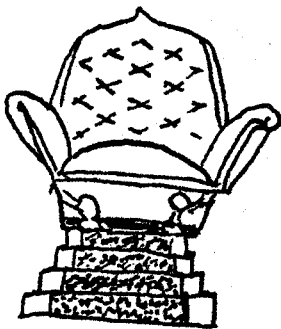


The Shogun's Sword

PUBLISHER:
TOM SWIDER
EDITOR:
MIKE P. BARNO



ISSUE #6

FROM THE THRONE....

BY TOM JAMES SWIDER

Yes, it is a miracle indeed! A readable issue. Well, this is the way it will be from now on.

TSS will be going through a few other rapid transitions. I sent out word to a few people that I would accept a few orphan games from folded zines. Also, TSS got a plug in Diplomacy World, meaning even more subs. So when and if many more games start, I may have to reduce the number of goodies in an 'average' issue, or jack up the price, which is the last thing I want to do.

- 1) **SPEAKING of Diplomacy World**: A true Diplomacy player shouldn't be without a subscription to DW. It is chock full of articles about the PBM hobby, strategies and tactics, and anything of interest in the field of Dip. Also, they usually have a Dip variant which is pretty good. So, if you're interested, please send \$5.00 for the next four issues to:
Jerry Jones, 1854 Wagner St., Pasadena, CA 91107.
You can't go wrong; subscribe today. (Tell him I sent you.)
- 2) **CORRECTION: Machiavelli's** production rights were recently purchased by the Avalon Hill Game Company (4517 Harford Rd., Baltimore, MD 21214). It now costs \$13.00, plus 10% for postage and handling.
- 3) **ANNOUNCEMENT**: The Shogun's Sword is now forming the NMR Phone List. It is a listing of names and phone numbers of those persons who would like to be called (collect) in the event that they NMR. If you wish to be on this list, just write me and include your phone number and area code. Should you NMR, the GM will attempt to reach you once to obtain your unreceived moves. If he is unable to contact you, you NMR as usual (absolutely no moves will be accepted even a second after the deadline!). A player on the list may request to have his name removed from the list.
- 4) **ANOTHER ANNOUNCEMENT**: I must get any games run by others early so that I can have the material organized quickly. This is necessary in order to get the issue out as soon as possible. Therefore, all deadlines for games other than mine will be the 13th of the month. This is absolutely inflexible, except that moves received on the 14th/15th in Mike's games ONLY may be accepted.
- 5) **OKAY Gene!** I'll get Boardman numbers right now. Not as bad as I thought....
- 6) **TIME** for a small joke. What did they call the craven servants of the king? The Yellow Pages! Not too good, huh? ((Editor's note: Not even good enough.))

RULES FOR ANCIENT EMPIRES II

- 1) Use all regular Diplomacy rules except when they conflict with the following rules.
- 2) The major powers and their starting positions are as follows:

| | | |
|---------------|---|-----------------------|
| Carthage | : | F Ico, F Uti, A Num |
| New Carthage: | | F N.Car, A Sag, A Lus |
| Rome | : | F Nea, A Rom, A Aqu |
| Macedonia | : | A Epi, A Cha, F Ath |
| Ptolemy | : | F The, A Mem, A Sin, |
| Antigonus | : | F Pon, A Ant, A Mys |
| Selaucus | : | A Ray, A Atr, A Sel |
- 3) Sinai, Mysia & Arabia function as Con does in the standard game.
- 4) Thrace functions as Bul in the standard game.
- 5) A unit ordered to move may not defend its original space and if attacked is dislodged. This would not apply if the attack was coming from the space the unit was attempting to move to. E.G. ROME: *A Aqu-Alp(dislodged) MACEDONIA: A Ill-Aqu; A Dan-Alp The standoff in the Alps is unaffected even though the Roman unit is dislodged by the army from Illyria.
- 6) A single ~~XXX~~ attack against a convoying fleet disrupts the convoy.
- 7) Victory is achieved by owning 16 centers at the end of a Fall turn. Any other victory situation may be decided by an unanimous vote of all remaining players.
- 8) Fleets & armies may move directly from Gades to Mauretania, and vice versa. Fleets may still move from the Atlantic Ocean to the Iberian Sea, and vice versa.
- 9) The game begins in 300 B.C.
- 10) Two units may exchange positions. The letter "X" is used to show this. The two units move "through" each other and onto the other's original space, providing that the move would otherwise succeed. E.G. New Carthage: F Gad X A Mau Fleet Gades exchanges position with army Mauretania. If, however, Carthage has ordered A Fez-Mau, then all units would remain in their original spaces. If the exchange involves two different power's units, then both powers must note the exchange order in their moves in order for it to succeed.
- 11) Any unit which retreats prior to given move season (Spring or Fall) **MUST BE ORDERED TO HOLD IN THAT SEASON!**
- 12) Optional: There are neutral armies representing barbarians in Gaul, Danubia, and in Scythia, ~~XXX~~ They are all in Civil Disorder. If dislodged, they are eliminated, but return immediately if the space is left empty. They, of course, may be supported to hold by other units.
- 13) Optional: At the beginning of the game there is a winter 301 B.C. season. In this season the major Powers may build either a fleet or an army in each of their supply centers, thus varying the starting positions. A limit of one fleet build per major power should be set. (Note: The game will retain most of the play balance, unlike regular Diplomacy.

Note From Tom: I felt this would be one of the best variants to print for the time, because, even though the new rules are a bit lengthy, still provides a very exciting game. This was the first variant I tried, and frankly was my reason for getting involved in Dip. variants. I do have an excellent record of wins in this variant, which is perhaps why I like it so much (right, Bart?)

