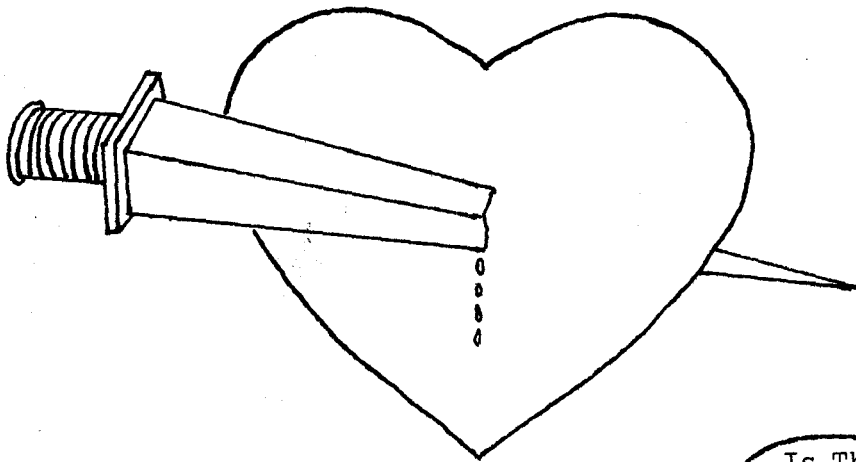


CLAW & FANG

February 10, 1979

99th Bloody Issue



Is This The
Heartbreak of
DIPLOMACY?



WON'T YOU BE MY
VALENTINE?

CLAW & FANG is published monthly by Don Horton, 16 Jordan Ct., Sacramento, Calif 95826. Telephone: (916) 383-4848. Apprentice drudge is Mike (Smacko) McMillie. Overseer is Helpmate. Subscription rate is \$5.00 per year. Game fee is \$3.00 plus a sub. There are game openings and there is also THE SIX DOLLAR SPECIAL: 1 game and 8 issues of C&F for six bucks.

This issue is dedicated to the arctic wolf. With what apparently is a coming ice age this may soon be the wolf at your door.

THE DIPLOMAT'S OTHER TABLE

Pizza Beans

1 lb ground beef
1 16 oz can green beans
1 10½ oz can pizza sauce
2 Tbs minced onions

to have white

DUMPLINGS

2 cups Bisquick
2/3 cup cold milk

I am featuring this dish in a collection of recipes I'm gathering to be entitled "the Betty Cooker Crockbook." This dish is ideally suited for tired wives with husbands interested in a quick meal before they get involved in a marathon Diplomacy game, and bachelors like me who are basically slobs addicted to junk food. Yield: depends on how hungry you are--this batch usually makes two meals for me, but would probably feed 4 or 5 normal appetites.

Brown the ground beef, drain off excess fat. Add green beans, but do not drain off the juice they're packed in, add pizza sauce and onions. Bring this mess to a slow boil, stirring occasionally. Mix Bisquick and milk into soft dough and spoon out over the top of simmering beans. Cook uncovered over low heat for 10 minutes. Cover and cook an additional 10 minutes. Enjoy!

CLASSIFIED SECTION

EGGNOG, Konrad Baumeister, 11416 Parkview Ln, Hales Corners, WI 53130. Variant & Regular games run, tri-weekly, 10/\$3.50. Basically a reader's 'zine, tactical and strategic articles pubbed. Demo Game about to start (mid Feb) with expert analysis by John Boyer. Much general material. Also runs SWLABR, an orphan 'zine in need of standbys: only 10/\$1.80. Game reports only, very little chat, poles apart from EGGNOG. Eggnog on issue #23, in mails invariably within 24 hrs of deadline.

FOR SALE. "California Prunes Keep You Running" T Shirt. 100% cotton. Sizes M, L, X-Lg. Best shirt available. Limited supply. \$5.50 plus 50¢ postage and handling. Jim Fiack, Rt 1 Box 384, Glenn, CA 95943.

SPACE FOR RENT. Why not place your own classified ad in C&F. Get subscribers for your zine, sell your old duplicator, buy collector's copies of games. An ad in C&F will reach about 300 or more readers. The cost is \$1.00 per inch, preferably paid for by editorial contributions. Deadline: the 7th of the month.

