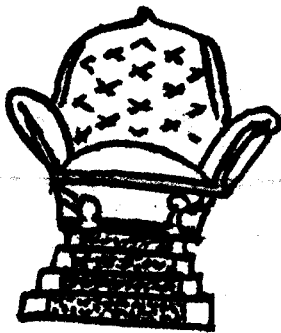


The Shogun's Sword

PUBLISHER:
Tom Swider

EDITOR:
Mike P. Barno



ISSUE #10
JUNE 1980

FROM THE THRONE....

By Tom Swider

1) This issue of TSS is going to be available to many potential subscribers at the Origins convention. If you're one of these people seeing TSS for the first time, take a copy and feel free to bring along an extra for a friend. Give it a read in your spare time, and get in touch with us to give us your comments, critiques, subscription money, or whatever. Hope you enjoy it!

2) Alex Service has notified us that he is willing to guest-gamemaster TSS/KM-03. His deadlines, which would be printed each month, would normally fall on around the 7th. If anyone has any relevant objections to Alex's running this game, they should be sent (grounds for objection clearly stated, please) to us. It is the policy of TSS that gamefees are paid to the GM; therefore, please send the buck to Alex if you sign up for this game. If you've already sent me your gamefee, it will be forwarded to him.

A note to interpret as you will: We recently received a check from Gene Boggess. On the check was printed:

"Mr. or Mrs. Julian Eugene Boggess III"

A recent lengthy operation, Gene?

FROM THE THRONE (cont'd)

3) A proposal has been made involving a mid-month turn for separate builds, so that complex conditional mrders can be avoided without slowing down the games. Upon receiving his issue of TSS, each player in a Dip game with a fall turn just played would immediately send in his builds. Deadlines for the winter subturn would be set at the 27th or thereabouts; an NMR would be handled as per the houserules (retreat OTB,,play short). Players would provide a postcard or SASE in order to receive all the builds. We'd appreciate your sending us your opinions immediately.

4) At Origins, I'll have a first-to-third-level dungeon on hand which I hope to run if four or five people can be gotten together. I'll also have copies of the dungeon along to trade with anyone interested.

5) Other than a few turns in certain games, we've had a dearth of press in TSS. Good press keeps the games much more enjoyable for the players, as well as making them interesting for the other readers of the zine. To promote the press exchanges, all new games starting in TSS will have accompanying press wars. At game's end, a vote of the players will determine the winner, that is, he (or she?) who writes the most interesting, relevant, creative, and amusing press. Winners will receive four extra TSS's tacked on to their sub.

6) The Strain Syndrome: Unless John Strain gets his sub in before July 15, 1980, and sends TSS printable results or information by that date, I will refuse to house the D&D game, and John's ties with TSS will be suspended. If you have signed up for the game and/or subbed just for the purpose of receiving the D&D results, I'll see if I can issue game credit or refunds. Enough time, ours and yours, has been wasted.

7) Some games are taking considerably longer than expected to fill, so if for some reason you don't care to wait any longer, just send word to me at any time and we'll refund your gamefee.

THESEPAGE NUMBERS MAKE PERFECT SENSE TO ME--BUT THEN I EDIT A DIPLOMACY ZINE

ZINE REVIEW

THE DOGS OF WAR

John Daly, Rte. 2 Box 136-M5, Rockwell, NC, 28138

Published: Monthly; Subs: 10/\$3.50; Gamefees: \$2.00

The Dogs of War should be subtitled "Daly's Believe It or Not", as John always has plenty of tidbits of interest, such as a humorous "Guide to Employee Performance" or an article on how to get your name off a mailing list (no more junk mail!) John runs only Dip, doing an excellent job. He also works on the Flying Dogs of Retaliation orphan game service.

NEXTHMONTH TSS WILL FEATURE A FULL-COLOR CENTER FOLD WITH THREE BUDDY TRETICK ALIASES

The CHRONICLE of the JIHAD
The CHRONICLES of the JIHAD
The CHRONICLESES of the JIHAD

by MP Barno

The Endwellian Society of Mediocrity is attaining new middle-of-the-pack! Every day, we're receiving letters and cards proving that there are millions of mediocre people out there, just as average as you and me. Here are just a few of the choicer items:

(Alex Service) "Could I just send a blank piece of paper and say that that's Erin, NY?"