Also note that I now have openings in Ancient Empires II. Any takers?



Well, since I've never yet given you what I'd previously told you you'd see, I might as well keep consistent; PBM WarpWar won't appear until next month. Micro-Games are the greatest!

Good news, though; finally, your editor edits, and types, too! Better yet, this includes the use of a real honest-to-God electric typewriter! The format changes must be limited, though, so this is as good as you'll get it for a while.

The TSS publishocracy has never been known for lack of variety (ask Tom how many games he owns), and we're starting the moderation of another game. (Uh....that's nice.) Here it is....

NUCLEAR DESTRUCTION, Copyright 1970, by Richard Loomis

ND is the ultimate in modern-day nuke warfare. It has great appeal for the Diplomacy aficionado (no fission puns, Tom) and plays very much like Dip. Each player (there may be any number) takes command of a major world power, armed with the latest in offensive missiles and anti-missile missiles (ABM's). There are also a number of minor countries which the players may compete over for the economic control thereof. In the opening portion of the game, the players build up their strengths of missiles, ABM's, and factories, and invest their cash into gaining control of the minor countries and bribing other players.

When one player feels he has an advantage (or just gets reckless), he can declare nuclear war. Step back! Everybody can fire their missiles at anyone else in the game, including the minor countries controlled by others. In addition, the player who has bribed a minor country the most gets to fire the missiles which that country has. If you don't have enough ABM's to shoot down all of the missiles fired at you, your country will take hits, killing off some of your population! When all of your population is dead, so are you.... The winner is the last player with people left alive.

Rick Loomis of Flying Buffalo, Inc., has graciously agreed to let us run a couple of ND games to build up interest in this exciting game. If you want to get into a TSS game, Tom will send you a copy of the rules (there is no map), with this cost being covered in the usual game fee.

Rules are also available for 20¢ from the publisher --

Flying Buffalo Inc.

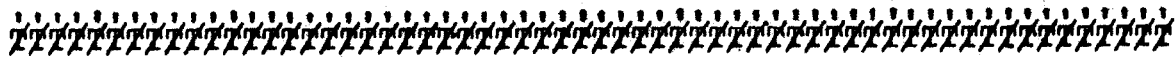
PO Box 1467

Scottsdale, AZ 85252

Also ask about current game fees, and send \$1.00 to get a sample copy of The Flying Buffalo's Favorite Magazine (mention it by name, and tell them TSS sent you.) And remember, the motto is....

"NUKE 'EM TILL THEY GLOW!!!"

-MPB



ZINE REVIEWS

ENVOY, Roy W. Henricks, PO Box 34277, Richmond, VA 23234

| | | |
|-------------------|-----------|---------------------------------------|
| Reading material: | 2 | A truly top-notch zine, with plenty |
| GM'ing | : 3 | of variety. Recently celebrated its |
| Print quality | : \$ | first anniversary by sending out 500+ |
| Total worth | : 3 | copies to boost circulation above its |
| Subscription: | \$5/12 | current 65. Moderates Dip, Kingmaker, |
| Publication: | Monthly | Rail Baron, Crusades, Bismarck, Magic |
| Sample: | send SASE | Realm. Several guest GM's, but both |

Henricks' games and those run by others are well-run. A special feature is ENVOY'S ENIGMA, a trivia contest. From Envoy came the marching-troops separator used above, which was pilfered from Robin Hood's Herald (which we haven't seen yet.) Roy loves to number his pages 'differently' such as "25%" or "the ides of Envoy". Only fault is that Roy is a Steelers fan. We recommend Envoy highly.

As Mike reported in TSS #6, Delayed Stab Dip offers a whole new world to the wielder of the sharp dagger. So here it is....

DELAYED STAB DIPLOMACY

by Tom Swider

- 1) Unless otherwise specified, standard Diplomacy rules will be used in this variant.
- 2) Due to the very nature of Delayed Stab Dip, it is not recommended for face-to-face play, but works very smoothly by telephone or through the mail.
- 3) The majority of the rules remain unchanged, but there exists a time differential between ordering of movement/~~conflict resolution~~ and players' receipt of knowledge of results, as detailed below.
- 4) On the first game-turn due, each player sends in his initial set-up (see #6, below) and Spring orders. The game-master then publishes each player's set-up, but not the Spring '01 results. The GM will also privately give out to each player an individual report of the success or failure of his opening moves, and his final position, including dislodgements and their possible retreats.
- 5) After the Fall 1901 moves have been submitted to the GM (the following deadline), the complete Spring '01 results are published, and individual reports sent to each player. The process is continued in this fashion until one player has fulfilled the victory conditions outlined for standard Diplomacy.
- 6) For the initial set-up, players may choose whether to begin with an army or fleet in each home sc. Note that the Russian player should still not be allowed to begin with a fleet in StP(nc).
- 7) As well as the information mentioned above in #4, each player is informed of the current position of any enemy within his national borders; also, of the nationality of any pieces which forced a unit of his to retreat, including where the dislodging unit and accompanying supports came from.

****COMMENTS ON PLAY: This variant is not for the light of heart. The potential stabber can achieve and exploit his attacks, due to the extra turn available for positioning and execution. For an even more challenging and risky game, some may wish to try DSD without the information mentioned in #7 (above) released until publication of all results of the turn in question. Dangerous and intense, if you accept the scenario.

Play balance is at least as good as in standard Dip. It may, in fact, be better, as it provides more opportunity for a position with few options to get away with something out of the ordinary. Also, the 'fog of war' simulation is introduced. Information can be more fully used as a means of deception or as a bargaining tool.