Stolen from Herb Caen in the San Francisco Chronicle:

More Marin jokes, so-called: What do the poor people use for cocktail parties in Novato? Caviar helper. How do you tell Marinites at a toga party? They're the ones wearing designer sheets. On the other hand, Marin's Own Cyra McFadden stood in a buffet line in L.A., found the caterer dishing up caviar and blini and whooped "Oh boy--Beverly Hills tacos!" Nobody laughed down there, either.

Cover by Smacko.

THE ADVENTURES OF FANGMASTER

Hack, Smack, and Drac Vs The Big Board

It was still dark in the Sacramento Valley that chilly Saturday morning. Wisps of fog scurried out of the way as the green Thunderbird purred its way down Interstate 80 headed toward San Francisco. In the opposite direction the traffic was heavy. Headlights illuminated the ski racks filled with wooden slats and pointed sticks on most of the cars headed away from the coast. The three grim faced figures in the T-bird didn't notice. They had pleasures other than broken bones, frostbite, and expensive lift tickets on their minds. They were anticipating the delights of a different sort--lying, double-dealing, cheating, etc, etc--for they were on their way to a colossal Diplomacy game. A Diplomacy get-together that was put together by George Dunnebacke and featuring his Diplomacy variant. Each country was to be represented by a three-player team, each supply center would be worth three units, and each space could hold up to four.

This now infamous trio in the T-bird consisted of Ed "the Hatchet" Hendrix, Smack(o) the Knife, and the frightful Fangmaster. Smack the knife was driving while his mind lovingly fingered the thoughts of three times the number of people to stab. The Hatchet read and reread the rules for there were three times the number of units to contend with. While the loathsome Fangmaster tried to think of a suitable alliterative name for their team.

"No, the Sacramento Stabbers would create a negative image," he mused aloud.

Shortly before nine a.m. they arrived at the Glen Park Recreation Center. They stepped into the large meeting room and a map of Europe measuring about 10 feet by 15 feet greeted their eyes. This oversized Diplomacy gameboard was made out of air navigational maps pieced together with the Diplomacy spaces outlined with a black marking pen. Regular Diplomacy pieces were to be used. The map was surrounded by oriental rugs that George had provided since players were requested to remove their shoes before walking on the board.

The trio glanced around the room. Smack wondered where the oriental dancing girls were. The Hatchet seeing only about ten people wondered where the rest of the victims were. The Fangmaster only wanted to know where the food was.

Before long everyone showed up, the rest of the teams formed, and lots were drawn for countries. Smack the Knife drew for the Sacramento Swindlers and pulled out a red cube. He was immediately jumped on by the other two team members.

"Who do you think you are," snarled the fearsome Fangmaster as if the choice were deliberate, "Conrad von Metzke?"

He was about to devour the hapless Smack when a plaintive voice behind them said, "Anybody want to trade. I drew Germany and I don't want it."

Miraculously, the black cube in his hand turned red and the Sacramento Sandbaggers took over the reins of running the German foreign policy. Each team member selected two countries to talk to and negotiations (i.e. lying) were underway. Some eight hours later the game ended in a seven-way draw at the end of 1905. The Sacramento Scaliwags had probably done more to create that seven-way draw than any other team. They stabbed each of five other teams at least once and only because they couldn't punch through Austria and Russia to get at Turkey were they prevented from lying to and stabbing the Turkish threesome. Centers changed hands and strengths ebbed and flowed as the Sacramentans lied, double dealt, and changed alliances. Germany at one point reached a high of seven centers. No one did better, and no one could get a clear lead.

How was the game? Pretty good all in all. A few times twenty minutes of negotiations were followed by thirty minutes of adjudications and arguing about the rules. But one of the main purposes of the get-together was to play test the game and only in a couple of areas were the rules bothersome...these will presumably be worked out for any future game. The three-man team concept was fun and could presumably be good for a regular Diplomacy game. One problem was that with so many people wandering around wanting to talk to you, it was difficult for a team to gather to discuss strategy and write down their orders.

With a little faster adjudication and less indiscriminate stabbing by Germany, it is likely the next game will not end in such an inconclusive draw.

