. No minimum on others. No sub credit for press.

THE SIX DOLLAR SPECIAL: 1 game and 8 issues of C&F for \$6.00.

FANG OF THE YEAR

Nominated for Fang of the Year (in alphabetical order) are:

Konrad Baumeister, Walter Compton, Andy Cook, Lee Kendter, Sr., Gary McVickers, and Princess Lyn Chu.

Now the envelope please.....the winner is.....(turn to page 9).

THE PUZZLE PAGE

The White Hat Problem

The Chief of Detectives had three aspiring applicants for a single job opening on the Detective Squad. Let us call them Tom, Dick, and Sherlock. He called the three of them to his office.

"I am going to give you a test of your powers of deduction," he told them. "Here are five hats. You will notice that three of them are white and two are black. I shall place a hat on the head of each of you. You will be able to see the colors of the hats worn by the other two, but not, of course, your own. The first man who comes to me and tells me what color his hat is gets the job."

He then asked the three to stand in a line facing the wall. On each man's head he placed one of the white hats and put the two black hats out of sight. He then told them to stand away from the wall and observe each other.

He waited. Presently, Sherlock approached him and said, "Mine must be a white hat." The employer then asked, "What makes you think so?"

What was the reply?

(answer next month)

Answer to "The Turkey Bruce Problem" that appeared last month.

Alan Draper, the banker, got Hector; Keith Bradley, minister, Bruce; Eugene Richards, doctor, Napoleon; and Ray Graham, the lawyer, got Francis.

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TEAM DIPLOMACY ON A GRAND SCALE is planned for San Francisco in late February. Seven three-man teams will compete on a huge mapboard laid out on the floor. Regular Diplomacy boards will replace conference maps. In keeping with the team concept and the grand scale each supply center will be worth 3 units and each space can be occupied by up to four units. (Rules will appear in a future C&F.) All this and gourmet food to nourish the players.

This has all been the dream of George Dunneback of San Francisco. The game will undergo a shakedown cruise next Saturday (January 20). One team will be coming from Sacramento and will consist of Smack(o) The Knife, Ed "The Hatchet" Hendrix, and the gruesome Fangmaster. The fee for this game, which may or may not be filled by now, is \$15.00 to cover food and hall rental. The fee for the February game will be somewhat more as George is planning a gourmet meal that will have even Julia Child salivating. (There are openings yet.)

For further information on either game phone or write George Dunnebacke, 63 Arbor, San Francisco 94131. Telephone: (415) 334-9921. Saturday's game will be held in the Glen Park Recreation Center in San Fran's Glen Canyon Park starting at 10:00 a.m. Spectators are invited.

Since Don has asked for any articles concerning Terrible Swift Sword (and since I suggested TSS as a game that many gamers know about), I thought I would sit down and beat one out on the typewriter.

TSS is SPI's supergame of the three days of Gettysburg, 1 - 3 July 1863. It uses 3 maps and 2000 counters, and is "rated" at 10 hours for playing time. Before I tell you what I like about the game, let me tell you what I dislike. (I hope that this will help put the game into a proper perspective, because I will be laying the "likes" on quite heavy).

My initial dislike of TSS is the price. Being a "rich" 2nd Lt in the USAF, I could afford the \$20 pricetag after a little scraping and saving. My second objection was the lack of organization for the pieces. Initially, and especially after the pieces are separated, there is little organization except the unit designations that are on the individual chit. I was hoping that there would be an organization chart (such as the one in La Bataille de la Moskowa) on which I could sort the vast amount of units. Instead, I was left to do that on my own. My third (and next to last) dislike deals with the map. Even though the graphics are tremendous, there seems to be a lot of wasted space in the Southwest portion of the board. Some of this extra space should have been transferred to the other side where it is needed. My final gripe about the game is the scenarios. All of the scenarios are of a good length (the main game can easily take 40+ hours). I just wish there was a shorter game that could be played in something less than 8 hours (say about 2-3). Well, so much for my dislikes.