Any comments or criticism would be encouraged. Send your questions, etc., to: Tom Swider, 1183 Robinson Hill Rd., Endwell, NY 13760.

THESHOGUN'S SWORD-THE OFFICIAL ZINE OF THE 1984 WINTER OLYMPICS

The ENDWELLIAN SOCIETY OF MEDIOCRITY is now accepting New Members! That's right, you too can now be proudly average. All you have to do to join the ESM is to send us (at either address, see Publisher's Statement) a card stating why you feel that either you or the town in which you live is mediocre. In return, you'll receive official membership in the ESM, an ESM membership card, and our concern for your mental health. There will be no further obligations, and new members will receive one free ~~sample~~ ^{wow!} issue. Publishers, spread the word! Readers, tell your friends!

Why not join today?

I. Introduction

I think that the heart of a given zine lies in its house rules. If a firm set of rules does not exist, many problems may occur, and the results given may come as a total shock to the player. The house rules for The Shogun's Sword are the product of much thought and experience. I give a lot of credit to Bruce Lindsey, who runs The Voice of Doom, for a few good rules used herein. BRUX will be receiving this issue, and I think Trouble will really like it. (Trouble is his dog.)

II. Signing Up For Games and Financial Business

- A. When you sign up for a game, please accompany your request with the \$1.00 game fee. Also enclose a preference list, if applicable. If no preference is indicated, you will be given any available position.
- B. When you first subscribe, you will be given a copy of the house rules, which are available upon request.
- C. Standbys must have a subscription, but don't need to pay any game fee for the position they replace. A standby may refuse to assume a position, but may not request a position in a given game. A player cannot be a standby in a game in which he is presently playing or in which he previously played. Standbys will receive four free issues of TSS for playing to "the bitter end".
- D. In order to continue playing in a given game, you must maintain your sub throughout the entire game, and be out of debt by the Winter 1901 gameturn or the equivalent or else be dropped.
- E. If you drop out of a game, you may receive a partial refund on whatever credit you have, if you send in orders for the upcoming turn along with your resignation.

III. Sending In Your Moves

- A. All moves will be due on the 15th of the month, or on the 16th if the 15th falls on a Sunday. Telephone orders will be accepted, but not after 10:00 Eastern Standard Time. Our numbers may always be found in the publisher's statement. All deadlines are strict, and you will NMR if even a second late. If you are unable to contact us or an error in transcription is made, we are not responsible, although this shouldn't happen. Please avoid submitting press via telephone. We ask you to plan in accord with these facts, making sure that your moves are in my hands by the deadline.
- B. If you haven't received your copy of TSS by the 4th of the month, write me quickly so as to be assured of making the next deadline. In this case, I will send you just the moves, and follow up with the complete issue if the USPS proves to have eaten your copy.
- 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 a player requests separate seasons and offers a valid reason for this request. This is intended to prevent the game from bogging down.
- 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>Move</u> | <u>Condition</u> |
|-------------|---------------------------------|
| F Bar-StP | If Rus retreats A StP-Nwy |
| F Bar-Nwy | If Rus doesn't retreat as above |
| F Den-Bal | No condition |

- E. In case you are unfamiliar with the two mailings/year system as in (III.C.), the Spring mailing consist of Fall retreats, Winter builds, and Spring moves. Fall orders consist of 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 moves must contain the following: your orders (obviously!), the date on which you sent them, the game that the moves are for, and your signature. If any of these items is missing, the moves may be thrown away.

This is to protect everyone from having their orders forged. The reason for the date is that a player may send in a change of orders from a set they sent in earlier. When I receive the new orders, I just drop them into my files without checking to see whether the player may have previously sent in other orders. When the deadline rolls around and orders are adjudicated, the GM will not know which set of orders are the player's final ones!

- G. If you fail to include a dislodged piece's retreat in your orders, the piece will retreat OTB. If you fail to order builds, the GM will determine what unit is built, and the GM-built piece will hold.
- H. Press is encouraged! The only restrictions we have are that you keep it to a reasonable length, and remember that we retain the right to censor items which we feel are socially unacceptable, or otherwise 'might get us into trouble'.

IV. Move Results and Adjudications

- A. Any province or body of water except those listed below will be abbreviated simply by using the first three letters of its name. The exceptions, with the abbreviations which will be used herein, are:
- | | | | |
|-----------------|------|-----------------|------|
| Gulf of Bothnia | -Bot | Nth. Atl. Ocean | -NAt |
| Gulf of Lyon | -Lyo | North Sea | -Nth |
| Liverpool | -Lvp | Norway | -Nwy |
| Livonia | -Lvn | Norwegian Sea | -Nwg |
| North Africa | -NAf | Tyrrhenian Sea | -TyS |
- When you write your orders, it would be appreciated if you would use these abbreviations, but if not, the moves will still be acceptable as long as there are no ambiguities (such as F North-Norw).
- B. Other abbreviations to be used in TSS include:
- | | |
|-------------------|---------------------------------|
| *-dislodged | NSO-No such order |
| r-retreats to | NMR-No moves received |
| OTB-off the board | NBR-No builds/removals received |
| ann-annihilated | NRR-No retreats received |
| imp-impossible | NVR-No vote received |
| NSU-no such unit | COA-Change of address |
| GM-gamemaster | |
- C. The use of asterisks and underlining in printing of orders is for the convenience of the players only, 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, however, are a different matter. An example would be if the GM reported an order which, in fact, was not submitted by the player. It is then up to the player involved to notify the GM of this mistake before the next deadline. If the GM feels the situation merits correction, the other players will be notified of the mistake. An error which goes unnoticed until the following deadline will be allowed to stand and can not be retracted.
- D. In our games, the Coastal Crawl is permitted; that is, the switching of fleets by means of the coastline. (Examples: F Spa(sc)-Por; FPor-Spa(nc), or their inverses.) Also, a formal warning should be given to the unsuspecting. TSS allows Black Press; that is, press written under the name of another player or territory.
- E. We have the right to print commentary regarding a game in progress.