On the way home, the Fangmaster chortled, "I guess our team should be called the Sacramento Stabbers, after all."

THE PUZZLE PAGE

A Medium Difficulty Crossword by Larry Helland.

1	2	3	4	5	6				7	8	9	10	11	12
13						14		15						
16								17						
18				19				20				21		
22			23		24							25		
26				27		28						29		
	30				31			32	33	34	35			
			36					37						
	38	39				40		41				42	43	
44						45	46			47				48
49				50	51				52		53			
54				55						56		57		
58			59					60			61			
62								63						
64									65					

VERTICAL

- 1. Beloved of Pyramus
- 2. Of epic proportions
- 3. Stomatology
- 4. Zine, e.g.
- 5. Himalayan monkshood
- 6. From then to now
- 7. Confused struggle
- 8. Male offspring
- 9. French word; equivalent to "also" in German
- 10. Ended a cheer
- 11. Esotericism
- 12. Record again
- 14. Body of work
- 15. Posterior
- 20. Negative
- 23. Take exception
- 27. ---- Bonheur
- 31. One hundredth of a Yen
- 35. Mother of Cain
- 34. Ditch
- 35. Glorify
- 38. Stately court dances
- 39. Lawrence, e.g.
- 40. Just missed
- 41. Gentile girl
- 42. Asiatic asses
- 43. Cyprian city
- 44. Calif. county
- 46. --- Le Collienne
- 48. Breakfast for millions
- 50. Meager
- 51. Alleys
- 52. Tot
- 56. Palm
- 59. Nilotic language
- 61. Debussy's "La ----"

HORIZONTAL

- 1. - - - a Becket
- 7. Attain skill
- 13. Hornblower
- 15. Beloved of Abelard
- 16. Suppose, think
- 17. Inhabitant of Northern Luzon
- 18. French seasoning
- 19. Unreasonable dislike
- 21. Former Japanese outcast
- 22. Kafka's biographer
- 24. Slips away
- 25. Ribbed fabric
- 26. The ----- Sanction
- 28. A gypsy gentleman
- 29. Before
- 30. Branching
- 32. Medicine
- 33. Employ
- 37. --- populi
- 38. Indonesian cleaver
- 41. American journalist
- 44. Viscous liquid
- 45. Small deer of Germany
- 47. Stimulant
- 49. Grape
- 50. Pertaining to Eastern Europe
- 53. --- curtain Irish
- 54. Retriever
- 55. Rugs of the Caucasus
- 57. British mild oath
- 58. Synthetic dye
- 60. Chang and Eng
- 62. Begin again
- 63. North African country
- 64. Legal impediments
- 65. Of the back

[Answer next month. The difficulty estimate is Larry's, not mine.]

Answer to Last Month's "The White Hat Problem."

Sherlock replied: "Since I could see two white hats if I were wearing a black hat, Tom and Dick would each see one black and one white hat. Either of them could then reason that if he were wearing a black hat the other one would see two black hats and would immediately be able to declare he had on a white hat. Since this didn't happen, Tom (or Dick) could then assume he was wearing a white hat. Since neither stepped forward with that claim then I must not have on a black hat."

ONE DAY IN THE LIFE OF A DIPPY PLAYER

(Some Fiction By Smacko) (Some Fiction By Smacko)

About a year back or so, the Beverly Hills/Hollywood Chapter of the IDA sponsored a Diplomacy Tournament, and called it DipStar 78. Because they wanted some really good Diplomacy competition at the Con, they invited yours truly. At first I balked saying, "Only \$100,000 worth of prize money?" I mean after all I am a quality player. But after a lot of thought (and some persuasion), I decided that I could fit this small tourney in between some of the big ones, like Dip Con and Origins. (I think the best bit of persuasion was the fact that I was given the part of Cassius in the upcoming Julius Caesar movie, and I get to use my own dagger.)

Well, I showed, and because of that, turnout was outstanding. I can safely say that there were 15 or 20 boards in each of the two rounds (I brought 16 boards myself). The competition was fierce, no it was more than that, it was vicious. Yes my dear friends, competing with the stars, who backstab everyday, was quite a chore. I didn't worry though, because I knew how the game was played.

