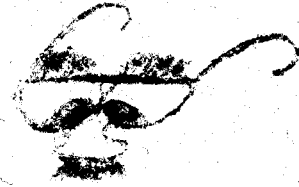


FROM THE CHRONICLES OF THE TERRIBLE SHOTGUN'S SWOOD, IT'S

T H E
S H O G U N ' S
S W O R D



1st Year Anniversary Issue, without Commemorative Graphics

Because I Screwed Up

ISSUE #12
AUGUST 1980

FROM THE THRONE

by Tom Swider

....and we have just finished a full year of publishing! And to think, it was done in such a mediocre fashion.

How did we do that? Well, we managed to make several goofs in almost every issue. Now, Mike and I just look back at them and laugh.

I'll go back and touch upon the low points of TSS to date:

ISSUE 1: This was when I was using a xerox machine at a local university. I thought it was cheap at 5¢ a page, but I'd soon have gone bankrupt at that rate. That month, I forgot to type in the headings for the Game Openings and Next Time, You'll See sections.

ISSUE 2: Mike's old typewriter didn't type too well, so the typing came out very sloppy. I also typed on both sides of each page of the original, giving the photocopying equivalent of bleed-through.

ISSUE 3: This month, I met Mrs. O'Brien and made arrangements to use her mimeograph. God, was it messy! I also didn't know about the electro-stencil process, which allows neat artwork. So this time, the sword looked like a banana and my throne looked like a pigeon wearing a crown.

ISSUE 4: The old manual typewriter cut the stencil in shreds! It made that issue illegible. And I was bitten by a Bookworm -- permanent illiteracy.

ISSUE 5: Again, the manual typewriter gave us problems. This time, the stupid thing didn't cut all the way through the stencil. Here, we used the neat green paper for the first time. Wow! (Then again, I get thrilled by Simonizing our toaster-oven.)

ISSUE 6: Starting to look halfway decent. However, Publisher and Editor got signals mixed. I typed the stencils for 8x11 pages while Mike typed them for an 8x14 format. That's the long and short of it, I guess.

FROM THE THRONE -- Year One cont....

ISSUE 7: Back to white paper for one issue, and a countable number of adjudicational errors.

ISSUE 8: Some bleed-through problems. We also started using silly page numbers.

ISSUE 9: We ran into an odd number of pages, so I had to include a blank page, which upset me a bit.

ISSUE 10: Because the mimeo machine I was using ran dry, it had to be boiled out, taking two weeks. I'd already run off half the pages, but when I got another machine lined up, it turned out to have black ink instead of blue. Well, at least I found out that black looks better.

ISSUE 11: It seems that the only one we fooled by labeling all of the pages "5" was me! After folding, stapling, and stamping 30 copies, I discovered that one page was in backwards, so I went back and corrected it. Naturally, I later found that two more pages had been put in backwards, and it was too late to correct the problem, as all the copies were already in the mail. I guess this time, I deserved it for trying to be too "cute".

ISSUE 12: You'll see!

In a year of publishing, I haven't mentioned much about myself. Well, why not right now? Glad you asked. Being the mediocre 16-year-old guy that I am, I decided to get involved in this bizarre hobby.

In Endwell, there are only two things to do: 1) carry on some individual hobby, and 2) play tennis. Well, about four years ago, I decided to take up tennis, and met Mike at the instructor's lessons. We later found that we shared a common interest in games, so we got together a few times to play a moving-ships variant of Battleship, the Milton Bradley game. Then one day, I purchased a new game called "Diplomacy". The two of us were greatly inspired because it allowed us to use our wit and charm to gain the position of Europe's ruler. I find it interesting that Mike still is my editor even though I whip him in tennis! (Mike will definitely make a comment about this, either in the Chronicles, or in a line separator.)

((Not true; I'll do so right here. We've only played tennis once in the past year, and I definitely would have beat Tom except for this little control problem I had, see...))

It's great working with Tom; he's illiterate, so I do all the typing and so I really control this zine. I'm honest, though; everything in "From the Throne" was really written by Tom, though probably in a different way. I couldn't publish myself, though; Tom's insane creative genius is too much for a mediocre guy like me to match. He deserves the credit for this, uh, venture. --Ed.))

So one sunny summer day, I decided to publish this rag. Tadaa! Publishing hasn't really interfered with my normal everyday life. I manage to maintain a 90 average, and I'm currently playing in six Dip games and one Machiavelli game. So far, I hold very good positions in all of them. Doesn't anybody want to stab me? My two favorite games now in play are in Dick Martin's Retaliation-6 game (I'm France, have an alliance with Italy and plan to stab Bill Nielson as England.... oops!) and Gene Boggess' mini-newsletter Swamp (I read it for its articles) where Mike is playing in a Bourse accompanying the game. As Italy, I demanded that Gene change the Italian currency to "Mediocre Bucks", which are now the highest-priced currency on the board at \$1.23. Dan Falter (Austria) has

FROM THE THRONE cont....

been my game-long ally, and we're doing great. Other games I enjoy include Dune, Samurai, and Yaquinto's Panzer game, which is excellent. My favorite publications are The Voice of Doom (it has a good variety of interesting articles) and Envoy (which will outlive GRAUSTARK).