(John Kelley) "Klickatat is about 700 people, with lots of macho lumberjacks and volcanic ash dust recently. It is full of gossipy old ladies, Democrats (yeeeeee!) (shudder!), stray vagrant dogs, fat old drunken homosexuals (I'm not kidding!), stoners, tobacco-chewers, and all those fun things. As for me, I am a second-string (or third-string) football player, on a baseball team of 10 players I'm the guy in right field who gets pulled in the fourth inning so the other guy can play, I get about B grades, publish a painfully mediocre zine, am an average-to-poor GM, and hold absolutely no positions of importance in the hobby. Now is that mediocre, or is that mediocre?"

(Kevin Smith) "Uh....that's nice."

(Ick O'Brien) Words aren't needed here. Just look how well he's doing in TSS/Dip-02.

And our Mediocre Person of the Month: the Vice-President of the United States! (Does anyone remember his name, by the way?)

PLUG TIME: Mike Mills has the Zine Directory '80 out. It lists all of the currently active zines in North America and some European stuff as well. It's got complete information on each zine including pubbing format; pubbing intervals; length zine has been pubbing; games run; fees for games and issues; subzines and guest GM's; pubber and address; and a 2-3 line capsule summary of the zine, written by the individual publishers, where available. If you're interested in it (and every serious gamer should be), send 75¢ to Michael Mills, 3457 Makyes Rd., Nedrow, NY, 13120.

CURRENT STANDBYS

(tear on dotted line)
(or don't)

We need more standbys for all games we run, especially KM and Mac. Three free issues for playing out an abandoned position until elimination or game's end.

DIPLOMACY: Peter Ashley, Gene Boggess, Rod Fabrycky, Bob Kerstetter, Barton McPheeters, Dan Palter.

Write if you want to get on or off the list for any game.

VARIANT GAME DESIGN

by your friendly staff

Variants are one of the biggest fields of special interest in the hobby today. With a little time, almost anyone can create his own version of Diplomacy.

One handy thing to have is a good atlas or history book. Either can be really great when you're designing that game on NYC guerrilla wars, or on Aztec-Toltec conflicts.

There are two types of variants: regular-board games involving major rule changes, and alternate-scenario games, some of which necessitate certain rule revisions/additions/deletions/nuking. To create new-rule games, just recall what the guy down the street tried to pull on you when you were about to take two of his home supply centers.

Alternate-board variants are more difficult, as the toughest part is deciding what situation to portray. We suggest two simple ways to do this:

1) Take any part of the world that delights you, and assume that a nuclear war has been fought, and life is at a barbaric stage. This also provides you with an explanation for the fact that your map of Central America looks like a peeled banana. Of course, the real reason is that you can't draw worth beans, but you can explain that over the thousands of years which have passed as the radiation cooled off (sorry Bob), the Earth's surface has undergone some seismic changes.

2) The most "creative" way to start a variant design is to take out about 70 pennies, throw them on a piece of paper, and trace around their edges as they lay. Just connect the circles with various lines, make some of them supply centers, and voila! A science fiction variant! (Right, Stargazers?)

Play balance and supply center distribution might also be kept in mind, but why ruin your fun? Let the players' strategies revolve around your rules and map, instead of inconveniencing yourself.

Also, your variant, in order to capture people's attention, should have some interesting gimmick or innovation. Here are some examples:

Jarvinen Variant: Deadlines are brought to a 1:1 time scale with World War I. Six months pass between each deadline.

Excommunication: by R. O'Brien. The standard board is used, but no communications between players are allowed. Some players combine this with the classic game, but the end results are undesirable.

Morgan One-Man Variant: Used as a role-playing exercise. One person plays all seven positions, and tries deluding and convincing himself. May result in player sending postcards to himself. Great for schizos.

Viva Lithu: by G. Gurski. Switzerland and the Caspian Sea are the only provinces in which movement is allowed. All others are impassable, except Ireland, which can be used if the deadline falls on a Tuesday or Wednesday.

Russian Campaign Dip: Rail lines are assumed to connect every province directly to all other provinces.

Movement: You can move as far as you like as long as you are in supply.

Supply: Any place which you can reach by rail is in supply.

Pacifistic Dip: Seeing that most variants deal with war, this is bound to be the most unique variant. The standard board and rules are used, but the first player to get to build another unit loses.

