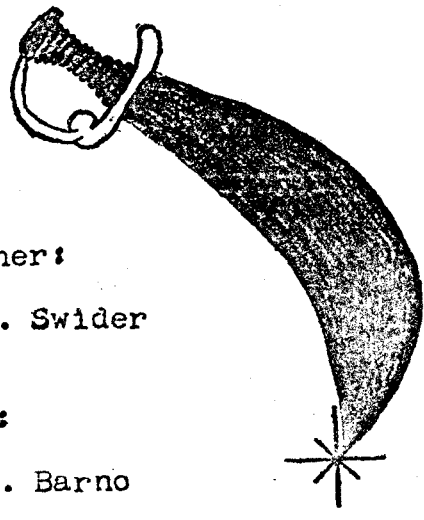


Issue #2  
Oct. 20, 1979

Due Date  
Nov 15, 1979

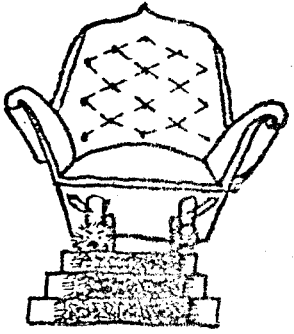
Rates  
\$5 a year  
\$1 a game  
(all games!)



THE  
SHOGUN'S  
SWORD

Publisher:  
T. J. Swider

Editor:  
M. P. Barno



*Jerry - note on other side  
You*

# FROM THE THRONE....

by T. James Swider

(HIGHER CULTURE)

"TEMPUS FUGIT!"

In case you didn't know, that was Latin for "time flies." I thought that I'd put something in TSS in Latin, just so that I can say that I printed something in Latin. Rumor will spread that TSS is put out by a genius, and thus, TSS's circulation will grow. (All of this sounds GREEK to me!)

What I really meant by "Tempus Fugit" is that putting out The Shogun's Sword takes up a lot of time. The thing is that I must get all of the articles typed up along with the moves, within a few days. So, if possible, please have your moves in by the deadline. (We call it a deadline because if you forget to send in your moves, you're dead in your Dip. game, and we're laying it out on the line.)

In an effort to find another game people will be interested in playing, I went out and bought a new game called "Middle Sea" and it was worth every penny I invested into it. What you see below is the advertisement for the game itself, written by the publishers themselves, Fantasy Games Unlimited.

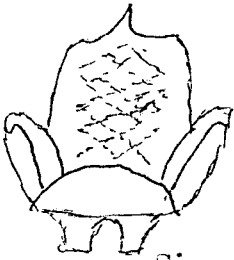
## MIDDLE SEA

**MIDDLE SEA: EMPIRES OF THE FEUDAL AGE.** A game of imperial expansion in the Mediterranean during the Middle Ages. A truly unique game of high excitement level for any number of players. This is what one would expect from the combination of designers involved (Terence Donnelly who designed Decline and Fall and Sorcerer's Cave with Wilf K. Backhaus of Chivalry & Sorcery.)

Middle Sea comes complete with 383 color cards, 250 color counters, a mounted four color mapboard and rules. All in a bookcase box and available for \$20.00 plus fifty cents for shipping and handling.

I will explain of the things they didn't mention. First of all, this is "What Kingmaker should have been." Players represent countries and dukedoms. For each province they control, they receive a certain number of ducats. With these ducats, they can buy forces to defend themselves, ships to transport forces & control the sea, and keep and walled towns to protect their holdings. Also, maintenance must be paid to keep your forces in well keeping. A more realistic combat results table (procedure) are used than in Kingmaker. Terrain effects also effect movement and combat. A last noted feature is the fact that each noble is represented by a card (used to keep forces under) and a counter (to keep track of his on board position.)

(CONTINUED ON P. 4)



# From Throne THE

(Continued!)