Off the wargaming topic, I like tennis, Monty Python's Flying Circus (who would expect the Spanish Inquisition?), blondes (Are Sue Martin and/or Kathy Byrne blondes and candidates for Retaliation's/Grab Dots'/In a Galaxy Far, Far Away's/Old Zine, New Name's/whatever's centerfold?), classical music, frisbeeing, and fiddling.

So that is me! Do you really care? Thrillville, right? Well, that means that because I wasted all of this space, I don't have to write too much for this issue, so the joke is on you!

Lastly, I'd like to make the following recognitions:

To MP Barno: Mike is the one who really shaped TSS to its current state of legibility and organization. My sporadic personality wouldn't allow me to publish like this without some guidance. Thanks a bunch, Mike; couldn't do it without you!

To Mrs. O'Brien: Many thanks for letting me use your mimeograph and for teaching me how to use it. Your helpfulness is only outshined by your kindness! Take care of yourself down south, ~~if~~ when you get there.

I'd thank myself, but it would take at least a full issue just to tell you about my genius.

So what is there to look forward to?

- 1) More puns!
- 2) One Dune opening.
- 3) One Samurai opening.
- 4) More articles.
- 5) A gigantic membership drive for the Endwellian Society of Mediocrity (ESM).

So, on with the zine!

TSSUSESBINARYPAGENUMBERSTHISMONTHINHONOROFFIRSTLEVELMAGICUSERWHOSPEAKSBASIC

TSS Inc. PROUDLY PRESENTS....

Yes, folks! Another game company has been formed. And we have games that play better and are more intriguing than any of those currently on the market from other companies.

Don't think we're just a bunch of novices trying to steal your money; the same group which now introduces TSS Inc. games is that coalition responsible for that brainstorm of a game, Uphill Race, which has thrilled millions.

Instead of trying to snow you with our promo, we'll just let our games do the talking for us!

Love Canal-- For all you Guadalcanal fans, TSS Inc. proudly presents Love Canal, a game of evacuation for two players. Includes variable half-lives, radioactivity rules, and sludge counters. Can YOU escape from Love Canal before it's too late?

Watergate-- This is part of the TSS Classic series, and YOU are the 38th president of the United States, struggling to maintain the presidency against the powerful political machine of Senator George McGovern. Will you, as Nixon, meet your Waterloo at Watergate?

(cont.)

TSS Inc. Proudly Presents cont....

Firefight-- The fire siren blares in the dead of the night and the Chicago Fire Department races off to fight yet another five-alarm blaze. YOU, as fire chief, must save the buildings from destruction to win. Game can be played solo, as "the Towering Inferno". Includes optional rules covering wind changes, water shortages, equipment malfunctions, Lorne Greene, on-the-job walkouts, and much more.

Nagasaki-- No game company has ever dared to recreate this event that made the world hold its collective breath. NAGASAKI faithfully simulates one of the greatest epic battles of the Second World War, one which shaped the course of modern history. Game includes well over 50 cardboard counters, a mammoth 8½x11 mapboard (not mounted), and ONE simulation bomb. Deluxe edition includes flamethrower to simulate the ground action, and asbestos mapboard. Available August 9.

School-- Stroll down memory lane in this fantasy role-playing game of the heydays of High School. Now YOU can relive those good times, or find out what you missed out on when you dropped out in order to have the time to publish your own Dipzine. You can be a Jock, a Cheerleader, a Brain, a Burnout, or any of the other colorful stereotypes presented in SCHOOL. Can you survive the prison created by the detested Administration?

Status-Pro Ping-Pong-- Gnip Gnop! The excitement bounces on. In this fast-paced action game, Championship Ping-Pong comes alive. Choose the strengths and 'faults' of your pro in six categories: Dexterity, Serve, Smash, Forehand, Backhand, and your GDYLO (God, did you luck out!) Factor. Pure strategy is the name of the game; if you should suffer defeat, it 'serves' you right!

Battle of the Network Stars-- Farrah Fawcett-Majors, Cheryl Tiegs, Loni Anderson, Melonie Lane; they all come to life to duke it out in the field of battle. Game includes fully-silhouetted counters and valuable statistics. So exciting, you'll want to keep it under your covers....

Race to Guyana-- A delightful leisure-time game for all the family. Players compete in recruiting members for their far-out exotic cults. Be the first messiah to reach Guyana with over 1000 happy patrons to meet their untimely demise, and win the game! Game includes historic background, theology cards, conversion table, tokens, plastic churches, play money, spinners, and grape-flavored cyanide.

Well, we brought you Uphill Race, and now we bring you all of these! All games are available for \$15.00 apiece (NY residents add 4% sales tax.) If you would like any of the above titles, send your payment in unmarked bills to Tom Swider, c/o TSS Inc., 1183 Robinson Hill Road, Endwell, NY, 13760, before September 1st, since I will after that date be residing in Hawaii, living off the money I swindled from suckers like you.

Watch for future releases!

Note that a number appears in the upper right-hand corner of your mailing label. This number is the last issue of TSS on your current subscription. A "T" indicates that a trade is in effect.

Note also that subscriptions are now \$6.00 (US) per year, or 50¢ per issue. Gamefees remain at \$1.00.