One of the best things I like about the game is its historical accuracy. As far as I can tell, portraits those 3 days of July quite well. The terrain and graphics, as already mentioned, are also excellent. Next, I like the size. I have always liked larger games, as they get into more detail than novice games (I also like the ego trip that I go on when I see that I am commanding that much). TSS also has some interesting rules that make it play more realistically. First of these is the "retreat by prolong", which allows guns to move in close and get away without taking oversize hits. Another rule is the "reserve" rule which allows for a playable reserve. A third rule that I like is the morale rule, which is based on the number of strength points a unit has remaining.

I could go on and on about this game, but I've probably bored you to tears already. But before I go, let me say that I have had many hours of fun with TSS, even though I usually don't win. It plays well overall, and has few rules clashes. And by the way I'm not getting a commission from SPI. [by Smacko]

[by Tom McMillen] In response to your request for comments on TSS, I won't bore you with a long review but list a few more significant points. Overall the game is excellent; a pleasure to play that moves right along for a large game, good solitaire game. Movement, combat, morale, leadership rules are all very good, graphics are nice and the lack of set up time for the First Scenario is appreciated.

My quibbles are basically these 3. (1) Artillery can do too much in one move, making it perform unrealistic maneuvers in highly mobile situations. It should be able to move, unlimber, or fire in 1 turn and be vulnerable to musket or rifle fire in the limbered state. In other words, it should not be able to lead a charge.

(2) The first (and best) scenario is seriously flawed by allowing Heth to march right into the attack. There's no way the troopers can hold in a reasonable position without enough losses to have the game lost before it begins. Heth should have about a 40 minute delay on first sighting the enemy (as I'm sure was the historical case) to gather intelligence of who he was facing, set up a picket line and headquarters, etc, before he can attack. Otherwise the finely balanced scenario seems to be a walkover.

(3) Lack of reasonable reserve restrictions. The union army can put all its troops in the front line for the second and third day scenarios and prevent any serious attack. I keep hearing that the BCE rule prevents this but it doesn't work out that way.

Fresh from a victory over several bouts with the flu and involved in a standoff with a new job we once again have Rod Walker and....

THE DARKOVER GAME (1978??)

Summer 1902:

1. There was an error in Spring 1902. The Turkish W01 build, as several players recalled, was F Ank. Therefore, the order F Smy-Eas was not possible. Sure enough, I had switched orders for Turkey, filing the old and backfiling the new. This was corrected, and the 4 players immediately concerned were notified that the correct Turkish order was F Ank-Bla. Austria protested that I should have also notified Eng, Fra, and Ger, but I see no reason for that. If any of those players feels I should have notified him, would he please let me know?

When errors occur, it is my policy to notify players whose pieces and/or movements might conceivably be affected. It does not appear to me that England cares at this point where the Turkish fleet is, Eas or Bla, although I could be wrong.

2. Germany felt there was an error in his orders, and that he really wrote "F Kie-Hel". Not so. Germany has adopted the wise procedure of sending duplicate orders...and the unwise procedure of writing them out separately instead of making one a carbon of the other. His original set was indeed "F Kie-Hel; F Den S F Kie-Hel". His duplicate, however, has "Hol" in each instance. Since the duplicate order arrived later I used it. I could also have regarded each set as of equal effect, since one is clearly marked as a duplicate, but then F Kie would have held as receiving contradictory orders. Germany, in asking about the possible error, did send orders for both eventualities, as required by H.R. 1. I really appreciated that: thanks!