Since I really didnt introduce myself last issue, I might as well do it right now. I am the fool who is trying to run this 'zine (Tom Swider) and Ive been playing wargames for about two years. My main interests are Diplomacy (and its variants, Dungeons and Dragons, Traveller, and any other role playing game. I have played many "Wargame Wargames" but they dont appeal to me that greatly, except the multi player games and a few others, such as The Russian Campaign WS&IM, and those of the ancients..

Well, now that you know a little about me, we can talk about more important things. First of all, this 'zine is what the players make it. If I don't get any feedback from the readers, TSS will quickly cease to live! So far, I only got feedback from Dan Palter. Sorry! One is not enough!

What have I been doing? Well, I started another semi-regular column I call "Public Enemy #1" where I will take a serious stand on some issue, or I will do some type of satire on another topic. Other ideas came to me, such as some type of "comic strip" about a few foolhardy adventures, series replays of some Dip. matches, but I was hesitant to start any of the above until I heard from the readership.

Below is an informative survey for you to send back if you have any interest in TSS's future. To those of you who have just recieved this issue in the mail as a sample, I'd appreciate any constructive criticisms about TSS ( Its format, policies, etc.)

Help!

Thank You

## SURVEY

1. Circle any of the following games you would like to see moderated in TSS. Kingmaker Belter Middle Sea Dune D&D (I&T) The Stockmarket Game Machievelli Suggestions? \_\_\_\_\_

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2. List the best/worst article from last issue <sup>pm</sup> This issue.  
BEST \_\_\_\_\_ I.WORST \_\_\_\_\_

3. What Dip. variants would you possibly be willing to play? \_\_\_\_\_

4. What would you like to see printed in TSS? \_\_\_\_\_

5. What would you like to be omitted in future issues of TSS? \_\_\_\_\_

6. Do you think that \$5/Year is too high of a subscription rate for TSS? How about the 1 dollar game fee? \_\_\_\_\_

7. Did you like last issue of The Shoguns Sword? \_\_\_\_\_

\*8. Would you possibly like to be a stand by for a Dip. game? \_\_\_\_\_

9. Is a month long enough of a time for deadlines? If not, how long? \_\_\_\_\_

10. Use the space below for anything else you may wish to comment about. \_\_\_\_\_



# THE CHRONICLE

by M.P. Barno

OF THE

# JIHAD



For lack of anything better to do, I'm going to discuss the time factor in Diplomacy and other PBM games.

The way we fun things here at TSS, negotiations are entirely the players' business. We give you everybody's names and addresses, and you diplomize or whatever between turns, privately. With many other organizations, such as the improbable Flying Buffalo, diplomatic messages are sent to the GM with your moves. The recipient of the message gets it with the results of the next turn. (Note from Tom: I often send out a Diplomatic message to everyone with initial diplomacy AND my address so that we can correspond normally.)

The two approaches force different playing styles. When you can exchange messages between turns, the situation tends to resemble Italy in the early Renaissance. (Tom again: Anyone for Machiavelli?) It's fluid, shifting, allies hopping back and forth. You can send out a couple of feelers, compare the results, and go based on the plan of others.

It's a bit different with delayed negotiations. The game must be played on a long-term basis. Supporting your allies becomes less feasible, less common. It's impossible to get warning of an impending stab, or provide an ally with a new piece of team strategy based on the present on-board situation. For these reasons, alliances become strategic rather than tactical. The player finds a greatly increased emphasis on his ability as a tactician. Although this is my personal forte, it tends to be less enjoyable.

Culhamer's original intent was a game of "dippy". The free-communication system more closely meets the reason people play the game, so we at TSS chose it as our method of operation. Of course, your veils are desired; let us know where you stand..

Next month, I'll discuss a new Dip. system involving communications delay. Tom gets the blame for this one.