Also, I believe that I need a subscription payment from Bob Albrecht, whose original orders were sent on the 7th of July and were received on the 22nd.

La Bastienne

....other zines

1) Jack Brawner's The Flying Dutchman has folded. I personally had nothing but trouble with his Rail Baron game (never received results!), so my own feelings are a bit mixed about this one. There goes another zine. It's rather sad seeing somebody fold, but it has to happen to everyone sometime (except Graustark). I'm inquiring about a Machiavelli orphan which he only had running for a month or so. Will Jack, of "The Flying Dogs of Retaliation", be orphaning his own games?

2) Just like the TV networks, we have some previews of the new zines you'll be seeing this fall! If you write for a sample, you might send along a SASE or a stamp or two.

--Just Among Friends (it does sound like a TV show!) is the creation of Al Pearson (Route 1 Box 17785, Kearneysville, WV, 25430), and seems to have a lot of promise. He's opening up with two gamestarts and some rather odd articles, including humor pieces and such game strategy as the English-Austrian alliance. JAF will make its debut on October 1st.

--Jihad: "Shades of Envoy" was my first thought. Glenn Overby (23096 Tawas, Hazel Park, MI, 48030) has been running this zine for three months as we print this, and plans on expansion in the fall. He runs Dip, Russian Civil War, Crusades, Kingmaker, and others. I recently took an opportunity to stab Glenn in our Machiavelli game, so I might miss Jihad, but you shouldn't. With a name like that, it's gotta be good!

--Grab Dots is a pseudonym for Retaliation, which is what TSS would have been if Mike hadn't stopped my abuse of the English language. It's put out by Dick Martin, of course (26 Orchard Way North, Rockville, MD, 20854). I suggested that he form the "Rockville Society of Dot-Grabbing", but it won't catch on, since everyone is just dying to join the ESM. Still, his zine has a lot of press and entertainment within its pages, and is well worth a sample. Too bad you missed out on the centerfold! I didn't think that Dick's sister Sue was that well-built. See my latest letter to Playboy for the exciting details.

-- : Bob Snyder is thinking of starting his own zine. It will deal with land wargames, preferably multi-commander. It might be like Wade Dudley's The Broadside. Bob would appreciate hearing any support from our readers, and any suggestions for games you might be interested in seeing moderated. Publishers, how about mentioning this to your readers? Bob said that he will be running games such as Squad Leader, Third Reich, DNO, Battles for the Ardennes, and the ilk. How about some Napoleonics? Well, Bob's address is 444 West Ferry, Buffalo, NY, 14213.

TSS READERS!!!

An annual feature of TSS will be a complete listing of all readers' current addresses. TSS/Dip-06 and -07 players, please note that the list's first address, Bob Albrecht's, is a COA.

Bob Albrecht, Suite 17, #5 Acadia Road, West Lethbridge, Alta.,
CANADA T1H 4C1

Mike Allen, 4809 Waybridge Ct., Raleigh, NC 27614

Peter Ansoff, 5441-10 Sheffield Ct., Alexandria, VA 22311

Peter Ashley, 6587 North Lakewood, Chicago, IL 60626
Barbara Barno, 223 Barrett Hall, College Station, Box 7045,
Williamsburg, VA 23186.
Gene Boggess, Star Route, Box 220-6, Columbus, MS 39701
Wayne Callahan, 1009 East Dominick St., Rome, NY 13440
Steve Colombo, 53 Copernicus Drive, Sault Ste. Marie, Ontario
CANADA P6A 6H5
John Daly, Rt 2 Box 136-M5, Rockville, NC 28130
Brian Edwards, 1512 Gleason Street, Wheaton, MD 20902
Rod Fabrycky, Plantz Hall, 600 East College Ave., Appleton, WI 54911
Arturo Guajardo, 3201 East Greenlee Road #13, Tucson, AZ 85716
Paul Goodrich, 301 Crestmont Drive, San Francisco, CA 94131
Greg Gurski, 4336 Arbor Way, Charlotte, NC 28211
Roy Henricks, 240 South Millvale Ave., Pittsburgh, PA 15224
Mike Henry, 516 West Alpine, Austin, TX 78704
Bill Hume, PO Box 8445, Denver, CO 80201
Jerry Jones, 1854 Wagner Street, Pasadena, CA 91107
John Kelley, Box 35, Klickitat, WA 98628
Keith Kendall, 99 Forest Drive, Jericho, NY 11753
Lee Kendter Sr., 4347 Benner Street, Philadelphia, PA 19135
Bob Kerstetter, RD #3 Box 125A, Middleburg, PA 17842
Gene Knecht, 701 Colleton Road, Raleigh, NC 27610
Richard Kovalcik, 9 Ladd Place, Watertown, MA 02172
Bill LaFosse, 15 Cory Cr., Trenton, Ontario, CANADA K8V 5W7
John Lindley, 33 Schiller, Binghamton, NY 13905
Dick Martin, 26 Orchard Way North, Rockville, MD 20854
Barton McPheeters, 1254 Cornell Ave., Binghamton, NY 13901
James Morgan, 1055 Pleasant Street, Worcester, MA 01602
Ralph Morton, 173 Irving Ave., Ottawa, Ontario, CANADA K1Y 1Z6
Bill Nielson, 665 Deer Watch Road, Bridgeville, PA 15017
Bernie Oaklyn, 13412 Brackley Terrace, Silver Springs, MD 20904
Rick O'Brien, address forthcoming
Steve O'Brien, 7503 Kenlea Ave., Baltimore, MD 21236
Dan Palter, PO Box 156, Cedarhurst, NY 11516
Andy Patterson, 10235 West 18th Place, Lakewood, CO 80215
Al Pearson, Route 1 Box 177-B, Kearneysville, WV 25430
Jonathon Penner, 946 Nesbitt Bay, Winnipeg, Manitoba, CANADA R3T 1W7
Craig Reges, 16 West 761 White Pines Road, Bensenville, IL 60106
Clark Reynolds, 6731 37th Ave., Sacramento, CA 95824

