



BY TOM JAMES SWIDER

- I'm terribly sorry about the clarity of last month's move results, but your publisher forgot to set the electric typewriter on stencil, so the characters didn't come through clearly. From now on, I'll be doing the adjudication, typing, and mimeoing as three separate activities, rather than as one headlong chaotic blur. This may take an extra day or two, but will be worth it; besides, first-class mail delivery may make up for it and then some.
- 2) I will NEVER EVER send this zine out third class again! Many people didn't receive last issue, so I had to send out extras, and managed to run short. Now I remember Murphy's Law: If something can go wrong, it will. Should have remembered that before it was too late.
- 3) We'll be printing TSS on colored paper, because it makes ink bleed-through less noticeable. This zine will be set right yet....

- 4) I hope that the IRS didn't worry you folks out there so as to make you MMR, seeing that the deadline was the day that the forms were due. ("Whoops! I forgot to....") Well, if you NMR'ed this time, it goes to prove that "There are two sure things in life: death and taxes."
- 5) Monster of the Month will not appear this month. It will be discontinued unless we receive some response indicating that people are interested in it.
- 6) I would like to see an article on Third Reich ((Ed. Note: Why?!?)), so those of you who mentioned that they'd like to write for TSS, here's your chance.
- 7) HA HA HA HA!!! I recently received a flyer from Avalon Hill, and as usual, it was a big publicity front, which they're well known for. (Commie Propagandal) AH thinks that their audience will buy anything. To prove this, I'll tell you a bit about one of their new games. INTERN is a game where YOU are the physician in a modern hospital. Players go around a board representing a hospital's rooms, tending to all of their patients. They have to give proper treatment and care to these cases, and perform surgery when needed. The winner is the one who gets allof his patients out in one piece with the most spare time left available. As for me, I wouldn't buy this game if you gave me the money to do so. I bet Mic Uhl had something to do with this! If it had some optional rules by which the players could play "doctor", I wouldn't mind playing it (but only if the board had "linen closet" spaces; playing doctor requires a lot of privacy!)
- 8) All Kingmaker players are responsible for reading the mini-article "NOTES ON POSTAL KINGMAKER", since I've made some various notes on the PBM system and enclosed much of the necessary information about it and its interpretations from Alex Service.
- 9) Well, it seems I've overdone it again, this time regarding the one-player-per-state matter. You can forget that; I'm taking it back. Howevet, we will try to keep the games distributed well, geographically.

## GAME OPENINGS

ANCIENT EMPIRES II: Dan Palter, Clark Reynolds, Rick O'Brien.

need 4 more.

Dip-04: John Strain, John Kelley, Dan Palter. Need 4. Last game for awhile.

GM=MPDarno.for ewhile.

Delayed Stab Diplomacy: Palter, O'Drien, Oaklyn. Need 4 more.

Nuclear Destruction: O'Brien, Service. Need up to 9.

Rules for Nuclear Destruction.addient Empires II and Delayed Stab rules available upon request.

# NOTES ON POSTAL KINGMAKER

TSS/KM-01 is my first attempt at GM'ing a postal KM game. As would be expected, I made several mistakes in rule interpretation, as well as a couple of others which could have been avoided. However, KM has many more complications than does Diplomacy. Thus, the KM GM must be on his toes at all times. From this point on, I'll concentrate more on the KM games, since the Dip games in TSS are well on their way.

Alex Service, the creator of the PBM system in use, has in the course of several letters offered notes on various points. I have his comments listed in no particular order,

and my comments are in double parentheses.

1) The square south of Carlisle should be Northumberland ? (Wigton).

2) The square north of Richmond should be Midlands 13 (Wicliff).

3) Going east from Wales 11 (Wrexham), the squares should read Wales 12 (Llannwchllyn), Wales 13 (Cross Foxes), and Wales 14 (Owswestry).

4) The square east of Milford Haven should be Wales 33 (Haverford) and not Wales 35 (Armm Anfurd).

5) The square northeast of Penzance should be Devon 16 (Camburne) and not Devon 6 (Chulmleigh))

6) Devon 19 and 20 are without names, but could be called Devon 19 (Grompod) and Devon 20 (Liskerd).