It is interesting to note here, the organization of the tournament. You see in some circles it is felt that the BEST (ie guys like me) should play the best and that the rest should play on a board comparable to their skills. Hence, I was on Board One and Howard Cosell was on Board 18 for the first round. The rest of the celebrity studded competition fell into place on the rest of the boards.

Well, time came to draw for the first round. As luck would have it, I pulled down Turkey. Instantaneously, I went into negotiations with everyone on the board. I immediately decided to form a Wicked Witch with the King of England, Don Rickles (A noted backstabber). In keeping with the tradition of "All's Fair In Love And War", I decided to go all out for a win. My first great move was the old extra-unit-on-the-board ploy. I thought that the Italian (Peter Falk) would get suspicious when I convoyed my Army Syria to Tunis in Spring '01, but luckily "Columbo" was looking towards France and didn't notice. Fall '01 saw me airlift my Army Smyrna to Vienna. When Emperess Zsa Zsa questioned me about the move, I simply stated that it was in the 1982 rulebook. Allah was with me because she took my word for it. Soon I had 16 centers and was looking for those magic two more. I decided to go for a Franco-Turkish Alliance as the Frenchwomen, Farrah (now you can see why Italy was looking towards France), had crushed my English friend. She said that I could have her centers as long as she got a "special concession" from me. I set a time for her to meet me at my place, and then I slid in from underneath and took hold of the two centers I needed...Spain and Marseilles. The first round was over for me. I had won in Fall '03. I was immediately mobbed by spectators.

Round Two saw me still at Board One. I drew France, but the cute chic who drew England wanted to switch, so I did, in hopes of a future alliance. When the whistle blew for the start of the second round, France immediately came up and introduced herself as Princess Caroline of Monaco and asked for an alliance (I knew my switch of countries was a good idea). I said "I'll give you Spain, and I'll take Portugal and Brest." She replied, "Oui, you can have my Brest anytime." She winked and blew me a kiss. Next, I went to negotiate with Italy, Sophia Loren. I knew what she wanted, so I set a time with her after Farrah would be gone. She was to attack France. Yes, I know it is sneaky, but that's life in the Big Time. Spring '01 saw me grab Brest with my Army Wales as Fleet Clyde made it to Paris. Immediately, she came up to me, "You are ze greatest Diplomacy player of all time, so please marry me!" I shook my head even though I knew I was the greatest player of all time. "If you marry me, I will give you anything", she said in her soft sweet French accent. I looked away thinking of a deal with Russia. I knew I couldn't get married, after all the Convention tour is too long and grusome for a married man. "If you don't marry me I will drink, I will swear, I will become a Bolivian Nun, I will...ally and then marry Austria!" That last one almost got me. I really didn't like that Emperor Phillipe Junot character. (Which is why I mined Tyrolia when he made a run for Munich. It sure blew his mind!) However, I held my ground. She immediately went into negotiations with Austria.

It was a coincidence that both Austria and France fell in Fall '01. I guess you know that Caroline didn't become a Bolivian Nun after the tournament. More importantly though, I won the game in Fall '02 and was crowned the champion.

There, I'm glad that this is out before some sensationalist magazine like The National Enquirer or Eggnog (sorry Konrad) got a hold of it. The prize money? Kojak got upset with me and I needed some bail. Oh well (sigh), such is life.

KONRAD'S KORNER:

DARKOVER 1902 ANALYSIS

1902 was the year in which all of the great powers decided where they wanted to go and with whom. Alliances became more firm, and hostilities became more violent. So who is attacking whom?

In the west, apparently England was able to strike back at Russia by annihilating the northern fleet. The French move to the North Atlantic, which I had assumed was a stab, turned out to be just a friendly gesture of help, ticketed for Scandinavian service under English supervision. This means that England has now effectively won the war over the north. But Germany still remains in E & F's path.

Germany, it would seem, is on its own, aside from a probable non-aggression pact with Austria and a remotely possible agreement with Italy. In the Spring he blundered tactically in his attack against France, and in the Fall, France has once again out-guessed his opponent. It now remains to be seen whether or not Italy and Germany will co-operate effectively.