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\*\*\*MPB\*\*\*

### PUBLISHER'S STATEMENT

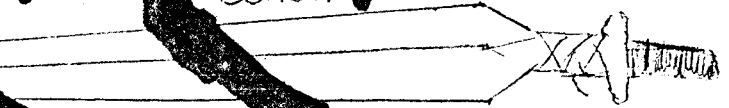
The Shoguns Sword (TSS) is ran by Tom Swider of 1183 Robinson Hill Road, Endwell, New York. His friend(?) Mike Barno also helps with TSS. Mike happens to live at 2811 Robins Street, Endwell, New York. Our zip codes happen to be 13760. TSS happens to come out once a month about the 20th. A subscription to TSS is \$5 a year. However, for each game you enter, we charge an additional \$1 game fee. All due dates are for the 15th of the appropriate month, unless it happens to be a Sunday, in which the deadline becomes the 16th. Oh, send all money, fees, moves and donations to me (Tom Swider).

### APOLOGY.....

I, Tom Swider, hereby will take PUNATIVE actions to prevent myself from making any more bad puns. Are you happy, Mike?!

If you are not paid in full your sub. will be discontinued. It just can't afford it! Somewhere near your address, I will have noted your creditor debt. An X will

# The TSS Section



## TSS/DIP'01 EUROPEAN TROUBLES AT HOME WHILE OTTOMAN EMPIRE EXPANDS!

NMR'ed: England & Russia  
 Ger (McBhaeter) A Liv-St.P; A Ber-H; A Mun-Bur; A Bel-S  
 A Mun-Bur; A Par-H; F Den-S F Nth-H; F Nth-H  
 Tur (Kerstetter) A Mos-War; A Sev-Ukr; A Smy-Arm; A Ank-Con  
 A Con-Bul; A Bul-Ser; A Rum-Gal; A Bud-s  
 A Rum-Gal; F Bla-H; F Gre-Alb  
 Ita (Barno)..... A Rom-Spa; A Mar-s A Rom-Spa; A Ven-Tyr  
 A Vie-Bon; A Tri-Vie; F GoL-C A Rom-Spa  
 F TyS-C A Rom-Spa  
 Fra (Roberson)... A Gas-Mar; A Bur-s A Gas-Mar

### ASSORTED COMMENTARY: GM\*T.. SWIDER

England and Russia decided to NMR at the wrong time, more so Russia. Italy attacks Germany, and sees the turks approaching! (What was that statement in your disclaimer in "Italy Forever!" Mike?) Also, because Italy successfully took Spain from France, we can start saying our farewells to him. Same for Russia.) England still has SOME hope left. The German is too scattered along the board to conduct any serious effort; I'm now very confident in a Turkish Victory.

### DISLODgements & ELIMINATIONS

RUSSIAN ARGAL IS ANNIHILATED!

FRENCH A BUR IS DISLODGED AND CAN RETREAT TO

### TSS/DIP'02

### GERMANY STARTS TWO FRONT WAR!

EngR (Palter)..... A Lvp-Yor; F Lon-Nth; F Edi-Nrg  
 Ger (O'Brien)..... A Mun-Bur; A Ber-Sil; F Kie-Den  
 Rus (Fabryck)..... A War-H; A Mos-Ukr; F St.P-GoB; F Sev-Rum  
 STANDBY USED FOR RUSSIA'S MOVE

Tur (Morgan)..... A Con-Bul; A Smy-H; F Ank-Con.  
 A.H. (Barno)..... A Vie-Bud; A Bud-Ser; F Tri-H  
 Ita (Allen)..... A Ven-H; A Rom-Apu; F Nap-Ion  
 Fra (Kerstetter).. A Mar-H; A Par-Pic; F Bre-MAO

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### ASSORTED COMMENTARY: GM\*T.. SWIDER

A rather "standard" opening position, except that Germany made a rather bold opening. Countries with the best possibilities are England, France, Austria, and then perhaps Turkey. Major play flaws were Germany's failure to move A Ber-Kie (England can now safely convoy A Yor-Hol!) Also, France's position would have been more secure if he ordered A Par-Bur. France in Burgundy is a smaller threat to Germany than the one Germany gives to France in Bur.