JUNTA - A REVIEW

by Ray Angelo

((Junta is published by Creative Wargame Workshop, Inc., 330 East 6th Street, New York, NY 10003. Costs are \$9.95 in a plastic storage bag, and \$12.95 boxed with dice.))

Junta possesses that unique quality that allows both traditional wargamers and Diplomacy fans to equally enjoy the game. Far from another variant, Junta is unlike anything else currently on the market.

Players represent the leading figures in a small, politically unstable Third World nation. They attempt to smuggle as much as possible of the nation's budget into their Swiss bank accounts. The financial source, a major world power vying for political domination, doesn't ask questions, but the other factions are willing to assassinate to gain their own chance to steal more. One nice point is that an assassinated player comes back into play on the following turn as the new head of the family. In one game, I tied for the win after being killed on the second turn. Thus, it's truly anybody's game.

A principal part of the game is the coup d'etat, the attempted overthrow of the current president and his budgetary policies. During a coup, the game becomes slightly more complex (although still very playable), as individual military units are represented along with student rioters, angry workers, and police units. To succeed in overthrowing the current government, the rebellious leader and his allies must control three of the five critical areas within the city which are essential to hold power. If they succeed within seven phases, they can elect a new president, who is empowered to send anyone up before the firing squad, even an ally in the coup. (Anything for money and power.)

If fault can be found in Junta, it is in the combat result system. When enemy units occupy the same zone within the capital city, combat occurs through each player rolling one die for each combat unit or for each two rioting groups. A six is considered a hit, causing one enemy unit to be removed from play. The system involves quite a bit of dice rolling and can consume considerable time, especially if more than one battle is occurring at a given time.

In general, players try to gain positions of power by controlling votes and either be elected President or ally oneself with him who is. A coup or presidential assassination can change the vote situation quickly and dramatically.

One additional point should be made. At first glance, the mapboard might look a bit silly; (a few cries for Middle Sea might even be heard, God forbid) but after a coup d'etat, you'll understand with no problems why the map was designed as it was.

All in all, Junta is an excellent game. I highly recommend it to anyone with enough flexibility to stray beyond A Con-Bul or cardboard tanks.

WERECENTLYDECIDEDNOTTOPRINTANYMOREDUMBPAGENUMBERSLIKE"2½"OR"neves"

Seen on one of Greg Gurski's notebooks:

NUKE THE HOSTAGES

LA BASTIENNE

....hobby news and available goodies

I'm interested in dealing in back issues of The General or Strategy and Tactics. I have:

S&T #19-79 (including all out-of-print issues)
asking \$100 or equivalent value

General: 8/5-6; 9/2-3; 11/1; 12-15/all; 16/1-4.
asking \$66 or will separate

Write to: Gene Bogess, Star Rte. Box 220-6, Columbus, MS 39701.

FOR SALE: Chivalry & Sorcery basic manual, complete with all card-stock cards. Very good condition, asking \$6.50.

Also, I am selling a "Micro Package" including: Olympica, WarpWar, Black Hole, Holy War, One World/Annihilator, Cerebus, The Awful Green Things From Outer Space, Vector 3, and Death Maze, all packaged in an SPI box. Asking \$10.00.

Briefly used "Wilderness of High Fantasy" D&D play aid from Judges Guild. Asking \$5.

In all cases, I'll pay postage. These items may be auctioned off at Origins, so write quickly if you are interested.

Tom Swider, 1183 Robinson Hill Rd., Endwell, NY 13760.

Clark Reynolds sends word that PACIFICON will be a three-day affair, to be held Labor Day weekend at the medieval world of Dunfey Hotel in San Mateo, California. For more information, write to: PACIFICON, PO Box 5833, San Jose, CA 95150.

There is still time to get your vote in for the fourth annual Leeder North American Zine and Gamemaster Poll. Just rate each zine you read regularly with a number from 1 to 10, and do the same for each gamemaster in whose games you've played within the last year. Also, be sure to state your position in the hobby. (Player in game 1978KR, Publisher of SUPER DUPER DIP ZINE, etc.) Get your vote in before the end of June. Send all ballots to:

John Leeder
121 19th Ave. NE
Calgary, Alberta
CANADA T2E-1N9

One vote per person, please....