3. Austrian F Gre R-Alb. Russian A Rum R-Ukr

Fall 1902: HALF-MILLION HUNGARIANS MASSACRED BEFORE THE GATES OF BUCHAREST BY CRAZED COSSACK DRAGOONS! HALF-MILLION SLAVIC MINIONS DIE IN WINTER SNOWS OF LAPLAND IN DISMAL RETREAT FROM OSLO, NARVIK, AND THEM PLACES. VAST TRAFFIC JAMS AFFLICT BALKANS AND RHEIN COUNTRY. GM COUBLE-CHECKS NAVEL TO INSURE NO ERRORS THIS TIME: WHETHER THIS WILL BE OF ANY EFFECT IS ANYONE'S GUESS.

AUSTRIA (Berch): A Vic-Gal, A Rum-Bul /d/, A Tri-Bud, F Alb-Gre S by A Ser.

Owens: Bud, Tri, Vic, ~~Gre~~, Ser (4). No change (1 /d/).

ENGLAND (Hendrix): A Fin-Swe, F Bar-Nwy S by F Ska & F Nth.

Owens: Edi, Lpl, Lon, Nwy (4). No change

FRANCE (Stevens): F Nat-Nrg, A Spa H, A Mar-Bur, A Par-Pic

Owens: Bre, Mar, Par, Por, Spa (5). Build 1.

GERMANY (Burce): F Kie-Hel, F Den-Swe, A Bel-Pic, A Mun-Bur, A Hol-Bel, A Ber H.

Owens: Ber, Kie, Mun, Bel, Den, Hol (6). No change.

ITALY (Price): A Pic-Mar, A Ven-Tri, F Ion-Aeg, F Tun-Wes.

Owens: Nap, Rom, Ven, Tun (4). No change.

RUSSIA (Hightower): F Nwy-Swe /d/, A StP-Fin, A Mos-Lvn, A Gal S AUSTRIAN

A Tri-Bud, A Ukr-Rum S by F Sev. Owens: Mos, StP, Sev, War, Rum, Swe (6) Bld 1 (1 /d/).

TURKEY (Shreve): F Bla-Bul(ec), F Aeg-Ion, A Bul-Ser S by A Gre.

Owens: Ank, Con, Smy, Bul, Gre (5). Build 1.

DEADLINE for Winter 1902 Builds and Spring 1903 Orders is February 5.

PLAYERS MAY MAKE THEIR ORDERS CONDITIONAL ON THE BUILDS OR ON REFUSAL (BUT NOT FAILURE) TO BUILD. Please note that the choices are in two cases rather simple: France; F Bre, A Bre, refuse. Russia: A War, refuse. Turkey, on the other hand.... Anyway, the situation seems simple enough to ask for Spring orders conditional on Winter builds and I am therefore doing so. There are, as you notice, no retreats. The two dislodged units had nowhere to go.

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LAWS OF LIFE

O'TOOLE'S COMMENTARY ON MURPHY'S LAW: Murphy was an optimist.

LEWIS'S LAW: No matter how long or how hard you shop for an item, after you've bought it it will be on sale somewhere cheaper.

HOWE'S LAW: Everyone has a scheme that will not work.

[The above were taken from THE SACRAMENSAN. Why don't you send yours in?]

Conrad's Corner

Those of you who know me, in person or by reputation, are presumably aware that my extensive background in this hobby traverses virtually every activity or facet of which it has ever been made up. That is to say, I have at one time or another done just about everything there is to do in postal Diplomacy, ranging from holding organizational offices to having charge of various service jobs to publishing to playing to winning tournaments to...well, you name it, I've done it. In a very technical sense, I even invented this hobby. But there are two things I have always done better than any other two things in postal Diplomacy: I am the absolute master of losing games as Austria and of abandoning whatever project I undertake.

Thus it may come as no surprise to learn that my most recent major involvement in this hobby, the publishing of DIPLOMACY WORLD, has been passed on to some other lucky sod. Don Horton has kindly given me free rein in the pages I produce for him, so I intend to spend a few moments here (I won't do such stuff too often) defending myself and explaining why my glorious plans suddenly dried up.