\*\*\*\*\*NO DISLODgements OR ELIMINATIONS\*\*\*\*\*

### From The Throne (Continued)

The trick is that you cannot look under your opponents cards. To find out information, players are allowed to buy Spy Rings to find out this information.

If you wish to buy Middle Sea, try your local hobby shop, or send your order to: Fantasy Games Unlimited, P.O. Box 102, Roslyn, N.Y. 11576.

(CONTINUED ON P. 2)

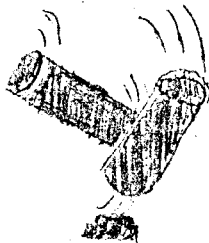
Next time, you'll see:



Same typing & Graphics

CUGH!!

Rules For "Uphill Race"  
 Even more from Mike + I  
 "The Endwellian Society of Mediocrity"  
 More Subscribers!  
 More postcards from J.M.  
 The Monthly Monster (#1 The Catalog)  
 And, More From You! (I said Please!)



# Public Enemy #1

by Tom Swider

Being a graduate from the hex grids, I wish to discuss a serious problem: RULEBOOK WRITERS!

I've had it straight up to my neck with such people, writing ambiguous garbage instead of clear, **concise** rules.

CASE #1: Many of the people who write these rulebooklets probably do it while in bed, if you don't believe me, why don't you get out any Avalon Hill game that has a hex board. Under parts descriptions, read the silly line that states, "These are hexagons. We will refer to them as squares." Either they wrote them in **bed** or I failed my geometry course!

CASE #2: Mic Uhl to me, is like Howard Cossel to a sports freak. I remember the time when I just bought Kingmaker. Mike and I sat down one afternoon to try to play and learn as we went along. The rules were written so bad, that my 8 year<sup>old</sup> niece could write them better. When we got half way through with the game, the two of us said, "That can't be right!" Mike had ended up with an enormous advantage, even though I had played with equal skill and luck. Both of us then put the game back in the box, totally disgusted. To this day, Mike refuses to play KM. The rules for WS&IM were just as bad, if not worse! It said that you were allowed to unfurl your sails and drop anchor, which is nice if the rules said how! I found out how to an hour later in a place where you wouldn't look. One last hate for M. Uhl is his Rail Baron game. I had no problems with the rules themselves, but the way he wrote them were so that Candy (My 8 year old niece.) Could Read Them! He over emphasized the fact that you had to reach your home city in order to win. I can't see how anyone could be that ignorant.

CASE #3: O.K. Everyone who wants to play a quick game of Third Reich raise your hand. None? Good.

The point of that comment is that a game shouldn't be on the market if it has many rule flaws. Many people think that erratas usually solve the problem, but sometimes they cause more chaos than good. For example, the errata for SPI's ARMADA is at least one full page of small print. Darn, its the same for Gettysburg '77, Atlantic Wall, etc. etc, etc, and so on. Another problem with errata sheets is that you have to go back and forth from the rules to the errata (Enough to make one dizzy/confused/discouraged/all of the above.)

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Summing It Up: For the most part, I am trying to stay away from many of the larger games on the market. I really enjoy wargaming, but their making it look like you have to be an English scholar to play a given game. Give me the simple life, thank you.

Next Trial: Bernie Oaklyn: Friend or Foe. ~~.....~~

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### GAME OPENINGS

DIPLOMACY: A. SERVICE PLUS TWO MORE GAMES.

KINGMAKER: A. SERVICE; A SITTER; D PALTER PLUS ONE OTHER GAME

MACHIEVELLI: D. PALTER LAST OPENING

BELTER: D. PALTER

*B. Snyder Need One More To Start*

POSSIBLY: A Mighty Fortress, Nuclear Destruction, and The Stockmarket Game, Requests?

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### A Last Note

It does take money to run TSS, so if you aren't in the clear and have a game going, please send in your money before next issue: Anyone not paid in full for more than one turn will automatically miss their move. Consider this another house rule (Which will reappear next issue.)

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The story about "The Hammer Of Thor" will not appear **this** issue. Aren't you lucky?