7) The sea square surrounding Penzance is Sea Square 13 (Scilly Straits) and not Sea Square 3 (Solway).

8) There is no Sea Square 14 (Cornwall Bay).

9) The sea square east of Norwich is Sea Square 28 (Yarmouth).

10) The square north of Lincoln should be Home Countries 2A Thornton, not a second Grimsby), not Home Countries 24 (Bedford), and not to be confused with Home Countries 2 (Grimsby).

11) The square west of Coventry should be labeled Home Countries 3A (Birmingham).

12) The port of Calais borders on Sea Square 26 (Hollesley Bay) and not Sea Square 24 (Dieppe).

13) The port of Pevensey borders on Sea Square 22 (Bay of the Seine) and not Sea Square 24 (Dieppe).

14) Note that Preston is a port. ((Make this correction on your map.))

15) Note that a black line above the letter "R" of Rochester breaks the Thames estuary to London. This separates the sea lane into two squares. Thus, a ship from London would first move to Thames Estuary (Sea Square 33?) ((Label it it so)) and then to Sea Square 26 (Hollesley Bay).

16) Sea Square 32 is not named. It could be called Durham

Bay. ((Why not!))

17) The following spaces do not border upon each other: Preston-Devon 16 Harlech-Wales 4 Devon 1-Devon 4 Harlech-Wales 5 Bristol-Usk Rochester-H.C. 33 Llanstephan-Wales 39 Chinchester-H.C. 46 Wales 11-Wales 15 Colchester-Ipswich

3.1415926 - -

Wales 3-Caernavron Chester-Midlands 30 Preston-Midlands 30 Berwich-Bamburgh North 4-North 12 Blackheath-H.C. 33 London-Rochester Kingston-H.C. 2A Kingston-Midlands 35 Durham-Midlands 20 Maldon-H.C. 34 Lynn-H.C. 9 Grantham-H.C. 8

Alex also pointed out something that needs to be cleared up. The one-square ZOC exists only in the square where the noble is located, and only if exerted. Thus, pieces could very easily slip past one another. To quote:

The one-square ZOC exerted only applies to the square in

which the exerting noble(s) is located.

(a) If the exerting noble moves through an opposing noble (i.e. they exchange squares) during a part of the Movement Phase, then the ZOC will take effect in one of the two squares in question (determined randomly).

(b) If a noble exerting a ZOC either "holds" at or enters a road square while an opposing noble attempts to use the road (i.e. pass through the ZOC square), then the ZOC will

be exerted at that square.

(c) A noble starting his turn on a road square may exert his ZOC over the entire free road length, provided he makes no explicit movement. In this case the ZOC will be exerted at the first square along the free road length entered by an opposing noble. The exerting noble will be immediately moved to that square and will, for the remainder of the turn, exert the ZOC only in that square. If an exerting noble is directed simultaneously to more than one square by the above, then the square will be chosen randomly.

I also have one houserules change. All event-card draws for events and combat purposes will be TOTALLY random. (I.e. There will be no particular order for the cards in the event deck.) This will facilitate the GM'ing process while forcing the players to consider any possible disaster. This rule will become official after issue 8 of TSS.

### ZINE REVIEWS

RETALIATION

Dick Martin, 26 Orchard Way North, Rockville, MD 20854 Subscription: \$4/10 issues Gamefees: NONE (The punchline here is that he has no more openings at present.)

Normally, Dick charges no gamefees, but he's filled up his sixth and last game for a while. Emphasis is placed on press, which is just oozing from every issue. He usually carries one cover story, dealing with some aspect of the PBM hobby. Retaliation is a great zine to read if you're playing in it, but not too thrilling otherwise. Print is legible (photocopied clearly), but the title head isn't too much. (Hee Hee!) Plain, simple, and competent.