V. NMR Policy

- A. If your moves are not in my hands 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 a standby will be placed in the position. The only exception will be if the player gives the GM an explanation and the GM is certain that the player is still interested and capable of playing in the game in question.
- B. If a player NMR's, all of his units will hold, units which were dislodged will retreat OTB, and the GM will place any builds. When a player NMR's, a standby will be requested to send in moves 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. It seems a pity to see a player NMR on the first turn. While there is no such thing as a set of truly 'neutral' orders, a Spring 1901 NMR will use the following moves, offering a fair amount of flexibility:

ENGLAND: A Liv-Yor; F Eng-Nth; F Edi-Nwg
 FRANCE: A Par-Bur; A Mar-Spa; F Bre-Mid
 GERMANY: A Mun-Ruh; A Ber-Kie; F Kie-Den
 ITALY: A Ven H; A Rom-Apu; F Nap-Ion
 AUSTRIA: A Bud-Ser; F Tri-Alb; A Vie H
 RUSSIA: F Sev-Rum; A Mos-Ukr; A War H; F StP(sc)-Bot
 TURKEY: A Con-Bul; A Smy-Ank; F Ank-Con

VI. Voting for Draws and Concessions

- A. Each player may propose no more than one draw/concession proposal in one turn.
 B. A player may not make a proposal which includes more than five players in a draw.
 C. A player may only propose a concession to the one or two players with the most supply centers.
 D. Each player must vote "yes" or "no" on each proposal, submitting his vote with the next moves. Anyone not submitting a vote will be counted as a "no" vote the first time a given proposal is put to a vote. If the proposal fails but is not withdrawn, NVR's will be counted as "yes" votes.
 E. If a proposal receives no more than one "no" vote, the proposal succeeds.

VII. Miscellaneous Rules

- A. Conventional interpretations of games' standard rule-books will be used herein, unless otherwise specifically mentioned.
 B. Cheating in any way constitutes expulsion from the pages of TSS. This includes the forfeit of any current credit.
 C. We will moderate any Diplomacy variant if we have access to the map and rules. However, we also reserve the right to reject responsibility for moderating the game if we feel that we couldn't for any particular reason, or due to lack of interest.
 D. If orders are written so as to make them unclear, the GM has the right to attempt to interpret them or to order the offending piece(s) to hold.
 E. If there is no change in the net ownership of supply centers for three consecutive game-years, the GM may, at his own discretion, declare the game a draw among all surviving players.
 F. If a player NMR's out of the game, and has two or fewer supply centers and two or fewer units on the board, the country goes into civil disorder, and no replacement player will be chosen.
 G. We reserve the right to add new rules to these house rules. However, everyone will be informed of any changes.

TSSSTSSSTSSSTSSSTSSSTSSSTSSSTSSSTSSSTSSSTSSSTSSSTSSSTSSSTSS

GAME OPENINGS

Diplomacy: Still have more openings for TSS/Dip-04. John Kelley and John Strain await its beginning. There will be a Bourse accompanying this game.

Machiavelli: One more opening. Anybody?

Kingmaker: Only one more opening for now, unless many want in on a game. Bob Kerstetter and John Strain await the beginning of TSS/KM-02. Also B. Hume and D Paltor. Need 1.

Ancient Empires: Would like to start a game or two. Any takers?

Delayed Stab: For the devious only! Will open only one for now. All seven positions open.

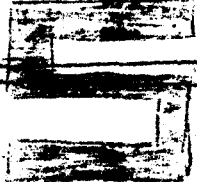
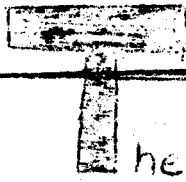
Nuclear Destruction: Need 9-12 players. You will receive a copy of the rules when you are signed up and your game fee is paid.

BOURSE

- 1) Bourse is a companion game to a regular game of Diplomacy. No player in the regular game may play in the Bourse. Deadline for the Bourse orders is the same as for the regular Diplomacy game. No conditional orders will be allowed. No one may join the Bourse after the regular game has started.
- 2) Each player starts out with 1000 units of each country's currency: Pounds, Francs, Marks, Lira, Crowns, Roubles, and Piastres. All are equal in value at the start of the game, at which time one unit of each currency is worth one dollar.
- 3) The play of the game consists of buying and selling the currency of the various countries. Each season (Spring and Fall only), each player has the opportunity to sell the currency of one country (or as many countries as he wishes) and buy the currency of another country (or countries). A player may never sell more than 500 units of any one currency in a given season; however, he may buy as much as he can afford. Players do not NMR in the Bourse; a player not sending in any ~~xxx~~ orders will simply retain possession of the currency he already owns. There are no standby players, and dropouts are not replaced.
- 4) At the end of each season, the GM will total up the number of units bought and sold for each country. If the number of units sold exceeds the number of units bought for a specific country, then the value of the currency (in relation to the dollar) may go down. Each time that the net sales of a country's currency reaches 100 units, ~~xxx~~ that currency's value drops one cent. Thus, if in the first season 600 more Roubles were sold than were bought, the price of each Rouble the second season would be 94¢. Similarly, for each 100 units of net purchases of a currency in a single season, its value rises 1 cent. So if 200 more Marks were bought than were sold last season, the value of the Mark this season would be 2 cents higher. As the game progresses, the value of a country's currency may never drop below 1 cent per unit (unless the country is eliminated), but there is no ceiling on the maximum price. If a country is eliminated in the Diplomacy game, its currency is worthless and all trading in that currency ceases immediately.
- 5) All buying and selling is done in Dollars. In order to get money to buy currency, you must sell some of the currency you already own (converting those units into Dollars). You may then spend this money (Dollars) on currency of other countries. Dollars may not be held from one season to the next; all Dollars must be spent to buy units of countries' currencies.
- 6) All fractions are thrown out. For example: if a player sells 100 Lira @ \$1.10 each (total income: \$110) and buys 115 Marks @ \$.95 each (total expenditure: \$109.25), he would receive the \$115 Marks and 75¢ change. If no other currency was available for ~~xxx~~ \$.75 or less, this fraction of a dollar would be lost.
For another example, if 999 Pounds are bought in a given season, you might expect the price to rise by 10 cents. But since fractions are disregarded, the price would actually rise by only 9 cents.
- 7) Victory is determined as follows: at the end of the game, multiply the ~~xxx~~ number of units you own of a country's currency times the number of supply centers which that country owns, for each country remaining on the board. The player with the highest total wins.
Notice that the buying and selling prices of the various countries' currencies do not enter into the victory determination for the Bourse at all. Also notice that a player does not necessarily have to own any of the currency of the winning country to win the Bourse.

Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and owned by the Avalon Hill Game Company, 4157 Harford Road, Baltimore, MD 21236.

THINK
LAMP
DRAW!



Diplomacy

TSS/DIP '01

Spring '07

TURKEY PLAYS SUPPORTIVE ROLL
IN WAR.

- Eng(Bogges) A StP-S-Ger A Lvn; F Bar-S-A StP; F Nth-H; F MAO-Wes;
F Swe-Bot.
- Ger(McPheeter) No room to build. A Liv-H; A Ber-Pru; A Kie-Ber;
(s A Mun); A Par-Bur; A Bre-H; F Den-Bal.
- Tur(Kerstetter) Retreats A Tri-Bud. A War-Liv(s A Mos); A Sev-s-
A Mos; A Vie-H (s A Gal; A Bud); A Sil-War; A Ser-
S-A Bud; A Gre-s-A Ser; F Apu-Nap; F Ion-TYS;
F Aeg-Ion.
- Ita(Barno) A Boh-Gal; A Tyr-Vie(s A Tri); A Mar-Pie; A Spa-Mar;
F Alb-Ion; F Tun-TYS.

WORLD NEW UPDATE...

The Unknown Poet- Tis brave indeed to fight though the whole world
resists you!

Dateline Rome: His holyness, Pope Michael Angello XVII, declared
today that the church would take drastic measures in response
to the Turkish aggression that threatens world peace. A firm
Diplomatic letter warned Sultan Bob that unless forces were
removed from the Apulian coast and the Ionian Sea by next Christ-
mas, the vatican would not send its athletes to the next Pan-
Islam games. While the Sultan is reported to be neutral re-
guarding the situation, rumors are leaking out that a myster-
ious religious fanatic, one Bill Staple, is the true ruler of
the Turkish government, using Sulton Bob as a figurehead. This
was vehemently denied by Bernie Oaklyn, president of the Bro-
therhood United for Lawful Leadership (B.U.L.L.).

The Pope warned that he was considering the most
harsh action of all... having Turkey condemned in a world forum
published in some 'zine with decent editing.

Gm-Ita- Amen! Hoh! Bill Staple told me that amen is Jewish
for "so be it." I think the church should get this straightened
out immediately!!!

Dateline Rome: His Holyness, Pope Michael Angello XVII, released
a supplemental message; "No Bob, I meant the other way!"

A small note to all players; I can not over-emphasise
the point of sending in your moves early. This allows some room
for the usual delays of the U.S.P.S. which has really screwed me
and TSS really bad. Getting things in early also means that I can
run through things quicker and get it out faster so you can have
more dip time.

-2-

HEY, WHAT THE HELL IS THIS? Mike, I thought you would have
the sense to figure out that I use the 8 X 11 format by now, not
the legal size. ARGH!

Oh well, might as well make the best out of this extra space.

As you have probably noticed, I have done the typing for this
page and for the rest of the issue. It is taking me an incredible
amount of time to type this in order to have my lousy typewriter go
through the stencil. Time For a quicky article...

PUBLIC ENEMY #1



By Tom Swider.

Finally, I get a chance to chew out someone that nobody
would want to defend.

Who can this be, THE U.S.P.S.!

Back in about 1972, the price of postage was 10¢ to my
best knowledge. Since then, the service has depreciated while the
price of stamps has gone up. This doesn't make too much sense to
anybody.

Secondly, the erratic schedule of the mail is a pain

- Eng(Paltor) Build F Edi. F Edi-Fth; F Nwg-Nwy; F Ska-S-F Den; F Hol-Kie(s F Hol, F Den).
- Ger(O'Brion) Retreat A Par OTB. Build A Kie. F Swe-Den(s #A Kie); A Pru-War; A Sil-Mun.
- Rus(Fabrycky) Retreat F Run-Scv. Disband F Liv. A Gal-Run(s F Sev); A War-H(s A Mos).
- Tur(Morgan) Build A Con, F Ank. A Con-Bul(s F Gre); A Bul-Ser; A Ser-Bud; F Ank-Bla; F Ion-Tun.
- AH (Spotswood??) NMR/1. Retreat F Tri, A Ser OTB. Build A Vic. Has A Vic; #A Bud; #A Rum.
- Ita(Allen) Build A Rom, F Nap. A Ven-Tyr; A Rom-H; A Tri-S-Tur A Ser-Bud; F Tun-Wes; F Nap-TyS.
- Fra(Kerstetter) Build A Mar. A Mar-H; A Bol-Ruh; A Bro-Pic; A Bur-Mun; A Par-Bur.