THE SHOGUN'S SWORD HOUSE RULES -- REVISION IV

I. Introduction

I think that the heart of a given zine lies in its house rules. Without a firm set of rules in existence and consistently applied, many problems can result, often shocking or alienating the player. The house rules for The Shogun's Sword are the product of much thought and the experience of many. Special credit must go to Bruce Linsey, publisher of The Voice of Doom, for his aid. "BRUX" had his name misspelled last revision, so I will again plug his dog, Trouble.

Hi Trouble!

II. Signing Up for Games and Subscription Information

- A. When you sign up for a game moderated in TSS, please accompany your request with the \$1 game fee. You may also wish to include a preference list, if applicable. If no preference list is received with your game request, you will be assigned to any vacant position in the game in which you will be playing.
- B. When you first subscribe, you will be sent a copy of the house rules, which are available upon request. Updated houserules will also appear in the pages of TSS once per year.
- C. In order to play in a TSS game, you must have a current subscription and have paid your game fee before the game starts. No pay, no play.
- D. Prospective standbys must maintain a subscription; when a standby takes over an abandoned position, his subscription is extended by three issues, and he pays no game fees. A standby may decline to take an assigned position, but may not request one. No player may stand by in a game in which he (or she; the masculine pronoun is used here in reference to persons of either gender; you're welcome Barb) is currently playing or has . . . previously played.
- E. If you decide to resign from a game, we ask you to send in a set of orders for the upcoming turn along with your resignation.

III. Sending In Moves

- A. Unless specified otherwise by the gamemaster, moves will be due on the 15th of each month, or the 16th if the 15th should fall on a Sunday. Telephone orders will be accepted by the gamemaster of the game involved up through the day before the deadline, between 6 PM and 10 PM, Eastern Standard Time. We will not accept collect phone calls! Please do not expect GM's to exchange sets of moves to save a player 15¢; send orders for each game to the appropriate GM. All deadlines are strict, and we will not accept orders after the deadline except in cases where it is our fault that a player is unable to get his orders in on time (such as a copy of TSS being eaten by the Postal Service. We do not guarantee to be available by telephone at any specific time, and we are not responsible in the event that a player is unable to reach us, or in the event that an error in transcription is made.
- B. If you have not received your copy of TSS by the first of any month, contact the publisher immediately in order to assure making the next deadline. In this case, you will be sent just the pertinent move results, to be followed up by a complete copy of the missing issue if it does not appear.
- C. Diplomacy games will have separate mailings for the Winter 1901 turn. In all following years, Winter orders will be combined with Spring moves, unless separation of the seasons is requested and granted. We prefer to keep the games going at a good pace with a minimum of confusion, so we'd rather not separate seasons unless there are more than 3 retreats or more than 6 builds/removals.

D. When applicable, moves may be made conditional upon builds and/or retreats. Be careful in writing conditions; if your orders show more than one possible move for a specific unit under the conditions of the actual builds/retreats, that unit will hold. If possible, please write your moves in the following format:

<u>Condition</u>	<u>Move</u>
If RUS retreats A StP-Nwy	F Bar-StPnc F Nwg-Bar
If RUS doesn't retreat A StP-Nwy	F Bar-Nwy F Nwg-Nth
Unconditional	A Lon-Pic F Eng C A Lon-Pic A Bel S GER A Mun-Bur

E. The Spring mailing consists of any Fall retreats, Winter builds/removals, and Spring moves. The Fall orders should include any Spring retreats and Fall moves. Again, moves may be made conditional upon retreats and builds while builds may also be made conditional upon retreats.

F. All orders sent to us should follow this format: Orders for each game must be on a separate sheet of paper; please do not submit orders for two or more games on a single page or postcard. Each set of orders should include the actual orders, the date on which you sent them, the game which the orders are for, and your signature. Orders are to go to the GM of the game involved. We hold no responsibility for NMR's or errors in the reporting of moves when due to ignoring the above format.

G. If you fail to include a dislodged piece's retreat in your orders, the piece will be disbanded (termed as retreating "Off the Board" (OTB).) If you fail to include build orders, you will not receive any builds that year (play short), and any removals necessary due to supply center ownership changes will be made by the GM according to the Rulebook clause on the subject.