LE FRONT DE LIBERATION DU DIPLOMACY
Bernie Oaklyn, 13412 Brackley Terrace, Silver Spring, MD 20904
Subscription: \$3.25/10 issues Gamefees: Dip \$3, variants \$2-6
Published monthly

You've all heard too much about the Oaklyn/Tretick scandal/rumors, so we'll skip that except to say that Bernie's players are pleased with his efforts, and a casual reading of several issues sevealed no obvious improprieties. FLD offers a wide variety of variants (how's that for overexcessive redundancy?), including Kriegspiel variants. The GM'ing of Oaklyn and Eric Ozog appears to be good. Print quality is good, and Bernie adds plenty of interesting graphics, including a creative new cover each month. However, I found the articles to be too dry, perhaps even boring from the Diplomacy player's perspective. The zine has been coming out monthly for  $2\frac{1}{2}$  years.

GEOFFBODINEJUSTWONTHESTAFFORDSPRINGSIZZLER--#PSTAFBHYWYNSAGAIN

# The CHRONICLES of the JIHAD!!! by MPBARNO

And you thought YOU had to deal with some strange people.... Here's a contribution from another of those dumb Endwellers, Ray Angelo:

"PUPPET DIP"
(or What to Do With the Girls)

A few weekends ago, I, along with several members of the ESM (Endwellian Society of Mediocrity for those of you who have been in Galicia for the last year), were invited to a gaming party. There were three of us who had played Dip before, but that left us two or three short of a decent Dip game.

Asking around, we found four girls interested in learning "what on earth is Diplomacy...what kind of game is played without dice, money, or square spaces?" Several of them expressed fear over the fact that the board looks like a Social Studies map of Europe. After reassuring them that players don't need to know much about European history, we proceeded to teach them Diplomacy.

They asked quite a few questions, but they'd all be expected from your average run-of-the-mill Monopoly player. We hoped our young fledglings would catch on to the game quickly. Boy, were we ever wrong.

On the first turn, Russia ordered F StP-Pru, A War-Pru. Germany and Italy used an order which I use in Middle Sea a lot: All Hold.

After a few turns, the three superpowers (the experienced players--AH, Fra, Eng) began to use the new players as puppets, suggesting or telling them where to move and what to do. This led to some interesting situations, such as when France and Austria were trying to get Italy to follow their suggestions. France offered Italy Rome back, which he had taken earlier. Austria offered Italy the return of Venice, which he had earlier taken, and help in taking Rome back.

France, not to be outdone, then offered Italy Rome, help in taking Venice, and part of Austria. And so it went.

Meanwhile, in another part of the board, Turkey was receiving "aid" from Austria, France, England, and a casual observer. All three girls, during this time, were getting plenty of attention (&c.) from yours truly. ((ENIWETOK: I won't mention how Ray and Ellen have been working out.))

Needless to say, Puppet Dip can be entertaining and enjoyable, and in the right company can lead to some very interesting long-term relationships. We won't go into that any farther, though, because TSS is a family magazine. (At least Jack and Susan Brawner read it, and they're a family.)

Well, the cleanup program is overwith. The U.S. government has officially turned the Eniwetok atoll over to the natives. Anybody care to take a wager on how soon the first potholes appear in the concrete dome covering the radioactive waste? I'd like to continue this, but it might be distasteful to Sultan Bob, Scourge of the Nonbelievers. 60 Minutes claimed that there might be some residual Radioactivity on the Eniwetokian islands, too.

Ah, spring. The weeds start growing, the guys start chasing the girls, the girls run just slow enough, and some of us make our catches. (Tom, though, is hopeless.) The stock cars return to the tracks, the baseball players resume their annual we-want-more-money cries and strike threats, and worst of all, the punsters come out in droves. In TSS/Dip-03, we've got a fleet in Endwell, claiming authority to control all punning in TSS. The owner of that unit had better get on the ball, and fast, as John Lindley suffered brain spasms of pitiless punning. Please stop him, Bob!!! ....Fortunately, Tom doesn't have any puns in this issue. (although he may certainly put one in the Stab Section, which he types for time purposes. If so, we won't mind one if he types it legibly. Electric typewriter, Tom, and on stencil!) Since TSS's emphasis is to a certain extent switching from articles to a game-centered format with some articles leading off the show, we're getting the moves section to full legibility, with any luck at all. Sorry, no more torture for the Italian populace. Tzall for now.