When I first got involved with DIPLOMACY WORLD, a three-way sharing of the work ostensibly existed: Walt Buchanan published and kept the books, and Rod Walker and I shared the editing and "preparation" duties. That was fine in theory; in practice it was a joke. For many reasons (not all involving fault), Rod was never significantly involved in the work. And though Walt kept up his end admirably, he eventually decided to chuck it all and let me handle the entire job. In addition, when I first took over it was with the apparent understanding that the magazine would absolutely pay for itself, and even probably make a small profit. (The "profit" was some sort of compensation for the 70+ hours I put in on each issue, and generally ran to about enough to cover expenses in attending DipCon.)

Well, costs soared and time got more precious. Walt used to get the issues printed for in the vicinity of \$250. When he dropped away, that price rose to over \$400., and was about to go up another 10%. Supplies were suffering from inflated prices too, of course. As for time, well - my life-schedule looks somewhat like this: work 40 hours a week; sing in church one night plus Sunday morning; law school classes three nights a week (plus study time); opera productions twice a year with all the rehearsals that those entail; miscellaneous hobbies; a home to help maintain; a wife to spend a few minutes a month with; a baby on the way; voice lessons; a mother to visit; in-laws to visit; friends to see; dishes to wash; lawns to mow; teeth to brush....

This is getting too involved even for me. Let me summarize: Toward the end, my attitude toward DIPLOMACY WORLD became unpleasantly mercenary, to wit: I really didn't feel comfortable doing it all alone, but by God, if I was going to have to, then it was going to bring me some compensation. Breaking-even was no longer a viable answer. So - I cranked the price up to astronomical levels and, in effect, told the hobby to either really support my work or kiss it off. They chose the latter.

Honestly, folks, I am not bitter. If I'd been on the receiving end of my price increase, I'd not have bitten either. But I proved what I wanted to prove, and made my decision in accordance therewith: The hobby was not about to support the magazine in the style to which I required it to become accustomed, and so I no longer had any interest in continuing. So I posted a funeral notice and waited for offers. The new editor will be Jerry Jones, please disregard any statements to the contrary, and I think he'll do a bang-up job. That is not a pun.

Some day you may prevail upon me to tell the story of how Elmer Hinton, who was originally scheduled to take the magazine, got royally shafted. For now, let me just remark that if you happen to run across any statements by Elmer to the effect that the hobby, and/or certain individuals therein (but NOT Jerry) have attempted a swift and vicious kick to his genitals, he's absolutely correct.

(continued overleaf)

Did I say before that I'm not bitter? Bull. I am damned bitter. What was done to Mr. Hinton was an atrocity, and though the aforesaid mercenary attitudes which I developed required that I support such actions, I am neither terribly proud of myself nor kindly disposed to those who instigated it. All of which boils down to Conrad von Metzke's first law of postal Diplomacy: Excluding game moves, it seems to me that this is a hobby where one is either nice to one's fellow hobbyists, or one gets one's ass right straight out.

Dear Mr. Horton: I apologize. I will not do this again. But I wanted a forum to vent one particular emotion. I have expropriated that forum. I will now get back to the fun stuff.

As I seem to have two pages allotted me in these issues, I'd like to run a second game. See elsewhere this issue for fee information. Send all money to Don Horton; send me (Conrad von Metzke, PO Box 626, San Diego, CA 92112) your name and address and a ranked preference list of the countries. Dave White is specifically invited to join. Six others, whoever you are, are most welcome. This second game will be run under a rather different set of house rules than the one in use in my first game; nothing unusual, just very verrrrrry detailed, per suggestions from Mark Berch.

Now to the moves for

CONRAD'S FIRST GAME IN THREE YEARS - Spring 1901

Thanks, Ben Schilling, for your kindness in answering my questions propounded in my introductory blurb. It's nice to know that (1) Supply centres have something to do with the Canadian grocery business ((subtle!)), (2) Tyrolia does not border Moscow - that's Sevastopol, and (3) ...er...well, Ben, I dunno, maybe you're right, maybe the rules are made up as we go. Want to try it as a variant?