H. Press releases are encouraged! These are small (or sometimes not so small) messages publicly given, either to relay specific information or to make the game more enjoyable through humor, gloating, insults, satire, and the like. We only make two restrictions: keep the length reasonable, and keep the language clean. We retain the right to censor items which we feel are socially unacceptable. You may assign any location, including that of another player's territory (black press), as the 'dateline' of your press. The only exception is that of datelines established for the sole use of the GM. (THRILLSVILLE-- Tom Swider; ENIWETOK-- MP Barno.) Use of one of these deadlines will bring exposure of that player and all of his black press that turn.

IV. Move Results and Adjudications

Any province or body of water except those below will be abbreviated simply by using the first three letters of its name. The exceptions and their abbreviations as used in TSS are:

Gulf of Bothnia - Bot	Nth. Atl. Ocean - NAO
Gulf of Lyon - Lyo	North Sea - Nth
Liverpool - Lvp	Norway - Nwy
Livonia - Lvn	Norwegian Sea - Nwg
North Africa - NAF	Tyrolia - Tyo
	Tyrrhenian Sea - TyS

A. A piece whose orders are ambiguous will hold. We reserve the right for the GM to attempt to interpret badly written orders, as per the "badly written order" clause in the Rulebook.

B. Other abbreviations to be used in TSS include:

*-dislodged	GM-gamemaster
r-retreats (to)	NSU-no such unit
COA-change of address	NSO-no such order
ann-annihilated	NMR-no moves received
imp-impossible	OTB-off the board (disband)

Note that a move fails if underlined. The final position of units on the board may be typed in capital letters.

C. The use of asterisks and underlining in printing of orders is for the convenience of the players, and players are cautioned to check to see whether moves were successful as indicated. Players are requested to report any mistakes in this regard to the GM immediately, as it may be an adjudication error rather than a typo.

Errors which cannot be spotted simply by studying the moves printed may require different treatment. An example would be if the GM reported an order which was not in fact made. It is then up to the player involved to notify the gamemaster of the mistake before the next deadline. If the GM feels that the error merits correction, the other players will be notified of the change, and the game delayed if necessary. An error which goes unreported until the following deadline will stand and cannot be retracted.

D. Where not otherwise specified, conventional interpretations of all games' standard rulebooks will be used. For example, the Diplomacy Rulebook specifically prohibits the Coastal Crawl (the switching of fleets by means of two-coasted provinces). Contrary to what was stated in earlier TSS houserules, the Coastal Crawl is not permitted.

E. We reserve the right to print commentary regarding a game in progress.

V. NMR Policy

A. If your moves are not in the possession of the GM by the deadline, you have NMR'ed. Two consecutive NMR's or a total of four in a given game will mean that you are out of that game and the assigned standby will assume your position. Exceptions may be made if the GM receives explanation from the player and is assured that the player is capable and interested in continuing to play in that game.

B. If a player with three or more centers NMR's, all of his units will hold, units which were dislodged the previous turn will retreat OTB, and the player will lose any builds. A standby will ~~xxxx~~ be requested to submit alternate orders for the following turn. If the original player submits moves for the next turn, the standby is dismissed and the player's moves are used. If not, the standby takes over the position, his orders are used, and the original player is out of the game.

C. If a player with two or fewer supply centers and two or fewer units on the board NMR's, no standby will be called. If he again fails to submit orders for the following turn, the country goes into civil disorder~~s~~ as per the Rulebook.

D. If a player NMR's on the first turn, the game will be delayed and a standby called or replacement found, whichever is appropriate.

VI. Voting for Draws and Concessions

A. No player may propose more than one draw/concession in any one turn.

B. No proposal including more than five players in a draw will be accepted, nor will a concession to anyone not currently holding supply centers in that game.

C. Each player must vote "yes" or "no" on each proposal, submitting his vote with the following moves. Any outrent player not submitting a vote will be counted as a "no" vote the first turn that a proposal is before the players.

The Stab Section

The Banana Knife

TSS/dip-01
Spring 1909

Slowly But Surely

GM: T. Swider
1978 KR

Fall Retreats:

TUR A Mos r Ukr

Winter Builds:

ENG builds A Lon
TUR builds F Smy
ITA builds A Rom

Spring Moves:

ENG (G. Boggess): A Lon-NWY(c F NTH); A MOS-Ukr; F Bar-NWG; F BOT-H;
F Mid-WES; F Tys-ION.

GER (B. McPheeters): A Par-BUR; A Mun-BOH; A Kie-MUN; A Boh-SIL;
A Sil-WAR(s A LVN, A PRU); F Den-BAL.

TUR (B. Kerstetter): *A War-S A Gal(s A UKR, A GAL); A SER-S A Tri;
A VIE-S A Tri; A BUD-S A Gal; A TRI-S A Vie; A Sev-H; F Smy-A
*F Ion-H(s F ALB, F GRE).

ITA (MP Barno): A Rom-TUS; A TYO-S GER A A Mun-Boh; A VEN-S A Tyo;
A NAP-H; F ADR-S ENG F Tys-Ion; F TUN-S ENG F Tys-Ion;
F APU-S ENG F Tys-Ion.

GM Notes:

TUR A War finds a new home in the box.
TUR F Ion may retreat to Eas or OTB.