tssTSStssTSStssTSStssTSStssTSStssTSStssTSStssTSStssTSStssTSStss

IT IS IMPORTANT THAT YOU READ THIS!!! Mike and myself have our own places that we as gamemasters have sole rights to. like's is "ENIWETOK", and mine is "THRILLSVILLE". Mike and myself can only enter press under this location or by denoting the press that it is from the gamemaster. With this in mind, Players will not be allowed to use this location, as it will be considered Black Press from the GH's mouth, in which case we had no intention of making the comment the press said we did. Those players found writing Black Press originating from either "GH", ENIGHTOK, of THRILLSVIELE will be exposed, and all of the Black press he wrote that turn will be revealed for all the other players in the game. So, play it safe and abide by our demand.

Oh, since I have some space, I thought I'd explain why I chose "THRILLS-VILL" as my dateline. First of all, it som is a heck of a lot better than plain old "GM". Secondly, it shows exactly how I feet about some of the

games and people in TSS. Incidentally, this happens to be page six.



# YCAMOLPIDYCAMOLPIDYCAMOLPIDYCAMOLPIDYCAMOLPIDYCAMOLPIDYCAMOLPID

TSS/Dip-01 Italiands Bomb It In Trieste GM=T. Swider Spring '07 Turkish Fleets To Be Nuked BN's pending

Eng (G. Boggess) A StP-Mos; F Bar-StP(NC); F Bot-StP(SC); F Nwg-H; F Nth-H; F TyS-S ITA A Ven-Tus.

Ger (B. McPheeter) Build Λ Kie. A Kie-Den; A Mun-Boh; A War-S ENG A StP-Mos; A Sil-S A War; A Pru-S A War; Λ Ber-H; F Bal-H; A Bre-H.

Tur (B. Kerstetter) A War r Ukr. Build F Con, F Smy. F Nap-TyS (s F Rom); F Aeg-Gre; F Con-Aeg; F Smy-Eas; A Alb-Tri(s A Ser, Bud, Vie); A Gal-S A Vie; A Ukr-S A Bal; A Mos-S A Ukr; A Sev-S A Mos.

Ita (M. Barno) Disband A Boh, A Pie. A Ven-Tus; F Tun-S ENG F TyS; F ApuaS F Ion; F Ion-S ENG F TyS; \*A Tri-H(s A Tyr).

GAME NOTES: Italian A Tri can retreat to Venice or OTB.

WORLD NEWS UPDATE.....

(Where's Jane Curtin?)

Sultan Bob-GM: The Nuclear Regulatory Agency has assured the citizenry of Pennsylvania that the minute traces of radiation released from Three Mile Island could do me no physical or mental harm. These fine upstanding public servants would certainly not mislead us so you can rest assure that I am totally unaffected by this renowned facility. There are even advantages to being here. Just the other week I got a great buy on beef that died of unknow causes while grazing outside of the plant. I can also save electricity by glowing in the dark. By the way, I am willing to sell my house if anyone is interested.

THRILLSVILLE: Bob, I'm not too sure about that. With you being a teacher, I see that your sentence sturucture on the 7th line was rather questionable upon sight. As as student, I cherich this moment of correcting a teacher! Oh well, seeing that you know you c can eat hamburgers in the dark to provide your own light, I see no BEEF that you could STEAK against myself, TSS, or my GM's press.

Dateline, Temporary Italian H.Q. Corsica: The forces of His Haliness, Pope Michael Angelo XVII, were rumored earlier this week to be preparing a massive counterattck against the invading Turkish forces. Early reports indicated that the plan involved the use of nuclear weaponry. The Pope supported this course of action at first, but relented under threat of mutiny when the troops loarned that the plan

would cause their families to be nuked. Instead, His Holiness order= ed that Italy would fight the invading troops by throwing rocks at them. These rocks would, of course, contain radioactive isotopes of krypton, thorium and so forth. A government spokesman said that radiation levels would be within government guidelines, and added that the rocks would pose no short-term health hazard, except to Sultan Bob's troops. (By the way, did the baby come out green?).

THRILLSVILLE: That just goes to prove that Italy Can Be Mean (I.C.B.M.) Bob, Mike said that he'd give you Venice for your house. Bob, I sure hope that your new-born will be healthy, and go on to someday win a National Diplomacy Tournament.