AUSTRIA (Eric Ozog): a vie-bud. a bud-ser. f tri-alb.
 ENGLAND (David Forte): a lvp-yor. f lon-nth. f edi-nwg.
 FRANCE (Ted McDonald): a par-pic. a mar-spa. f bre-mid.
 GERMANY (James Heubach): a mun-ruh. a ber-kie. f kie-bal.
 ITALY (Michael Willemsen): a rom-ven. a ven-ple. f nap-ion.
 RUSSIA (Ben Schilling): a mos-sev. a war-gal. f sev-rum. f stp (s) - bot.
 TURKEY (Dave Scott): a con-bul. a smy-arm. f ank-bla.

Underscored moves, of which there are none this time, fail; others succeed.

Ben Schilling has moved; he's now at 24730 Roosevelt Court, Apt. 315, Farmington Hills, MI 48018.

And Fall 1901 moves must be received by the Gamesmaster (Conrad von Metzke, PO Box 626, San Diego, CA 92112) on or before MONDAY, FEBRUARY 5, 1978. That's three days after Groundhog Day. It's also three days after I turn thirty-five and become officially, statistically, middle-aged. Funny. I still feel nineteen.

I ought to note that Fall moves (tentative variety) are in my files for France, Germany and Russia.

Hey, you seven; you seem to be a bunch of fun types. I think I'm going to enjoy this game thoroughly. Dave Scott: Congrats on all the upward turns you report (did you know Dick Vedder? he's now got his Ph.D. in archaeology and is, I regret, marking time by teaching history at a private boarding school in Tucson). Oak Ridge, eh? No fair using chemical warfare to win this game....

Lessee...according to my calculations I can cram about six more lines onto this stencil. Isn't it curious (not very) that, considering all my years in this hobby and all the magazines I've produced, I've never typed a mimeo stencil? I wonder how these will work. Don will tell me, of course. No ribbon, pressure at 7 or 8, both backing sheets left attached, keys cleaned between pages. I see the 'e' and 's' need cleaning again. I also observe that the centers of some of the letters (like 'o') are falling out. I am now down to my last line. This is goodbye.

THE WRAP UP OF 1975CA

ZINE: EN PASSANT S'01, MIXUMAXU GAZETTE W'02, EN PASSANT S'10, CLAW & FANG

GM: Greg Warden S'01, Robert Lipton W'02, Greg Warden S '10, Don Horton

SUPPLY CENTER CHART:

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	
AUSTRIA	4	5	5	4	4	3	3	4	4	2	2	2	2	2	2	2	2	2	
ENGLAND	4	6	7	8	10	11	12	12	12	12	13	14	15	17	17	17	17	17	Drew
FRANCE	6	7	9*	9	7	6	5	5	5	5	4	3	3	3	3	3	3	3	Drew
GERMANY	4	3	0	-															
ITALY	4	5	5	5	5	6	7	7	8	11	10	11	11	9	9	9	9	9	Drew
RUSSIA	7	5	5	6	7	7	6	5	5	4	5	4	3	3	3	3	3	3	Drew
TURKEY	3	2	2	2	1	1	1	1	0	-									

THE PLAYERS:

AUS: Joel Klein. ENG: Jeff Power (Drew S'19). F Zane Parks (Drew S'19).
 GER: John Weswig (out F'03). ITA: Arnold Proujansky (res F'03), John Stevens (Drew S'19).
 RUS: Paul Novak (Drew S'19) Konrad Baumeister was temporary sub S'17 to F'18.
 TUR: Richard Kovalcik (dro F'04), C.D. (out F'09).
 [Thanks to Jeff Power for the Supply Center Chart.]

Player's Statements

JEFF POWER: I commend the other four survivors for their tenacity and patience. I must particularly attribute my inability to win this game to the fine play of John Stevens (Italy) through 1910 and of Paul Novak subsequent to 1913.