Players are reminded to re-read the house rules. This may be important since I have been receiving inquiries about draw and concessions, which are fully discussed in the house rules.

WORLD NEWS UPDATE.....

ITA-TUR: Bob, there may soon be not only excitement, but also resumption of your former status as a minor power. By the way, do you need a copy of the new novice packet?

(Rome) His Holiness, Pope Michael Angelo XVIII, was assassinated yesterday during a coup d'etat which brought a former Turkish general to power in Italy. General Buddafa Tretikhal's first action as Premier/Dictator was to launch a jihad to rid Italian waters of the intruding English Navy. Tretikhal, who was kicked out of Turkey for opium abuse, then outlawed the Catholic religion and anything else which might serve as a reminder of the old Papal regime. Insiders report that the Italian people are in a state of joy and celebration.

THRILLSVILLE: How can somebody abuse an opium? Is it done with funny cartoon characters?

TSS/dip-02
Spring 1906

STAB SEASON

GM: T. Swider
1979 KX

Winter Builds:

TUR builds A Con, F Smy

Spring Moves:

ENG (A. Service): A Hol-BEL; F STP-H(s F BOT); F BER-S F Kie;
F KIE-S F Ber; F NAT-CLY; F EDI-NWG; F Eng-BRE; F Wal-LVP(s F
TUR (J. Morgan): A Con-BUL; A Mos-LVN; A LVN-WER-SIL; A Bud-TRI;
A Boh-VIE; F Smy-AEG; F Bla-CON; F Ion-NAP; F Wes-TYS;
F Naf-WES.
ITA (M. Allen): A TYO-Mun; A MUN-Bur(s A MAR); A Sil-PRU; F Mid-SPA(sc)
(s F LYO); F PIE-S A Mar; F CLY-NWG.
FRA (B. Kerstter): A GAS-Mar(s A BUR, *A Spa); A RUH-S ENG A Hol-Kie
Not ordered so); F POR-S ENG F Iri-Mid. (Not ordered so).

GM Notes:

FRA A Spa must retreat OTB.
A TUR-ITA draw has been purposed.
Send in your vote with your next
set of orders.

WORLD NEWS UPDATE.....

LON-PAR: Sorry, but the devil made me do it!
TUR-FRA: There you have it!
TUR-ENG: I see your point; do you see mine?
THRILLSVILLE: Sounds like your'e playing "You show me yours and I'll
show you mine."
TUR-ITA: I will be in touch soon.
THRILLSVILLE: The Turkish uprising that started in '02 has been a
great success. He didn't think he'd control all of Europe, but soon
everyone may be saying "Praise be to Allah!"

LINESEPERATORLINESEPERATORLINESEPERATORLINESEPERATORLINESEPERATOR

TSS/dip-03
Spring 1904

Your'e Not Going To Believe This... GM: MP Barno
1979 KY

Fall Retreats:

RUS r F Nwy-NWG

Winter Builds:

ENG removes F Lon
RUS builds F STP(nc), A War.
TUR builds A Con.
ITA builds F Rom.
FRA NBR. Plays one short

Spring Moves:

ENG(J. Morgan): F Nwy-SWE(s F Ska); F Iri-LVP; A Edi-YOR.
GER (R. O'Brien): A Hol-LON(c F NTH); A Kie-DEN; A Mun-KIE.
RUS (B. Snyder): A War-PRU; A Boh-SIL; A Vie-Boh; A Tyo-PIE; A BUD-H;
F Aeg-ION; F Stp(nc)-NWY(s *F Swe, F NWG).
TUR (A. Service): A Con-H; A Tri-TYO; A Ser-TRI(s A ALB); F Smy-AEG;
F GRE-S RUS F Aeg-Ion; F EAS-S RUS F Aeg-Ion.
ITA (J. Lindley): A Ven-ROM; F Rom-TUS; F Ion-TUN; F Nap-TYS.
FRA (G. Gurski?) NMR#2. Has F WAL, F ENG, A BEL, A BUR, A MAR. (P. 110)

TSS/Dip-03 Continued...

GM Notes:

- 1) RUS F Swe must retreat to Fin, Bot, Bal, or OTB.
- 2) Your normal (?) GM has left for vacation to Virginia, so I (Tom) did the adjudication for this season while Mike is on his week of ecstasy.
- 3) Players are reminded to re-read the house rules, and be sure that you note any changes.
- 4) Will Don Swartz of 2549 Glenmary Ave #2, Louisville, KY 40204 please submit standby orders for France? The position will be yours should Greg NMR next month.

World News Update.....

ENG-RUS: It is too late for a truce. How about an alliance?

GER-FRA: Don't worry about the other message; I had to beat Mikey and Swindler to the pun.

THRILLSVILLE: Rick, you'll have to excuse Greg; he's out to lunch right now.

RUS-ENG: Sorry 'bout that!

TUR-GER: Since you have not replied to my early diplomacy, I take it you're avoiding me. I still remember you owe me \$2 for Squad Leader.

TUR-FRA: What's your excuse?

TUR-ITA: You can be replaced...

(Vienna-DELAYED) Italian commander Alan Arkino was heard muttering: "My troops are all ground up-- they're sausages. The Russians are coming, the Rus.....!"