Dateline, Rome and Naples: Sultan Bob's troops are raping the glass and breaking the women here.....

Dateline, Caspian Sea: The rumor that the GM is really Bernie Oaklyn is totally false.

THRILLSVILLE: The Caspian Sea Sailor has obviously been talking to Barno. Why am I always having to write press to stupid sailors?

TSS/Dip-02 Spring '04 TURKEY STABS ITALY!

GM=T. Swider c1979 KXX

- Eng (D. Palter) Build F Lon, F Edi. A Hol-S F Kie; F Den-Bal(s F Kie) F Swe-Bot; F Ska-Den; F Lon-Eng; F Edi-Nth; F Nwy-H.
- Ger (R. O'Brien) F Swe r OTB. Disband A Pru. A Sil-Mun(s A Ber).
- Rus (R. Fabrycky) A Rum r OTB. Build A StP. A StP-H; A War-Gal; F Sev-Rum(s A Ukr).
- Tur (J. Morgan) Build A Con, A Ank. A Con-Bul; A Ank-Arm(s F Bla); A Bud-Gal(s A Rum); A Ser-S A Rum; F Ion-TyS; F NAf-Wes.
- Ita (M. Allen) Build F Rom. A Ven-Pie(s A Tyr); A Vie-Boh; F Rom-Tus; F MAO-Spa(NC).
- Fra (B. Kerstetter) A Ruh-Mun(s A Bur); A Pic-Bre; F Spa-H(s A Gas); \*A Pie-Tyr.

GAME NOTES: French A Pie can retreat Mar, OTB.

WORLD NEWS UPDATE.....

THRILLSVILE: The title of this move was just a small April Fool's joke on Mike Allen.

Ita-All: I aphlogize for my lack of correspondence. However, I've been out of town quite a bit and unfortunately, I expect this to continue for another month or so.

Dateline, Munich: Due to the situation that has arisen in this part of Europe, this sobering and sombering is getting to a point where it ticks me off! Do not be surprised when I become a very sauer-kraut

THRILLSVILLE: It looks like Rick has taken a turn for the wurst!

Pic-Wal: Did you hear the one about the Italian Channel and the Turkish Sea?

THRILLSVILLE: I'm sure it's a joke that would whet your sense of humor.

Ger-Fra: Are you enjoying yourself? Tur-Eng: Of course you're invited to the party!

GM=MP Barno Denmark A Popular Vacation Spot TSS/Dip-03 Endwell Coquered; LOTZ Of Press..... Spring '02 1979 KY

Eng (J. Morgan) F Lvp-Wal; Λ Lon-Den(c\*F Nth); F Nwy-Ska.

Ger (R. O'Brien) F Bel-Nth; A Kie-Den; A Ber-Kie (s A Mun).
Rus (D. Snyder) A Mos-War; A Sev-Ukr; A Gal-Bud; A Sil-Gal; F Swe-Den; F Rum-Endwell! /Illeagal and metaphysically impossible!

Tur (A. Service) A Bul-Ser; F Con-Aeg; F Ank-Con; A Smy-H. Aus (G. Boggess) \*A Vie-S RUS A Sil-Boh (NSO); A Tri-S A Vie; F Alb-S A Tri.

Ita (J. Lindley) A Ven-Tir; A Tyr-Vie(s A Boh); F Tun-Ion.

Fra (G. Gurski) A Spa-Mar; A Por-Spa; F Bre-MAO; A Par-Pic; F Eng S Ger F Bel-Nth.

GAME NOTES: Austrian A Vie is annihilated. English F Nth can retreat to Hol, Hel, Nwy, Nwg, Edi, Yor, or OTB. German A Ber can't dislodge a friendly unit. Last month, a typo had ENG F Nwy mistaken as "F Nwg'

WORLD NEWS UPDATE.....

Eng-Fra: What's the matter, you lost your pen/voice/voice/stamps/...?

Rus-Ita: You ran out of envelopes maybe? Eng-GM Guess the USPS has joined that Anti 13760 club. Lots of mail goes in, but nothing comes out.