Hey! This zine has 2 colors. It makes me feel black + blue!

WELL, SOMUCHFORTHATSTUFFNOWDOWNTOBUSINESS-THEGAMEOPENINGSANDGAMES

Bernie Oaklyn's zine, Le Front de Liberation du Diplomacy, takes pride in its righthand justification (the arrangement of the print so that the end of each line matches up with the one before). Well, as you can see by this issue of TSS, a typewriter automatically lines up the left end of each line. So Bernie, instead of taking so much time and effort to get 77 characters per line, why not just stick the paper in the typewriter backwards?

GAME OPENINGS

DIPLOMACY: TSS/Dip-04. W. Callahan, P. Goodrich, D. Palter, J. Strain (?). Need 2-3 more. GM: MP Barno. Last game opening for TSS regulars for a while.

TSS/Dip-06. If we get enough response to samples sent out by mail and distributed at Origins, this game will be opened up for the newcomers to TSS,

BOURSE: Accompanying TSS/Dip-04. You can't play in the Bourse and Dip-04 at the same time. Rules available upon request. C. Reynolds, A. Service. Can take any number. Starts when Dip-04 starts. GM: MP Barno.

DELAYED STAB DIPLOMACY: Variant by T. Swider. Rules available upon request. You get the results of your own orders, while complete results are published a turn later.

TSS/DSD-01. T. Novakovic, B. Oaklyn, R. O'Brien, D. Palter. Need 3. GM: MP Barno.

ANCIENT EMPIRES II: Excellent variant designed by John Lipscomb. Deals with Rome and Carthage era; rules available upon request.

TSS/AE-01. R. O'Brien, D. Palter, C. Reynolds. Need 4. GM: T. Swider. First of max two games.

MACHIAVELLI: TSS/Mac-02. P. Ansoff, P. Goodrich, D. Palter, B. Schilling, S. Smith, D. Swartz. Need 2. Last game opening. GM: T. Swider.

KINGMAKER: TSS/KM-03. Need a bunch. GM: A. Service.

Also, will be opening a variant game called "The War of the Thorns", with the variant event cards, some new events, and a system in which only a noble's owner will know which faction it belongs to. To be run by T. Swider.

NUCLEAR DESTRUCTION: Either TSS/ND-01, or run through ENVOY. Write for details. R. O'Brien, A. Service, B. Wyatt. Need 6-9 from TSS and ENVOY. GM: T. Swider.

STUDIES SHOW THAT 37% OF THE READING PUBLIC READ MAGAZINES FROM BACK TO FRONT

So what happened to all of you press writers out there? Only three people submitted press items -- three players out of thirty-something positions! It seems that the two most newsworthy spots around are Thrillville and Eniwetok. World News spots take only moments and bits of creativity to write. They greatly enhance your reputation as a player, serve as another medium for negotiations, idea exchanges, or rubbing it in, and make the game much more interesting for both the players and other readers. Hopefully, the press-contest incentive will wake people up. If not, we'll start running chess instead of Diplomacy.

TSS/Dip-02
Spring '05

RUSSIA GOES INTO CIVIL WAR
AYATOLLAH SEIZES THE KREMLIN

1979 KX
GM: T. Swider

ENG (D. Palter): Build F Lon, F Lvp. F StP(sc)-H; F Nwy-Nwg;
F Den-Bal; F Ber S F Kie; F Kie S F Ber; A Hol S F Kie; F Nth-Eng;
F Eng-MAO; F Lon-Wal; F Lvp-Iri.
RUS (R. Fabrycky?) NMR Out. A War; *A Ukr. CIVIL DISORDER!
TUR (J. Morgan): Build F Smy. A Sev-Mos; A Rum-Ukr (s A Gal);
A Ser H; A Bud-Vie; F Bla-Sev; F Smy-Aeg; F TyS-Lyo;
F Wes S ITA F Spa-MAO.
ITA (M. Allen): Builds A Ven, F Rom. A Ven-Tyo; A Boh-Sil;
A Mun-Bur; A Pie-Mar; F Rom-Tus; F Lyo-Spa(sc); F Spa(sc)-MAO;
F MAO-NAO.
FRA (B. Kerstetter): Retreat F Spa-Por. Remove A Gas. A Bre H;
A Ruh unordered; A Bur S A Bel; A Bel S A Bur (NSU);
F Por-Spa(sc) (s A Mar).