JOEL KLEIN: There is little worth noting as concerns the Balkan theatre. Early indecision on my part (which hampered Italy) compiled with alternately trustworthiness and hostility from Russia assured a mess.

The only interesting point in the game was why England didn't win. It seems to me that the things which led Jeff Power to success prevented his victory. He skillfully attacked country after country. Since he eventually attacked every neighbor we may safely assume that there was some outright treachery involved (although I suspect he gained centers from Russia by simply playing upon Paul Noyak's incredible greed, the level of which is unfortunately for him not matched by tactical prowess). All this attacking speaks for itself if one succeeds. However, John Stevens assumed the Italian position and for all intents and purposes stopped England by propping up the line and holding England to 17 centers. Since everyone could be certain that England would snatch the 18th if offered, a draw resulted.

As for my non-participation in said draw, an explanation: I did not bow out because I "didn't deserve" a part of a draw based on my play" (a clever bit of press diplomacy by Jeff Power) nor because I was outwaited. I eventually lost interest in whether I received a one-fifth share of a draw (though I would not drop from the game) and told my ally (Italy) so. When he asked me to accept a 4-way draw, I agreed. It was only fair.

Thanks to Don for GMing very well after Greg Warden discontinued his magazine. Greg was a good GM who disposed of his games in a very mature manner. Don Horton must certainly rank as one of if not the most reliable GM I have ever had the pleasure to deal with. [I blush as I type this.]

And that for at least the foreseeable future, marks the end of my 6½ years of active postal Diplomacy involvement. So it's so long to all the friends I've made over that period (as well as most of the enemies). And a special hello to Conrad von Metzke, who GMed my first postal game. I can attest to how good COSTACUANA was. And Conrad, if I did plan to continue postal play, I'd have applied for your latest game. Dave Forte even called to tell me about it! Wow.

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The Winner's Game has been delayed. Results will be published next month.

Least I forget--Cover by Smacko

THE PRESS GAME (1978CI)

[WINTER 1903] SPRING 1905: WINTER'S WORK OF SHIPBUILDING RENDERS SCHLICKONE TOO WEARY TO ISSUE SPRING ORDERS.

AUSTRIA Watson (5): [even] F Bul(sc)→Aeg*, A Tyo* S A Tri, A Bud→Ser*, A Ser→Bul*, A Tri* S A Tyo

FRANCE Schlickbernd (8): [build F Bre] NMR for Spring F Lvp* H, F Spa(sc)* H, F Lon* H, F Eng* H, F Bre* H, A Par* H, A Bel* H, A Bur* H

GERMANY Reges (6): [build F Kie] F Hol* S F Edi→Nth*, A Mun→Sil*, A Ruhr→Mun*, A Den* H, F Kiel→Bal*

ITALY Reynolds (4): [build A Rom] F Tun→Ion*, F Adr* S A Ven* H, A Rom→Tus*

RUSSIA Fiack (7): [even] F Nwy*→Nth, F Rum* S AUS A Ser→Bul, F StP(nc)*→Nwy, F Bla*→Con, A Sev*→Arm, A Swe* H, A Ukr*→Sev

TURKEY Baumeister (4): [even] F Con* S F Gre*→Bul(sc), F Ank* S A Arm, A Arm* S A Ank

FALL 1904 due February 10. Apparently Schlickman didn't see the "and" between "WINTER 1903" and "SPRING 1904" last month. He sent in the Winter build, lots of press (see below), a few insults (I'm used to them) and a threat (reviving POICTESME) but no Spring orders.

The Press

SOMEWHERE NEAR THE CHUMPS ILLSEEYA, PARIS: Plaigarist R. Hacknovel, the president of France, yawned mightily and stumbled into his council chambers.