Germany also attacked Sweden, but the fact that he bounced over it with England (signalling lack of effective co-ordination) and that he moved F Kie-Hel (signalling outright hostility) means that this was merely a move trying to get a center at Russia's expense. (On the other hand, Germany would--or should--have ordered A Ber east if he were seriously at war with Russia. Was that move to Sweden actually at Russia's request--to cover up Swe v. the English--or has Germany made another tactical error?)

The east turned out pretty much as expected. Russia took Rumania and Turkey kept Greece despite an ill-fated Austrian attack to regain it. Italy and Austria are now definitely allied, although a Turkish Fleet build in Smyrna can take care of any threat that Italy might pose to the Turkish homeland. Austria and Italy must now play a guessing game in order not to lose any more Austrian centers. The only long-range hope they have is that Russia will have trouble in the north, where he meets England. And if Turkey and Russia play 1903 out correctly, Ser and Bud might fall. (That stands the best chance of succeeding if RA Rum S TA Bul-Ser, then in the Fall TA Ser & RA Rum S A Gal-Bud. Austria can actually stop any attack but the odds are on the other side, since Austria can't outguess them forever.)

Austria's only real ally, Italy, is stretching himself out by playing v. France and Turkey, making him impotent in both sectors. He may be of service to Austria and/or Germany, but stands little chance for progress himself. (A Ven-Tri, incidentally, is probably to be used in northern Austria v. Russia, and was deployed there at Austrian request, no doubt. It would be stupid for Italy to stab Austria now, in view of the juggernaut in the east.)

Outlook for the future: Turkey looking excellent, England good, Austria and Russia in trouble, Germany and Italy stalemated, France hopeful.

(By the by, I will be analyzing this game at yearly intervals, not for every season, per Mark Berch's wish. This way the analysis affects the game as little as possible. See ya next year!)

[Unfortunately, the DARKOVER adjudications did not arrive by deadline time. I will send these to the players separately, and reprint next month.]

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SOME WINTER SEASONS

1978AZ (MENSA 8) Autumn 1904: Austria A Ven R Tri; Germany A War R Mos; Tur F Ion R EMed
WINTER 1904: Austria removes A Bud, France builds F Mar; Germany builds F Kie, ABer.

1978W (MENSA 9) Autumn 1902: Austria A Vie R Gal; Russia F Swe R Bal
WINTER 1902: Austria removes A Bud; England builds F Edi; Italy builds F Rom;
Turkey builds F Con

1978IZ (C&F 11/78) WINTER 1901: Austria builds A Bud, F Tri; England builds F Lon, F Lvp;
France builds A Bre; Germany builds A Kiel; A Ber; Italy builds F Rom;
Turkey builds F Con; A Smy

SPRING orders for all games due to me on March 10. Press will be out until next season.

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LAWS OF LIFE

GINSBERG'S THEOREM: 1) You can't win; 2) You can't break even; 3) You can't even

C O S T A G U A N E T T A

Volume One, Number 3



ca. February 10, 1978

I took up so much space last issue with my Elmer Hinton bleat that I neglected to give you the benefits of my Sage Counsel for 1979. Hell, if Jeanne Dixon and Criswell can make bucks with long lists of predictions, most of which turn out to be hooley, then I think I can try for the big time too. I assert and predict that the following will happen in 1979 (save this list, it may not appear in other media):

1. Quebec will secede from Canada and form an independent Sixth Republic. It will immediately apply for U.S. Foreign Aid and will receive approximately six times as much as we send to Nigeria.
2. Richard Nixon will announce his candidacy for some political office. Every single one of his supporters, who have recently been lurking quietly in dark alleys, will band together to support him, forming the Committee of Nineteen to Elect Nixon.
3. The Shah of Iran will rally his supporters and announce that he will soon be invading his homeland to reclaim his position. His speech will be found to be totally plagiarized from one delivered in 1950, -51, -52, etc., by Chiang Kai-Shek.
4. The retail price of gasoline will rise above \$1. per gallon. This will be only about 380% over the actual wholesale price rise.
5. Spurred by pressure from the PTA, the FCC will order all sex and violence banned from television. Thus the only Fall season competition among networks will be for test patterns.
6. For the first time in nineteen years, the post office deficit will drop below the amount of the National Debt. This will be accomplished by raising the cost to send a letter to 47¢ (by new "fifth class" mail) - but it will only cost 33¢ if the sender agrees to deliver the letter himself.
7. Quite a few more test-tube babies will be born this year. And by 1997 or so, most of them will have grown up into big, bouncy #3 beakers.