Rus-All: Now that my fleet is in Endwell, I expect to exercise some

control over the use of puns in TSS.

(Eniwetok) Praise be to Allah!!!

THRILLSVILLE: Back, you KNAV-EI Rus-Ger: My feelings are hurt.

Rus:Fra: Talk to that guy, please!

Eng-Ger: Wake up!

Rus-Eng: What are you trying to do to me?

Dateline, Berlin: What's this, Hitler!s wearing a red star now?

Eng-Rus: NOW!!! Please....

Dateline, Berlin: Somebody please take the knife from my back! Thanks

ENIWETOK: Maybe that should have come from someone else.

Eng-Tur: I certainly hope so; I'd hate to see those grubs get away with it.

DEMERIENE, Venice (Venetian Blind Press Service): New President Renoldo Ray Gunn declared today that he hates Turkey and Breece, that he dislikes small imported Buicks (he can't stand an Opel), and that since Italy is Russian in a jutty, the Turkey will be gobbled up. "The cranberries served on the side shall not be eaten," President G Gunn noted," as they would only bog us down." He went to say that t the Ionian Sea fleet would be on hand to watch the ocean spray.

Dateline, Venic (VBPS): President Renaldo Ray Gunn today declared his neutrality with the French and German intrests, noting that he doesn't shoose to gobble Frankfurt, Hamburg, or Bavarian creams. He added that he hopes Germany never Kiels over, and that he likes the boldness that the French show, owing to the fact that they have De Gaulle.

Dateline, Apulia (VBPS): President Gunn today claimed that his resounding victory in the general elections was due to the inadequacy of ex-President Giovanni's fantasy domesticdpolicy (which he called "A Lease in One-Door Land"); which forced Italians to rent their single home openings to an infantry unit. Giovanni is now affectionately known as "the Mad-Hater".

TSS/Dip-05
Fall '01 positions

All Is Well In Europe

GM=T. Swider 1978 IK

Well folks, I found out through various people that the Fall '012 results were indeed collected and published by the old GM from Warmonger, the Bi-monthly weekly! Therefore, here's an updated list of the latest positions, and an updated list of players and addresses including a total of two standbies.

England: Bill Nielsen; 665 Deer Watch Road; Bridgevilles, PA 15017.

Has A Yor, F Nth, F Nwy. Owns Home, Nwy Builds 1.

Germany: Bernie Oaklyn; 13412 Brackley Terrace; Silver Spring, MD 20904

Has A Bel, A Kie, F Hol. Owns Home, Hol, Bel. Builds 1.
Russia: Arturo Guajardo; 3201 E. Greenlee Rd #13; Tucson, AZ 85716
Has A War, A Sev, F Rum, F Swe. Owns Home, Rum, Swe Build 2..
Turkey: Craig Reges; 16 W. 761 White Pines Road; Bensenville, IL

Has A Bul, A Con, F Bla. Owns Home, Build 1
Austria: Standby: Barton McPheeter; 1254 Cornell Ave; Binghamton, NY
13905.

Has A Gal, A Ser, F Gre. Owns Home, Ser, Gre. Build 2.

Italy: Standby: Gene Boggess; Star Rt Box 220-6; Columbus, MS 39701.

Has A Pie, A Ven, F Tun. Owns Home, Tun Build 1.

France: Wayne Callahan Sr.; 1009 E. Dominick St.; Rome, NY 13440

The ex-GM has Russia's move during the Fall adjudication as A Ukr-War, but this did succeed since no other unit blocked the move. As for the orders that you are to send in next time, this is how we'llpproceed: If you want the Fall '01 season to be seperated, just send in your retreats/builds. If you would like to combine the Winter '01 and Spring '02 turns, send both in. If even just one person insists to have them seperated, they will be. However, after the long time this game has been asleep, I think you guys might be anxious to see it get rolling again.

By the chance you don't get the houserules, holler. You have the responsibility of making sure that you get them.

Also, all players must have a subscription to TSS by the Fall '02 turn, or else you will be dropped. Issue 9 will count as the first issue in your subscription.

Thanks to Bill Nielson and Bernie Oaklyn for all their help. I'd like to comment on the taste of the players that are continuing their positions. I think that getting five of the seven original players is pretty good.