"I thought you killed him," whispered Lucretia to her aide, Podite the Rodless. This latter figure tried futilely to ward off Pope Joan's (or do I have to tell people that Lucretia and Joan are one in the same?) whip, which was being applied in her usual lusty fashion.

"But...but...but, I tried. I gave him an overdose of schleepgum," whimpered Rodless.

"Idiot! You know he can't type and chew gum at the same thyme (pardon me while I take this gum out of my mouth)." Lucretia fumed silently while Hacknovel quizzed one of his aides on the current state of affairs.

"While I was asleep this past year, what has Germany said?" snored Hacknovel.

"I ignored him, so he thought you were attacking and has apparently decided to attack first in self-defense."

"Oh joy! Russia?"

"Uh, our diplomatic corp seems to have misplaced the Czar's address..."

"Italy?" quavered Hacknovel, beginning to perceive the situation through his benumbed mind.

"Your agents were captured while trying to steal their dictator's manuscript for his new novel."

"Double-failure," groaned Plaigarist. "And what of Austria?"

"Ah, well, your representative met with the Emperor's Minister of Lost Wages in Fullerton, California."

"Success at last! Who was this representative of mine?"

The aide bowed his head humbly. "It was I. The minister of Lost Wages gave me a gift to give to you, sir." The aide slowly toppled over, an ornate Austian knife stuck in his back.

"Where's that schleepgum?" muttered Hacknovel to Lucretia.

KIEL: We deeply regret the moves, but we are forced to go one way or the other and this seems best, sorry.

ANKARA TO THE DUAL DUMMIES: Looks by your orders like you think that I am technically a mental midget. We'll see if I give you two (and your 12 centers) a run for your money.

ST PETERSBURG: Oldtimers commented that it had been a long while since no new supply centers were collected in time for the long winter. One stated that the hungry troops would be certain that it didn't happen again.

CLASSIFIED SECTION

FOR SALE. T shirts printed "Del Monte Prunes/California Prunes Keep You Running" gives you one of the best jogging shirts made. 100% cotton. Sizes M,L,X-Lg. Send \$5.50 plus 50¢ postage and handling to Jim Fiack, Rt 1 Box 384, Glenn, CA 95943.

ADS IN C&F will reach over 200 readers. Cost is \$1.00 per inch preferably paid by editor contributions. Plug your zine. Complete your collections. Etc.

ANNOUNCING:

THE FANG OF THE YEAR

My nomination for Fang of the Year this year is WALTER COMPTON. The only player I know that NOBODY trusts even a little bit. He even sounds so convincing some dummies have gone back for their second, third, and even fourth stabs--he has more fun sowing discontent than in securing centers. --H.D.Bassett.

[This marks the second straight year that H.D. has been the winning nominator. He will be penalized by receiving 6 free issues of CLAW & FANG. Which month would you like H.D.?

[When the CLAW & FANG Editorial and Drudgery Staff met to consider the winning nomination for Fang of the Year each of us had a different choice for the winner. Since I am the biggest mine won, I'll run the others as well. Each runner up nominator will receive three free issues. Remember!! The Fang(s) of the Year do not receive free issues--only the glory.]

Runner Up Fangs of the Year

I have a nomination for Fang of the Year: Princess Lyn Chu (Lyn-ch ū) of Tirane Albania, a character created by Paul Funkenbusch. She is the notorious head of the Austria secret service. The princess has been infamous for using her beauty as a weapon by seducing her opponent to get what she wants. She will then proceed to backstab the unfortunate man. --SmackO's choice submitted by Eric Ozog.

Fang of the Year: Andy Cook. He offered openings in my 15-player variant. Getting enough players was difficult and it took over a year. Just as the game was almost filled his 'zine [SUICIDE] folded, but I still may run it.--Helpmate's choice submitted by Robert Stimmel.

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Letters to the idiot:

DEAR FANGMASTER

DAVE WHITE: You know, I've been cruising along with two nice little games in one zine and things have slowed down here businesswise, so I figure that I can take on a couple more games. I have been on waiting lists for up to 4 months on new games in 4 zines. The zines kept coming, and I kept waiting.