And remember...if I'm wrong on any of this, well...then, hopefully, I'll also be wrong about my prediction that the world will end on July 17th.

THE SECOND GAME. Two people have expressed interest to me: Eric Ozog and Dave White. How many you got, Don? Game begins as soon as we have seven and I have my rules typed (I'll take care of that chore, Horton).

Many thanks for the card, Ben...but you're wrong. The President did send me a card. ('Course, it's a different President; this one is only the President of the California State Senate, Jim Mills, the only politician I know personally - in fact, the only public figure of any kind I know personally.)

For those who are still panicked about DIPLOMACY WORLD, I hear from Jerry Jones that all is well, the issue is partially printed and will be in the mail in a few days. Liz Danforth is back as Art Editor, and I know for a fact (from having accumulated all of it in the first place) that this content of the issue will probably make it the very best ever. So relax. Editorial changeovers always create a short hiatus, but all subscriptions will be honored in full and future issues will be on schedule again.

And now to answer a few ~~possible~~ questions from Eric Ozog:

1. Is Conrad von Metzke my real name? Damn tootin' it is. The middle name is Friesner. Wanna make something of it? (Born in San Francisco, though; I had

COSTAGUANETA

/-2-/

strange parents, I guess. Lessee if I can remember all this...the Conrad is for the author, Joseph Conrad, my father's favorite; the Friesner is my mother's maiden name; the von is a fake tacked on by my great-grandfather when he came over here; the Metzke - well, you must preserve me some mystery!

2. Since I'm such an expert as Austria, do I have any suggestions? Yes. Quit.

3. Refunds from DIPLOMACY WORLD? See previous page.

4. Do I allow the Coastal Crawl? Nope. Neither does the rulebook.

5. Since my birthday is on Groundhog's Day, am I responsible for the reparations from the notorious Russo-Groundhog War of 1893? Yes, I'm the one. You may come collect your slightly mildewed bucket of borscht whenever you wish.

THE GAME AT LAST

AUSTRIA (Ozog): a bud-vie. a ser-bud. f alb-gre.

ENGLAND (Forte): a yor-den. f nth (c) yor-den. f nwg-nwy.

FRANCE (McDonald): a pic-bel. a spa (h). f mid-por.

GERMANY (Heubach): a ruh-hol. a kie-den. f bal-swe.

ITALY (Willemsen): a ven-tyo. a pie (h). f ion-tun.

RUSSIA (Schilling, the poor sod): a sev (s) rum. a gal-bud. f rum (s) sev.
f bot-swe.

TURKEY (Scott): a bul-rum. a arm (s) bla-sev. f bla-sev.

RETREAT: RUS a sev to ukr, mos or off the board.

CENTRES:

A: 5: tri, bud, vie, ser, gre. Build two.

E: 4: lon, lvp, edi, nwy. Build one.

F: 6: par, bre, mar, spa, por, bel. Build three.

G: 4: ber, kie, mun, hol. Build one.

I: 4: ven, rom, nap, tun. Build one.

R: 4: mos, war, stp, rum. Even.

T: 5: con, smy, ank, bul, sev. Build two (on file).

Obviously, if Russia elects not to retreat the dislodged army, he may make one build instead.

I should remark that in my notation system, not only are moves which specifically fail underscored, but so are moves which, while not technically failing, nevertheless fail of their intended purpose. In the above set, the English order for Fleet North is technically correct and is not disrupted, but it is underscored because it fails of its intent (namely, to make a convoy).

Ho-kay. Winter 1901 Builds, which may be conditional on the direction of the Russian retreat, are due MONDAY, MARCH 5, 1979. Just reminding you, you send them cards and letters to P.O. Box 626, San Diego, CA 92112. And for a couple of you (like Mike and Ben), could I suggest mailing a day or two earlier, you cut it close this time (or rather, the p.o. did, natch).