WORLD NEWS UPDATE...

- Rus-/11: Due to the non-receipt of 'zine, Russia's moves are blind. It is hoped that no one will take offense at any Russian actions, and that someone will write & let me know what the hell's going on!!!
- Gm-RUS: I guess the U.S.P.S. & myself don't get along together very well. Makes me feel like quitting thiw 'zine or assassinating the postmaster-general!
- Rod-Jim: I'll be in touch as soon as I get this 'zine.
- Fra-Printer: "Ger A Den-...." Do you use morse code?
- GM-FRA: That's the result of the refined craftsmanship of the modern manual typewriter. It REALLY rots! I guess it's not the type I should use.
- Tur-GM: Whose crystal ball have you been using?
- Gm-Tur: Obviously not yours. Se my move prdictions elsewhere.
- Ger-Fra: Bob, I think we're going to talk about this, but I will remember the letter.
- Ger-AH: This is beginning to get interesting...
- GM-Ger: Especially when A.H. NMR's!! It is quite deadly.
- Ita-Rus: Are you having fun?
- GM-AH: I called your house collect on the 15th about 8:00 PM; I got your number from the Clifornian operator. However, my call was refused because whoever answered the phone said that they didn't know me!

THE IRANIAN CRISIS: Spy reports for TSS news have found out that Ayatollah Morgan has gone stark mad!! Just yesterday, he throw out his crector set and has taken up singing Islamic operas, which is totally socially unacceptable. He has rallied his forces and has started a jihad against every blooming nation! Knowing the Ayatollah's taste for music, the Turkish forces have stormed into Budapest in hopes of attending the Concert of Vienna. WAIT!!! What is this?! A special news bulletin has just arrived... The Ayatollah Morgan's forces have just landed on the Tunisian shores, where our press box is, and have leashed 1,000 irate Greek tourists in our very office! Oh my god! I never thought I'd be done in by Telly Sevalis! Help!! OHHHH NOOOOOooooo.....

"Good eveving, this as Tally Savalis, leadu ov da amphibious landing of Tunis." As for your old announcor, he is not too good; he has just heard my latest rendition of "You Vite Up My Vi fe.", which the Ayatollah says is his greatest weapon. I am representing him and making his demands for hym. I am glad to annowne that we are holding (Con't)

PUBLIC ENEMY #1

(Con't)

in the Gladius Maximus! This screws up things like loan and house payments, bills, and of course, PBM Dip. games. I am one not to complain too much, but I wish the U.S.P.S. would at least be consistent!

How about this solution to this horrendious problem: Have all of the paychecks of all Post office employers mailed to them in 15¢ hand addressed envelopes. They will then see our point (via the money aspect) when the find that their important mail items don't get to them as quick as they wished. They will then work a lot quicker and more efficient so they can get their paychecks within a reasonable time span.

As a last remark, I remember my American History, where Ben Franklin set up the first postoffice was established, with odd hours and service that took a month to get a letter from Virginia to New York. Over the course of 200 years, things still haven't changed.

Red Fabrycky just signed up for the playtest. Need one more.

one Cheryl Teags, a movie actress vitch was visiting our happy vittle country. Well, we are presently seducing her! For the small demund of \$100,000, we will send you three photographs of our terrorist acts. As the Ayatollah said, "Some of these are cases of over-exposure!" HA HA HA! A bit of good ole Islamic humour! Since your reporter is quite dead, it is most probable that you will be getting future reports from the Ayatollah himself (HINT HINT HINT!). Have a good eveving and a pleasunt tomorrow!

TSS/ DIP'03 FALL '01 RANDOM NUMBERS.... GM-IP Barne

Eng(Morgan) F Nth-Den; F Nwg-Nwy; A Yor-Lon.
 Ger(O'Brien) A Ruh-Mun; A Kie-Den; F Hol-Bel.
 Rus(Snyder) A War-Sil; A Ukr-Gal; F Bot-Swe; F Sev-Run.
 Tur(Service) A Bul-Gre; F Con-Bul; A Smy-Con.
 AH(Bogges) A Bud-Tri(s A Vic); F Alb-Gre.
 Ita(Lindley) A Tyr-Boh; A Ven-Tyr; F Ion-Tun.
 Fra(Gurski) A Spa-Por; A Gas-Spa; F Eng-S-GER F Hol-Nth (NSO).

WORLD NEWS UPDATE...

(Moscow) Notice! Russian scientists today announced breakthrough in invention of substance called TNT. Will experiment with this on first person who attempts to attack a Russian unit.

Fra-Ger: Your'e welcome.

Fra-Eng: Candy is...

(Paris) The Premier of France, citing the fact that he is now a cripple, warned that he can no longer be held responsible for any actions which he may take and therefore begs the forgiveness of his northern neighbor.

ENIWETOK: Greg was dislodged and annihilated by a ski slope. By the way, Eniwetok was the site of early nuclear tests. I'll be launching a jihad there shortly. -MPB

TOM: Hey Mike! Is a Jihad a new type of SAM nuclear missile? Well, you did say that you were going to launch one.

ENIWETOK: I recieved three sets of moves on the deadline. The 13th at the very latest, please, guys! I appreciate those I received early.

TOM: With Mike's deadline being moved up to the 13th anyway, perhaps you should get the orders to him around the 10th.