I look forward to the next turn. STAB-AWAY!!!!!

WHYISEVERYBODYDOWNONMEFORALLTHEPUNSIMAKE?IDON 'THINKTHATTHEIRTHATBAD!

If you are a publisher, how about plugging TSS, or give it a reveiw?

rekamgniKrekamgniKrekamgniKrekamgniKrekamgniKrekamgniK

Turn 3 Duke of Blacksburg Assassinated GM-T.Swider Earl of Kreamer Takes over Boar's Head

OPEN BATTLE PHASE:

Bouchier has Howard's head on the chopping comes down, a messeger romps into Leeds and presents Bouchier a King's Pardon in the behalf of Howard. Bouchier quietly cries to himself, because he wished to have Howard be the first noblejexecuted by an erector set.

EVENTS EXECUTION PHASE: Howard, as the Earl of Kent, goes to Rochester to suppress a peasant revolt.

### MOVEMENT PHASE:

"The Wild Bunch" (1): Fitzalan(Oxxxxx) moves down south to Weynouth, and siezes King Henry. Clifford (Durham) remains in Durham while entertaining Richard at the local festival. Holland (Coventry) take Margaret to Wallingford via the road, and is met by Hastings in Wallingford commons, which pursued Holland in possible hopes of combat. The Duke of York pursues Beaufort and meets his adversary in Merthyr (Wales #29), taking George of Clarence for the sake of moral for his troops.

"Pink Dragon" (2): <u>Le Swan</u> is still back at Berwick, due to a GM screw-up. I failed to note that Knightsbridge controlls Berwick. <u>Beaufort</u> (Swansea commons) was oh his way to Cardigan, but saw the thundering approach of cavalry just yards away as the Illustrious Duke of York Charges forth to do battle.

"Boar's Head" (3) Sitter NMR'ed for a second time in a row, and I haven't heard anything from him, so I am forced to replace him. This turn, Bob Kerstetter submitted standby orders and will be taking total control of "Boar's Head". Bob's address is: R.D. #3 Box 125 A: Middleburg, PA 17842. Moves are as follows: Howard (Rochester) just sits resting in Rochester after a long day of fighting back a bunch of angry farmers. ((Hey, that was our first "pleasant Ravolt"!)) Hastings (Ashby) goes into hot pursuit of Holland and meets him in Wallingford commons in order to bash his head in during better weather...

"Knightsbridge Club" (4) Plays Berkeley from hand, and is placed in his royal castle in F3, using the co-ordinates of the actual KM board. Berkelv then proceeds to Kenilworth commons to await the arrival of his friends, Roos and Bouchier, which just finished seiging Shrewsburv. Scrope (Shewsbury) moves to Harlech, and plans to attempt seige latter on this turn. Le Lucus sails from Carisbrooke to Weymouth. Note the change of where Le Lucus ended last turn.

NOTE: I'm using a different typewriter now, and couldn't get the same type of head as the one in use before.

CRUON AND EVENT CARD DRAW PHASE:

events:	Storms	at S	ea;	Peasan	t Re	evolt:	Mowbray	to	Framlingham;	Bishop:	Norwich
									Thetford.		

crown	card	drawn:	("lver	info	only!)
-------	------	--------	--------	------	--------

SEIGE PHASE:

Seige at Harlech, by <u>Scrope</u> of Knightsbridge. Scrope has a str. of 200 (remember that he possesses the office of Chancellor of Lancaster) Harlceh fell swiftly to the swords of Knightsbridge, and did so without any casualties.

YE OLDE WORLDE NEWS:

Dateline, Coventry: Local gossip on the commons has it that Sir Henry Holland is besmitten by the foreign charms of Margaret of Anjou. Sir Henry has recently braved these plague-infested environs to pay court. The noble Sir Henry has infermed her highness of attempted treachery by the Lord Admiral. The gallantry of Sir Henry so impressed Margarat that she doth deliver unto him a kiss of a most "French" kind. The noble Sir, how inflamed with thoughts of replacing one henry with another, lies the lady to Wallingford. The couple there await tidings of a visit by the Earl of Arundel to King Henry the VI.