Opinion, please, from all of you. After this game year I'd like to try and speed things up as follows: After a Fall move, I would ask for builds sent by return mail (= immediately). I would then send those results out by postcard right away and call for Spring moves for the next magazine issue. The effect would be a game year every two months, i.e. two issues. Keep in mind the relatively long lead time here, between the time I have to have the moves in and the time Don is actually able to post the issues. I will not institute this system unless nobody objects, so object now in good conscience or forever hold thy peace.

Three lines left. Maybe four. And then four errors to fix. Ghod, I hate fixing goofs with mimeo. I used to work with ditto, and there all I had to do was overstrike and then scrape the excess with a razor blade. But mimeo...Geez! 'Bye.

THE FORUM

Last month Ralph Doty asked the question: "How can a person play in half a dozen postal Diplomacy games at once and keep them all straight?" Here are some the replies received.

JOHN MICHALSKI: Right now I am in 13 games while publishing a top-rated Dipzine [BRUTUS BULLETIN] beweekly, so I believe I may be in a position to shed at least a little light on how multiple entries can be handled.

The main item is playing style. If you let your correspondence sit around until you're ready to answer it; if you like to yak back and forth while requesting two months for a separation of season; and in general, if you use a very lackadaisical style of play, then you really couldn't handle more than perhaps 4 at most. However, if you will send in provisional orders upon rec't of EVERY game EVERY season; deal promptly with your allies and make short shrift of the others; write only if you have something to say; and stick to your game plan based on positions as much as players, you can easily handle each game with a minimum of effort. Another hint is to enter games in DIFFERENT zines rather than, say, 3 in one. That way they won't all arrive at once, which would mean a flurry of activity for a few days, then $3\frac{1}{2}$ weeks of waiting and watching. Few of those zines will arrive as predictably as CLAW & FANG; MOST zines are monthly at best, few in practice maintaining even THAT torpid pace consistently; and an often surprising number of them will quietly slip into the night and perhaps never return at all, even if, such as 76IK, 74HX, etc., they are "protected" by a group such as the apparently farcical DNYMPA that insured the defunct BLACK HOLE. Of my 13, I'm lucky to receive 2/3s in a month. Of those, a number are standby positions for dinky powers, or separations in which no action (or little) is required, or even nothing but a notice of delay in the game. I'd say that with over a dozen more-or-less active games in progress, three or four per month require more than cursory action, and that can readily be handled. I might add in conclusion that I have never dropped a position, NMR'd, resigned, or otherwise abandoned a position. I'm not ready to sign up for MORE, as '00-'01-'02 does require some writing, but once you get going, a dozen games is little different than if you had only 3-4 "good" ones. Try it and see.

DAVE WHITE: What I do is buy push pins--you know, those thumb tack dealies with the colored plastic on one end and the sharp (ouch!) point on the other end. They usually come in packages of about 40 in assorted colors colors. Usually, you get red, green, yellow, light blue and white. Now you ask, "what do you do about Germany and England?" Well, you buy a black and a blue marker or some plastic model paint. I use black for Germany and blue for England. while any color will work for Germany as the black will cover the original color. Most of the time I use green, yellow and red to make my German pins--this way I come out with just about an equal number of pins for each country. Now all you do is place the pins on a conference map in their proper locations. I use the same color of the country that I am playing to hold the edges and remind me which country I am playing. There is a minor problem distinguishing fleets at coastal provinces, but I usually remember most of them, and the ones I don't, I simply refer back to the zine and check for sure. [Fred Davis buys self-sticking black dots and puts them on the fleet tacks.] I have all my maps mounted on the inside of my doors, seeing as how they formerly were backstops for a dart board. If you are squeamish about putting holes in your door or walls, get a bulletin board. If you are squeamish about putting holes in all of your convereence maps, simply order some more from Avalon-Hill--they're \$1.00 for a set of 7.

DAVID AND DANIEL LOEWENSTERN: There are 2 ways that we know of to keep track of one's games. One is the obvious shoving the zine in a drawer; taking it out and setting up the game whenever you need to plan. Cost: nothing--except in time. With 12 plus games it becomes a full-time job.