SUPPLY CENTER CHECK

| | | |
|------------------------|---------|----------|
| England: Home, Nwy | Total 4 | Builds 1 |
| Germany: Home, Bel | Total 4 | Builds 1 |
| Russia: Home, Swe, Rum | Total 6 | Builds 2 |
| Turkey: Home, Bul | Total 4 | Builds 1 |
| AHungary: Home | Total 3 | Builds 0 |
| Italy: Home, Tun | Total 4 | Builds 1 |
| France: Home, Spa, Por | Total 5 | Builds 2 |

STILL UNCLAIMED: HOL, HEN, GRE, SER

KILL-MAKER

TSS/KM'01 TURN I King Unpestered in Weymouth.

FACTION #1(Service) Fitzalan Arundel to Wallingford; Attempts seige at Wallingford. Clifford Cannisboro to York; Captures Richard of York. Hollandkinbolton- Stopped in Coventry commons by Hastings.

FACTION #2(Palter) Beufort Corfe to Homecountry 28.
 BOAR'S HEAD(Sitter) Howard-stops Bouchier in Homecountry 25 for a little melee. Hastings Tutbury-to Ashby commons and forces a bit of hack and slashing. Greystoke Appleby-Midlands 31.

KNIGHTSBRIDGE CLUB(SNYDER) Bouchier Pleshy- stopped in homecountry 25 by a very angry Howard. Scrope Mashan- skoots on down to Midland 31. Le Lucas sails to sea zone 26.

Event and Crown Card Draws
 Events:
 Plague: Nottingham, Leicester, Coventry.
 Plague: New Castle, Durham.

Crown Card Draws: (Player info only)

Seige Phase
 Fitzalan of faction #1 draws a Majority victory & so doing seiges Wallingford successfully. No casualties.

Next turn, please specify whether you will initiate combat if you are in the same space as an enemy. No response will mean a "yes" answer.

MACHIAVELLI

TSS/MAC'01

Spring 1454

Boy, did YOU Screw Up!

Fra(Ashley) A Avign-Turin(s A Swiss); F Marso-Prove(EG)
 Aus(Gurski) Disband A Hunga. A Tyrol-Como ((HA!)); A Austr-Carin.
 Mil(O'Brien) A Milan-Trent; A Pavia-Montf; A Cremo-Mantu.
 Ven(Penner??) NMR/1. Has A Trevi, A Padua; F Venic; F Dalma.
 Pap(Palter) A Bolog-Pisto; A Perug-Arezz; A Rome-Perug; F Ancon-Upper.
 Flo(Strain) Relieves famine in Bolog(3 Det's). A Flora-Bolog;
 A Arezz-Perug; F Pisa-Piomb.
 Nap(Smith) A Bari-C-G Bari; A Mossi-C-G Hessi; F Naple-G.Napl;
 F Paler-W.Medi.
 Tur(Reynolds) Remove F Duraz. A Alban-Ragus; F Tunis-BO Tun.
 Austrian A Como eliminated by famine.

Ducat Count:

Fra 1; Aus 2; Mil 0; Ven 10; Pap 3; Flo 2; Nap 1; Tur 0.

World News Update...

Mil-Flo: I agree!

Tom: Press, anybody?

GH-FLO: Advance one season, THEN besiege next turn.

...and now for some fun; "THE PLAGUE ROLLS!"

Year Chart Roll- 8 Bad Year

Row Roll- 11

Pianezza, Fomova, Otranto, Aquila, Spolito.

Column Roll- 8

Croatia, Bologna, Austria, Avignon, Venice.

Following units killed in plague: Flo A Bolog and Ven F Ven

***** ((TOO BAD!!!))*****

...And Now It's Time Once Again For...

| | | |
|-------------------------|--|-------------------------|
| | "The Monster of the Month" (The Pink Dragon) | |
| Frequency: 6 only exist | Treasure type: D, E & H | Int: special |
| No Appearing: 1-2 | # of attacks: Special | Alignment: CE |
| A.C.: 0 | Damage: special | Size: Heavy! (26' long) |
| Move: 12*/30" | Special attacks: special | Psionic abil: NIL |
| Hit Dice: 12-14 | Special defenses: spec. | Attack/Def Modes: Nil |
| % in lair: 80% | Magic resis.: 10% | Chance of: SPECIAL |

The story of the Pink Dragon goes back to an old feud between a family of white and red dragons. For centuries, this feud continued. Finally, a reputable IU by the name of Merlynn Ironside, Wheelchair Wizard, decided to put an end to this feud. He made a wish that the offsprings of both families would be mysteriously joined together at the middle. (sort of Dr. Doolittle's Pushmepullyou) Many centuries of gone past, and due to their strong hate of the other, many have killed their counterpart, and thusly, themselves. Only a few today can tolerate each other's existance.

As mentioned above, the Pink Dragon is a red and white dragon joined at the waist, so, it has no back, rump, or tail. It can never be normally surprised. The beastie is ran like two seperate monsters. Whenever "special" is noted in the statistics, you refer to the monster manual for the specific info for each half of the dragon. The dragon's color is all pink, so it is almost impossible to tell one end from the other, and which head breathes fire or cold. However, the head of the "red" dragon head will have red pupils while the head of the "white" dragon will have white pupils.

Being chaotic, they will most certainly attack the party on sight; the only negotiations they will take into consideration is if the party can find some way to remove the wish, or at least splitting the two apart without harm.

The chances of sleeping, talking, and spell use are like those of each individual dragon."

NEXT TIME, YOU'LL SEE.....

More of the same.
 Less NMR's (I hope)
 Editorial on Press in Diplomacy
 A smaller issue.

ETC, ETC, ETC.