(Rome) Admiral Henry Bull is using short elephants aboard ship and that's why he's going to Tuscany.

F Ionian is on vacation Too-nice place.

Blind Venetian soldiers ended up in Rome; shanty ... curtains!

THRILLSVILLE: Shades of excitement!

Ray Gunn- RUS & TUR: I I charged flowers to both of your accounts to decorate my demise. I'll never pay the bill. Glad I owe ya!

THRILLSVILLE: This game shows a great failure in western diplomacy. Because the east was capable of close connections amongst themselves, two strong powers have sprung, while no single western nation has been able to show the leadership needed to battle the east. Personally, I see no hope for France, Italy, Germany or England. On several occasions Bob (Russia) has mentioned that he has only heard from Alex and Gene (now out of the game.) Could this indicate why the west is unorganized? If some of you guys learned how to write, you wouldn't be in the mess you are in in the first place. End of lecture.

TSS/Dip-07
Spring 1901

Kendall Does the Paris Panic
Canadians Bully the New Kid in Town

GM, MF Barno
1980 F

ENG (M. Henry): A Lvp-Yor; F Lon-Eng; F Edi-Nth;
GER (B. Albrecht): A Mun-Bur; A Ber-Kie; F Kie-Hol.
RUS (D. Warfel): A Mos-Sev; A War-Ukr; F Stp(sc)-Bot; F Sev-Rum.
TUR (S. Colombo): A Con-Bul; A Smy-Con; F Ank-Bla.
AUS (S. O'Brien): A Vie-Gal; A Bud-Ser; F Tri-Alb.
ITA (A. Service): A Ven-Tyo; A Rom-Apu; F Nap-Ion.
FRA (K. Kendall): A Mar-Bur; A Par-Bur; F Bre-Mid.

GM Notes:

1) Players are reminded to re-read the revised house rules.
2) Mike is on a weekend of ecstasy in Virginia, so I (Tom) have done the adjudication this season.

WORLD NEWS UPDATE.....

Russia to World: Units of the Russian Navy have been sent to Rumania at the request of King Carol I in order to combat subversives employed by the expansionist powers.

FRA-Eniwowetrick (or something like that): Where did Kelley dig up this bunch of zombies? I got one stinking letter this season. ONE! And you were wondering about my moves!

Tell you what. Let's have a contest. First one of you to figure out how to write a letter (or postcard for that matter) will be my eternal ally. Any takers?

THRILLSVILLE: I believe that it is Eniwetok. Keith, I was the original Italian until this game came to TSS. So, I have to thank Alex for saving me from a boring (zzzzzz) game. Nobody else wrote you? Hey! You that is reading this! The name of the game is Diplomacy, not Blind Madman! Communicate, interact, be devious. But don't just stand there! If ya don't, I'll write bad press about you when I meet you in the field of battle! End of lecture.

A Unique line seperater;

CAN ANYBODY SEND ME THE RESULTS OF THE LEEDER POLLS? ANXIOUS TO SEE !

TSS/KM

Here We Go Again!

GM: T. Swider

O.K. For the time being, we will just be using the KM variant event cards. However, I will give everyone's crown card deals secret! Then, with your crown card distribution, vote whether you'd like to play with the blind noble rule. If everyone agrees, we'll use it. If someone object, I'll publish everyone's cards.

Addresses of the players;

Faction #1: Bill Hume; P.O.Box 8445; Denver, CO 80201
Faction #2 : Bob Kerstetter; RD #3 Box 132-2a; Middleburg, PA 17842
Faction #3 : Bob Snyder; 444 West Ferry; Buffalo, NY 14213
Faction #4 : Alex Service; 102 Awad Park; Erin, NY 14838

By the next deadline, you should submit your vote on the "Blind Nobles" variant, your crown card distribution and a name for your faction. Your crown card deal is listed below in the empty space.

Builds:

FRA builds A Avign, A Marse
AUS builds A Austr, A Hunga
VEN builds A Padua, A Trevi
ELO builds G(EM) Pisa
PAP builds G Rome, G Perug
NAP builds A Paler, A Alban,
F Messi, A(EM) Naple

Expenditures: MIL J Pavia (Illegal) NAP gives ELO ld.

Moves:

FRA (P. Ashley) A Avign A Turin; A Marse A Prove;
A Montf S Turin; A Milan S Cremona; A Cremona S Milan;
F Savoy A Genoa.
AUS (G. Gurski) A Austr A Carin; A Tyrol S Carin;
A Carni A Trent; A Hunga A Slavo.
MIL (R. O'Brien) G Milan-A Milan; A Genoa-G Genoa;
A Moden A Genoa.
VEN (D. Swartz) F UA S Dalma; F Dalma S UA;
A Bolog S Mantu; A Mantu S Bolog; A Veron A Bresc;
A Padua A Vicen; A Friul A Carni; A Trevi A Friul.
PAP (D. Palter) G Rome-A Rome; G Perug-A Perug;
A Flore S Seinn; A Arrez A Sienn; A Sienn A Piomb;
G Ancon-A Ancon.
ELO: (K. Walsh) F Pisa A Piomb; G(EM) Pisa-A(EM) Pisa.
NAP (S. Smith) F Hertz A Dalma; F LA S Dalma; A Ancon B;
F WTS T A Paler; A Paler A Corsi; F WM A WGOL;
F Messi A ETS; A(EM) Naple A Capua; A Bosni A Croat;
A Alban A Hertz.