Our way of keeping track of the games is not too far off what he is thinking of. In each of our bedrooms we have a bulletin board. On the bulletin board are xeroxes of the conference map. We have a little thumbtack with a label on top for each piece. The label has on it the piece's initials (AF,EA,FA,etc.). This system has the advantages of being relatively cheap, easy to maintain, and not taking up much

(continued overleaf)

space. It also is more readily available than than the other way. Cost: 70¢ a game (35¢ for 34 thumbtacks, 25¢ for labeling tape, 10¢ xeroxing).

MICHAEL BOGGS: My method for keeping my various games straight was fairly simple. Never enter more than one game in any one zine. This way when a zine arrives, you can set up the board and give your one game all your attention. Then while the board is set up, you write your various allies, etc., making suggestions as to moves. While your allies are free to amend or completely change your suggestions, more often than not they will go along with your suggested moves, giving you an added advantage in controlling the game. I always kept carbon copies of my letters, so a quick glance back at them would give me an instant recall of what was going on. Even then, I would tell as few lies as possible, because lies can only trip you up and confuse you ("What did I tell him?"), while the truth is fairly easy to remember. The key is simplicity and concentrating on one game at a time.

Also, I once read an article by (I believe) Arnold Vagts, in which he said, "If you can't remember the names of all your opponents and the positions of all the pieces in all your game, you're playing in too many games."

[THE FORUM is a new feature in C&F wherein a single subject is looked at from several viewpoints. In addition to this month's subject (which is still active) there is "Use of the Telephone in Postal Diplomacy." Send in your suggestions (and observations) on other subjects to be used in the future.]

1978CI (THE PRESS GAME)

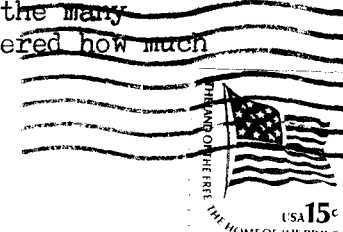
FALL 1904: RUSKIS ESCHEW BULGARIA WHILE TURKS PULL PLUG ON THEIR BLACK SEA FLEET.
 AUSTRIA Watson (5): F Aeg* & Ser* S A Bul-Gre*, A Tyro* S A Tri, A Tri* S A Tyro
 CENTERS: home, ser, bul, GRE (6) build 1
 FRANCE Schlickbernd (8): F Lvp-Iri*, F Spa(sc)-WMed*, F Lon*-Eng, F Eng-MAO*,
 F Bre*-Eng, A Par* H (unordered) A Pic-Bur NSU, A Bel* H, A Bur-Mar*
 CENTERS: home, por, bel, spa, lon, lvp (8) even
 GERMANY Reges (6): F Nth*-Nwy, F Hol* H, A Sil-Pru*, A Mun-Sil*, F Bal* S A Den-Swe*
 CENTERS: home, den, hol, edi, SWE (7) build 1
 ITALY Reynolds (4): F Ion-Alb*, F Adr* S A Ven, A Ven* S A Tus-Pie*
 CENTERS: home, tun (4) even RUSSIAN CTRS: home, ~~st~~, nwy, rum (6) even
 RUSSIA Fiack (7): F Nwy-Nwg*, F Rum*-Bul, F StP(nc)*-Nwy, F Bla-Bul /d/ annihilated,
 A Sev*-Arm, A Swe S F StP(nc)-Nwy /d/ R(Fin,OTD)*, A Ukr-War*
 TURKEY Baumeister (4): F Con* S F Ank-Bla*, F Gre-Bul(sc) /d/ R(Ion,OTD)*, A Arm* H,
 CENTERS: home, ~~st~~ (3) remove 1
 AUTUMN 1904, WINTER 1904, and SPRING 1905 all due March 10. Schlickbernd please note combined seasons again.

BERLIN: Refusing the bounce in Warsaw, the German armies disdained entering Russian soil this year. "Any idiot knows that things get all frozen up in Russia in winter. Anyhow, why should we add to the confusion with our presense. But spring should find us inhabiting Warsaw's streets and fall the fjords of Norway."

WARSAW: With the end of the religious war in Turkey about over, it was speculated the young and eager negotiator, Rudolf Fasthands was probably taking in the many cultural events of France. Those most familiar to Rudolf ~~however~~ wondered how much negotiation could be done while in the horizontal position.

WORLD'S END PREDICTED....see page 7 of

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