Before I sound paranoid (this is due to playing Austria too often), I assure you that I am marginally sane. WHY, after waiting up to 4 months, did all you S.O.B. pubbers and GM's start 5 games and dump 4 standbys on me in the last month? Conspiracy is the only logical answer!

[I have always thought there was a conspiracy on the players part. How else can you explain the constant drop outs, the incessant pointing out of GM errors, and the chronic telephone calls in the middle of the night? Maybe I'm paranoid from assigning Austria so much...but then not everybody can play Italy can they?]

STEVE GREENBERG: 'MAINE LOBSTER STEW' [this was printed on the envelope.]

'Allow the meat on one chicken lobster per serving. Boil lobsters and remove meat immediately, saving the tomalley and coral. For four servings, simmer tomalley and coral in one half cup butter for 7 or 8 minutes. Add large pieces of lobster meat and cook over low heat for ten minutes. Add one quart of hot milk, stirring and pouring slowly. Add salt and pepper to taste. Let stew "age" at least five hours before reating to serve. While cooling, do not cover until cold or stew will curdle.'

(leftover note paper--like it?)

[Steve, I thought it was delicious.]

ROBERT STIMMEL: Carcassone: According to the great Catalonian historian, Ramon d'Abadal i de Vinyals, Guifred el Pilós (Catalonian spelling), Count of Barcelona (Catalonia), who died in 897, was son of Sunifred I, who was son of Bel-lo, Count of Carcassonne (circa 812). But some historians believe Guifred was grandson of Bel-lo by way of his mother. Guifred was the ancestor of later Counts of Catalonia.

[All trivia fans please commit the above to memory.]

(continued overleaf)

Dear Fangmaster (continued):

Ralph Doty: I have a question. I am a novice at play-by-mail diplomacy, and so there aren't many sources I can turn to when something mystifies me. Here's the question: how can a person play in half a dozen postal Diplomacy games at once and keep them all straight? I sort of envision a huge hall with ranks of tables, each bearing a map and a different Boardman number, but I realize that's ridiculous: nobody owns houses with huge halls any more; they cost a fortune to heat. How, then, is it done? It must be something simple and obvious, but I'm apparently overlooking it. Any light you can shed on the situation will be gratefully received.

[How about it gang? Care to enlighten Ralph on how you do it?]



THE DIPLOMAT'S OTHER TABLE

Cinnamon Rolls by John Beamer

This is one of those things that go with a FTF Dip game. The rolls can either be made before hand or during the game (one person negotiating in the kitchen).

Ingredients

Rolls

- 2 pkg yeast
- 1 pint warm water
- 2 eggs
- 1/2 cup butter, melted
- 1/2 cup sugar
- 1 tsp salt
- 7 cups flour

Topping
 3 cups sugar
 1/2 cup butter, melted
 1/2 cup brown sugar to darken
 sugar



Makes about four dozen.

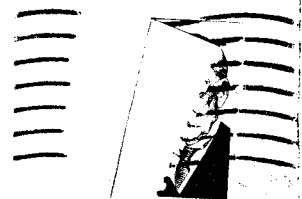
Mix the yeast in the water. Beat eggs and add to yeast water. Add the melted butter and the rest of the roll ingredients. Give it a quick knead and let rise until doubled in bulk.

Pinch off a piece of the risen dough about the size of a walnut. Roll in sugar mixture (topping), tie in a knot and allow to rise for a brief period of time in a greased pie pan. Sprinkle any remaining topping mixture on the rolls and bake at 350° until brown--about 25 to 30 minutes. In the heap I use for an oven it takes longer.

Because making the rolls is labor intensive, it is well suited to organizations seeking a fund raiser. That was the circumstance when I first made rolls.

Were you nominated for FANG OF THE YEAR?

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