Yes folks, this is your big chance to prove your true genius. I'm starting a contest which will liven up your life when you obtain BTB status in your Dip game! (If you're wondering what BTB means, it's an acronym for Blown To Bits.) Absolutely NO gamefee is required to enter the contest. For the first challenge, I've chosen a MasterMind minitourney. I'm selecting three codes for standard MasterMind games, and all who wish to enter may do so by sending in their first-row guesses for each of the three games by the next deadline. The winner will be he who takes the least number of guesses to obtain all three solutions. Ties will be awarded to the player whose worst score of his three games was the best. Each individual will receive his "black/white pegs" results privately. The contest will begin when at least eight people have sent in entries and first guesses. The winner will receive four freebie TSS's! Wow!!!

Other games/contest categories I will consider include Parker Bros.' BlackBox, a trivia contest, or even a Diplomacy Puzzle. Well, how about it, everyone?

READTHESHOGUN"SSWORDIT"STHEBESTZINEEVERPUTOUTWELLITSMEDIOCRE

PUBLISHER MAKES CORRECT PREDICTIONS!

Well, if you remember two issues ago, I made some predicted moves for TSS/Dip '02. Seeing that I don't have the exact moves with me since I forgot to type what WAS supposed to be on this page, I'll just bring out the highlights of my predictions.

Basically, I had the right idea for the strategic fate of every country on the board. However, I made a few errors in the tactical department. For example, I thought that England was going to attack both Kiel and Denmark with two supports each, but Dan pointed out to me that Denmark was a better strategic point for future grabs, and that he definitely wanted to capture Denmark, not Kiel, which would be inferior in the aspect of future prospects. My moves about Germany were based more on his psychology rather than from the logic stand point. Rick admits it that he works on the basis of taking a given players best move, and try to counter that move as best as possible. Through the games I've played with Rick, I knew that he would be stubborn to try to stay on an offensive against the Russians rather than try to defend his homeland, in case his diplomatic skills failed him. Let's just say that I know the criminal mind! Russia didn't seem to be in such a hot position, and I thought that he would play strictly defensive. However, His little escapade did set him back in comparison to foreign growth. Turkey: From what I've seen, Tim is basically a "Book player" doing things without too much imagination. I did predict the Turkish moves, and was off by only one. Austria was not in a terribly good position, but did have some type of alliance with Germany, so I thought they would work in some sort of joint effort. They did. Italy was a rather timid player who did start off with an alliance with Turkey, which is usually the worst thing possible for him to do. In order for a Turkish-Italian alliance to work, Turkey has to go into building armies. With Jim's bold sea moves, this couldn't have been his true intentions. However, Turkey is no less a fool than Italy, for Italy now has five units; thusly, he can fight back against the Turks. A rather unusual prediction for France: and NMR! Well, if I didn't call him, he would have. I knew Bob was heading towards Berlin and the rest of Germany. His moves into the Mediterreanian were rather unexpected.

Overall, I think I did a good job. For those interested, I will print my actual predictions and reasonings if anybody is really interested.

WHAT DO YOU DO WHEN YOU DON'T HAVE ANYTHING ELSE TO PRINT BECAUSE YOU FORGOT TO PRINT UP MOVE PREDICTIONS? WELL, I START TO TYPE FUNNY FOR NO GOOD REASON AT ALL, OR TRY TO COME UP WITH A GOOD IDEA FOR A COMIC STRIP OR CARTOON. OR I CAN ALSO START TO TELL YOU HOW I AM USING SCRIPT TYPING. WELL THERE WASN'T ANY OTHER TYPE THAT I LIKED SO I USED THIS ONE, IF IT IS ANY OF YOUR CONCERN. PERHAPS I MIGHT TALK ABOUT MONTY PYTHON'S FLYING CIRCUS, WHICH IS A SUPERB TV PROGRAM, OR ABOUT MY EXPERIENCES IN WARGAMING/LIFE/MUSIC/NONE OF THE ABOVE. OR I CAN DO WHAT JOHN KELLEY DOES. YEH! I'LL TALK ABOUT SOME OF MY TEACHERS AT SCHOOL. WELL, LAST YEAR, I HAD A TEACHER THAT MOST OF THE SCHOOLS SUSPECTED WAS GAY; I PERSONALLY BELIEVE IT BECAUSE I SAID HIM MAKE A PASS AT FRIEND OF MINE! ANOTHER TEACHER I HAD WAS MY BIOLOGY TEACHER WHO I DIDN'T REALLY LIKE BECAUSE HE WAS ONE OF THOSE TEACHERS WHO IS ALWAYS TRYING TO BE FUNNY. OH, THE LITTLE THINGS, THIS ISN'T AS GREAT AN IDEA AS I THOUGHT IT WOULD BE. MANY OF YOU SEEM TO LIKE REBUSSES STANTIBUS, WHICH TRANSLATES INTO LATIN, LITERALLY, OF THOSE LISTS. DID I EVER TELL YOU ABOUT LUTHER'S BORING MY LATIN TEACHERS? SHE IS, BELIEVE ME, ALL I EVER DO IS CONJUGATIONS AND DECLINING WORDS IN LATIN. I BET THAT IS ALL SHE EVER DOES AT HOME, "OH WOW! I'M GOING TO LOOK UP DERRIVIVEDS ALL NIGHT. WHAT ARE YOU GOING TO BE DOING, HONEY?" IS PROBABLY WHAT SHE SAYS WHEN SHE GETS HOME. THIS ISN'T THOSE YEARS' LATIN TEACHER; SHE'S REALLY NEAT. I'M EVEN DOING BETTER. I'M TALKING ABOUT LAST YEAR'S TEACHER. I WROTE THE LITTLE BOOK. BOY, I'M GLAD I DON'T HAVE THAT TEACHER ANYMORE!