Ducat Count: FRA:6 AUS:9 MIL:11 VEN:8 ELO:6 PAP:8 NAP:2

Units Killed by Famine: MIL A Moden; PAP A Flore; NEUTRAL G Moden.

Plague Rolls:

Year Roll-9 Bad Year
Row Roll- 3 Piomb, Tunis, Paler
Column Roll- 10 Herze, Pianc, Trent, Saluz, Trevi, Naple, Istri.
Units Killed by Plague: NAP F Herze, NEU G Piomb & G Saluz.

The Prince's Propaganda

NAP-FRA: Congradulations on your glorius conquest of the Milanese Menac
NAP-MIL: Help is on the way!

(Venice) Brother Don, the new leader of the Venitian Republic, wishes to extend a helping cooperative hand yo all peaceful powers. The Venitian Republic will gratefully reveiw any and all offers of Alliance and non-aggression pacts.

MIL-AUS: Frankly, Charlotte, I don't give a damn.

Concession failed 1/0/6. No new concession was purposed.

New Province Ownership:

VEN: Carniola (AUS)
NAP: Corsi (NEU), Croat (AUS)
No other countries conquered any new provinces.

GM Notes:

1) Note the following abbreviations, A(EM) - Elite Mercenary Army, A(CM) - Citizen's Militia Army, A(EP) - Elite Proffessional Army. ALL water provinces will be abbreviated by the first letter of each word in its name, except for Lagoon which will remain as its first five letters
(Con't next page)

(TSS/Mac-01 Con't)

2) I made a typo (FRA's move to Pavia failed, but it was not underlined) and nobody bothered to note this to me. Therefore, MIL's purchase fails, but he'll get to keep the ducats because of his oversight. The Papacy also tried to build A Rome and A Perug. However, the rules clearly forbid this. Lastly, I got AUS's moves early the 16th, and I allowed them because he was moving and that the game in progress can't afford to see another NMR. However, from this point on, I will be strictly enforcing the TSS Dip house rules, along with the rules for standard Machiavelli. I urge all players to re-read the Machi rules to make sure that they are aware of all of their implications.

3) Players must specify to which coast (North or South) a fleet moving to Provence or Croatia. If not, the unit will hold.

TSS/Mac-02
Spring 1454

Pope Alfa Romero Goes for Genoa
Naples Will Need His Blessings!

GM: T. Swider

Expenditures: AUS gives 1d to FRA. NAP removes F Naples
PAP builds(?) G Bolog (Illegal order)

Spring Moves:

FRA (D. Palter) A Swiss H; A Avign A Prove; F Marse A WGOL.
AUS (K. Kendall) A Austr A Carin; A Tyrol S Carin;
A Hunga A Austr.
MIL (D. Swartz) A Milan A Cremo; A Cremo A Parma; A Pavia H.
VEN (S. Smith) A Padua A Veron; A Veron A Bresc;
G Venic-F Venic; F Dalma A UA.
FLO (P. Ansoff) A Arezz A Sienn; A Flore S Sienn;
F Pisa A Lucca.
PAP (B. Schilling) A Perug H; A Bolog A Moden;
A Rome A Tivol; F Ancon A Aquil.
NAP (K. Walsh) A Messi-G Messi; F Paler A WTS;
A Bari A Aquil.
TUR (P. Goodrich) A Alban A Ragus; F Tunis A WM
F Duraz A LA.

Units Killed by Famine: NAP A Bari; NEU G Trent & Montf.

Plague (Hooray!) Year Roll-7 Good Year, row only
Row Roll-7 Paler, Genoa, Alban, Pisa, Tunis,
Avign, Milan, Sardi.
Units killed by Plague: NEU G Genoa.

Ducat count: FRA:0 AUS:3 MIL:4 VEN:7 FLO:5 PAP:3 NAP:0 TUR:2

The Prince's Propaganda

(Rome) His Holiness, Pope Alfa Romero II, is reported to be most unhappy with the current state of affairs in Italy and hopes that a suitable solution will be found shortly.

AUS-VEN

Out to the Veitian I send
A Letter so we might be friends
But write he does not
And so he is caught
Alone, for himself now to fend.

(Hey there Scottie! How 'bout writing?)

AUS-THRILLSVILLE: Yo! Tom! What have you got against Kevin, huh? First the junk variable income die roll, then the five ducats less due to famine! One more season like that and you'll be up to your ears in hostile press!

THRILLSVILLE: Thrillsville.

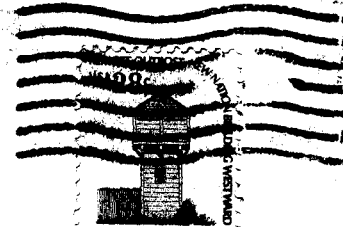
THRILLSVILLE: The rest oof the press will go only to the players of Mac-02 because I'm onea odd page, and will waste two stencils and a lot of room if I don't.

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) 748-1490.

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. House rules on request.

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Please See Page: _____

You owe me: _____

Trade? YES/NO

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