GAME NOTES:

- 1) RUS is now in civil disorder, as in the rulebook. Houserules state that a power that NMR's out with less than two s.s.'s goes into civil disorder, requiring no standby.
- 2) RUS A Ukr retreats OTB (Over to The Box).
- 3) Note that FRA has no army in Bel, but does have A Ruh.
- 4) No press. Come on, turkeys!

CORONAMATICCARTRIDGEBYSMITH-CORONABLACKNYLON(NOTINTHETYPEWRITER)

TSS/Dip-03
Spring '03

ENDWELLIANS DON'T SHOW UP
ITALIAN BUILD SUCCEEDS

1979 KY
GM: MP Barno

ENG (Morgan): Build F Lvp. F Lvp H; F Wal-Lon; A Lon-Yor;
F Nwy-Ska; F Swe-Den.
GER (O'Brien): NMR! Has F Nth, A Ber, A Mun, A Kie.
RUS (Snyder): Retreats F Swe-Den, giving one build: F StP(nc).
F StP(nc)-Nwy; F Den-Swe; F Bla-Con; A Sil-Boh (s A Gal);
A Bud-Vie; A War-Sil.
TUR (Service): Builds F Smy, A Con. F Smy-Eas; A Con-Bul;
F Bul(sc)-Gre(s F Aeg); A Gre-Alb (s A Ser).
AUS (Boggess): Disband F Alb. A Tri S RUS A Gal-Vie.
ITA (Lindley): Build F Nap. F Nap-Ion; A Ven-Tri (s A Vie);
*A Boh S A Vie; F Ion-Eas.
FRA (Gurski): NMR! Has F Eng, F Iri, A Bur, A Pic, A Mar.

GAME NOTES:

- 1) ITA A Boh can retreat to Tyo or the box.
- 2) Would Dan Palter, PO Box 156, Cedarhurst, NY, 11516, please submit standby orders for the GER position.
- 3) Would Peter Ashley, 6587 N. Lakewood, Chicago, IL, 60676, please submit standby orders for the FRA position.

WORLD NEWS UPDATE:

ENIWETOK: Congrats go to John Lindley, planning an October 3rd wedding. (Perhaps his mind has been elsewhere besides TSS/Dip-03?)
RUS-Ger & Fra: Did you see what he did to me?
RUS-Eng: How do you like these?
ITA-Rus: Thank you for your indirect help.
Zurich (Reuters): Italian President Renaldo Ray Gunn today declared his neutrality with all nations except Austria, Turkey, Russia, Germany, England, and France.

(TSS/KM-01 Cont.)

Since Wild Bunch have the majority vote in both houses, the Wild Bunch have decided to distribute the cards as follows:

Duke: Exeter awarded to Holland
Earl: Richmond awarded to Clifford
Treasurer: England awarded to Clifford
Warden: Cinque Ports awarded to Holland

Wild Bunch also transfers holdings among his nobles as follows:
Fitzalan receives Chamberlain: Chester (from Duke: York), Duke: York gets Warden: Cinque Ports (from Holland), Holland gets Constable: Tower London (from Fitzalan), and Holland will also receive Arch: York from Clifford.

Coronation Phase: Nil.

Event Enactment Phase: Percy goes to Alnwick on Scots Raid.

Movement Phase:

The Wild Irish Roses (A. Service)

Fitzalan: (Preston) Mid 22, 30, 36. Stopped by Knightsbridge.
Clifford: (Preston) Follows Fitzalan.
Holland: (Preston) Follows Fitzalan.
Duke: York: (Preston) Follows Fitzalan.
Le Trinity: (Rye) Sea 24, 23, 21, 19, 17.

The Pink Dragon (D. Palter)

Percy: (Alnwick) Nor 2, 14, Durham, Mid 19, 20.
Le Swan: (Sea 27) Sea 28, 29, 30, Whitby.

Boar's Head (B. Kerstetter)

Courtney: (Okehampton) Cor 10, 7, Hon 50, 43, 41.
Hastings: (Hon 40) Salisbury, Hon 38, Wallingford.
Howard: (Wallingford) Hold. ((I hate to tell you this Bob, but Holland snuck out to Parliament!))
Le Rose: (Plymouth) Sea 17, 18, 20, Southampton.
Le Margret: (Lynn) Sea 30, 29, 28, 27, 26.

Knightsbridge Club (B. Snyder)

Berkeley: (Kenilworth) Hon 3A, Shrewsbury, Newcastle, Mid 36.
Stops all Wild Bunch nobles for combat.
Roos: (Kenilworth) Follows Berkeley.
Scrope: (Kenilworth) Follows Berkeley.
Bouchier: (Berwick) Nor 4, 3, 1, 2, 14.
Le Lucas: Starts at Milford Haven, since ship was needed to drop off Fitzalan for Parliament. Not ordered to move.

Event Card Draw Phase: 1) Parliament may be summoned... (discard)

2) Peasant Revolt: Stafford to Leeds, Earl: Kent to Rochester, Marshal to Black Heath.

Crown Card Draw Phase:

(Player info only!)

Seige Phase: Nil.

Gamenotes: Cards Played this turn:

Pink Dragon: PERCY

Boar's Head: COURTNEY

(TSS/KM-01 Cont.)

Location of Royal Heirs:

King Henry: EXECUTED	Richard:York: Mid 36 (Clifford)
Margaret: EXECUTED	Edward: Mid 26 (Scrope)
Edward: Mid 36 (Scrope)	Edmund: Ireland
	George: Mid 36 (Duke:York)
	Richard:Glouc: Calais

Combats Next Turn: Berkeley, Roos & Scrope of Knightsbridge attack Fitzalan, Clifford, Holland & Duke:York of Wild Bunch in Mid 26.

GM Notes:

- 1) Knightsbridge ends alliance with The Wild Bunch.
- 2) Knightsbridge must execute all Yorks or Lancastrians by next turn.
- 3) Note that Pink Dragon remained neutral at Parliament.
- 4) This turn seemed confusing because of the Parliament. Alex noted that he had notified all players that he had called Parliament, while on phone conversations with B. Kerstetter and D. Palter, both parties in question denied such notification. So, just to make things fair for all in the future, a new house rule is being added: Any player calling Parliament must notify the gamemaster of this fact by the last day of the month, or else lose the privilege of being able to summon Parliament that turn. Players will also need to mention the location of Parliament when doing so. Players may submit orders for the rest of the turn after the Parliament Phase, but if they see that the results of Parliament will effect their upcoming moves, they may force the GM to separate the Parliament turn from the remainder of the turn. Players should also explicitly give instructions for Parliament, including how his faction will cast votes for various proposals and how he would distribute the Crown cards in the Chancery if he is ever in position to do so.
- 5) I am personally looking forward for next turn. The combat between Knightsbridge and Wild Bunch should prove exciting because so much is at stake.

TSS/KM-02
Turn 2

KM-02 Becomes A 4 Player Game

GM=T Swider

Open Battle Phase: Roos (Moose) vs. Grey (French) Moose Conspiracy needs a majority victory in order to win. During combat, Moose draws a free move/writ card, and then pulls out a 3-1 victory card. Neither side takes casualties.

Parliament Phase: Nil

Coronation Phase: Nil

Event Enactment Phase: Pole to Wingfield, Clifford (Earl:Essex) to Colchester.

Movement Phase:

The Scottish Underground (B. Hume)

Percy: (Mid 25) Towton, Mid 35, Newark, Nottingham, Coventry.
Talbot: (Hom 22) St Albans, London, Black Heath.
Le Swan: (Berwick) Sea 32, 30, 29, 28, Caister.

RD#3 Head-Bashing Society (B. Kerstetter)

Courtney: (Hom 36) Bath, 31, 28, 21, Warwick.
Mowbray: (Hom 36) Follows Courtney.
Cromwell: (Hom 23) Northampton, Warwick.

The Moose Conspiracy (D. Palter)

Clifford: (Colchester) Hom 30, Royston, 25, 22, 21.
Hastings: (Harlech) Hold
Roos: (Ashby) Hom 3A, Shrewsbury, Chirk, Wal 10, 9, 8.

(Cont.)

ETTIN (TSS/Dip-07) & Hippogriff (TSS/Dip-08)

Welcome orphans! This ~~very~~ great 'zine is now the new home for the gamestarts that appeared in John Kelley's defunct "The Beholder" (Ettin & Hippogriff). There is some hard information that must be stated.

First of all, I need to know if anybody wishes to resign from their position in their game(s). If so, please inform me as quickly as possible so that a standby can be assigned.

Secondly, all players must maintain a subscription to TSS. The rates of subs and gamefees (note that I'm not charging a gamefee for either of these orphan games.) can be found on the back cover of any issue of TSS. John sent me everybody's credit towards their games in The Beholder, so this money will go towards your TSS subscription. Here is a listing of the credits, rounding to the nearest buck. Anything below 50¢ rounds up to a dollar. Those who feel cheated may get their missing pennies back (I'll have to write a money order!).

O'Brien	\$1	
Henry	\$2	
Hollingsworth	\$4	
Albrecht	\$3	
Warfel	\$1	
Colombo	\$1	
Tonge	\$7	
Goodrich	\$2	Already has sub.
Parker	\$2	
Davies	\$5	
Schilling	\$2	Already has sub.

All important info for each issue will be listed in "From the Throne", so make sure that you read it each month. If I forget to send you a copy of the house rules, please remind me to do so.

Due to prior commitments, I will not be able to GM either of the orphans. Therefore, my good friend, editor and quasi-genius, Mike Barno will do so. His address is listed in the Publisher's statement on the last page. Lastly, the assignments for the orphan games!

ETTIN

ENG: Mike Henry; 516 W. Alpine, Austin, TX 78704
GER: Bob Albrecht; #2-2005-23rd Ave Nth.; Lethbridge, Alta CANADA T1H-4K3
RUS: Doug Warfel; 44 Marie Ave.; Hanheim, PA 17545
TUR: Steve Colombo; #1007-6200 Bathurst St.; Willowdale, Ont. CANADA M2R-2A3
AUS: Steve O'Brien; 7503 Kenlea Ave.; Baltimore, MD 21236
ITA: Alex Service; 102 Awad Park, Erin, NY 14838
FRA: Doug Hollingsworth; 37 Sanford St.; Bangor, ME 04401

HIPPOGRIFF

ENG: Clive Tonge; 24402 Edenhurst Dr.; Mississauga, Ont. CANADA L5A-2K9
GER: Vernon Parker; 1854 Waybridge Lane; Fenton, MO 60326
RUS: Ben Schilling; Apt 315 24370 Roosevelt Ct.; Farmington Hills, MI 48018
TUR: Steven O'Brien; Address above.
AUS: Bob Albrecht; address above.
ITA: John Davies; R.R. #2 Hope; B.C. CANADA VOX-1L0
FRA: Paul Goodrich; Box 34274; Omaha, NE 68134

Oh, note that all of Mike's deadlines for his games are on the 13th; mine are on the 15th. So, hopefully things will be set for next month, so Spring '01 orders are due next deadline for both orphans unless otherwise notified! GOOD LUCK.

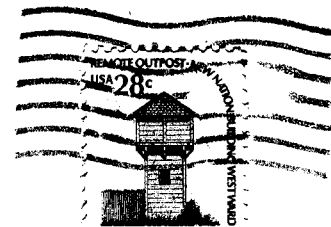
YE OLDE PUBLISHER'S STATEMENT:

"The Shogun's Sword" is a fan 'zine published by Tom Swider of 1183 Robinson Hill Road, Endwell, New York 13760. Mike P. Barno helps me by offering his GM ability, editing, and overall criticisms. He also offers possible reading material. Mike's address is: 2811 Robins St, Endwell, NY 13760. In case you ever need to call one of us, my phone number is (607) 729-2830 and Mike's is (607) 748-4490.

TSS comes out every month about the 17-19, thusly the moves for my games are for the 15th (the 16th if the 15th is a Sunday) and anybody else's deadlines in this 'zine are for the 13th. Subscriptions are \$5/ year and for each game you enter, you must pay an additional \$1.00 Game fee. Send all checks/ money orders and donations to Thomas Swider. Always give a pref. list. Houserules on request.



The Shogun's Sword
Tom Swider
1183 Robinson Hill Road
Endwell, N.Y.
13760



Jerry Jones
1854 Wagner St.
Pasadena, CA 91107

(T)

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Remember. The deadline is the 15th! Happy Dipping!!!