(Meanwhile at Weymouth) The extended croquet match between Henry VI and the Duke of Brittany is rudely interrupted by Sir William Fitzalan. He brings a pointed message unto the royal ear...

THRILLSVILLE: I think Hastings has envy for the new King, and wishes to win the heart of Margaret by showing his stuff to her out on the royal field of battle.

Pink Dragon-Knichtsbridge: Can I move my ship out?

NOTES TO PLAYERS:

"The Wild Bunch" has until game turn 5 to get rid of either royal family. I do allow press in the KM games, even Black press if you wish. How about writing some? You have to admit that it makes the game more fun!

If Holland survives next turn's combat, Wild Bunch will have the option of entering Wallingford or remaining in the commons.

Be sure you note any combats you wish to conduct.

TSS/KM-02 Pre Turn 1

GAME IN ANARCHY!

GM=T. Swider

The game has been temporarily delayed, since I ran into a little difficulty. Bill Hume had his set-up in the body of a letter to me. However, when I was cleaning up around shop, I accidentally mistook his letter as a regular letter, and chucked it into the garbage! I guess those things happen when the moves aren't on a seperate piece of paper. I can't be held too responsible for this mishap, but please in the future, write the orders for each seperate game on a seperate piece of paper, and NEVER in the body of a letter. It easily happened this time, and if it could happen again if you don't submit them on different slips of paper.

When I get Bill's set-up, I'll get the results to you immeadiately!

\*

TSS/Mac-C1 will appear at the top of next page. Just in case I don't have enough room for some personal notes on next page, I'll leave the rest of this page semi-blank so I'll have a little bit of room.

TS8/Mac-01 Fall 1454 SCREW MOVES; SCREWED-UP GAME
WORRIED GAMEMASTER

GM=T. Swider 1980 Cib

Fra (P. Ashley) F Savoy-B Savoy; A Turin-B Turin (takes city); A Swiss-Tyrol. Aus (G. Gurski) A Carni-Croat.

Mil (O'Brien) A Genoa-B Genoa; A Trent-B Trent (takes city); A Mantua-Moden. Ven (Penner??) NMR! Has F Dalma, A Vicen, A Veron, A Ferra. Standby on reserve

Ben Schilling of 24730 Roosevelt ct apt 315, Farmington Hills, MI 48018 will submit standby orders next turn and will resume the Venitian position if Jonathon Penner NMR's next turn.

Flo (Strain) NMR#2. John phoned me on the 18th, and said that he had been sick for the past two weeks, and was unable to do anything. He said that he would like to continue playing, so I don't need a standby for him.

Florence currently has F'Pionb; A.Arezz. Des your to

Pap (D. Palter): A Lucca-Pisa; A Patri-Siena; A Perug-Arezz; F Upper-Padua.

Nap (S. Smith) F Weste-Tunit; F Ionia-Duraz; F Bari-Lower; F Messi-0 .

Tur (C. Reynolds) F Tunis-G Tunis; A Ragus-B Ragus (takes city).

				INCOME	FOR 1455							
	Bodies of	Water/	Prov./	Cities /	Variable	/ T	otal	/	#Units	X	3/	Surplus
Fra.	0		6	5	3		14	-	9		=	5
Aus	0		3:,	3	4		10	-	3		=	7
Mil	0	, į	g	6	3		18	_	9		=	9
Ven	0	. 7	8	5	8		21	-	13	2 ;	==	9
F1o	0,		3	5	5		13	-	6		=	7
Pap	. 0		9.	6	6		21	-	13	2	=	9
Nap	1		10	6	2		18	_	9		=	9
Tur	U		3	3	4		10	-	6		=	4

WORLD NEWS UPDATE:

Aus-Pap: Merge? With him! Youv'e got to be kidding!
Dateline, Canary Islands: Hey Florence, did you know that you can build an army in a friendly home city, even if it has a friendly garrison occupying it?
THRILLSVILLE: What's the matter with you guys?
Mil-Fra: I'll go along with your seal.

GAME NOTES: If you wish to have a list of what provinces you control, just write me and I'll send it off to you. Also, I hope everybody remembered that an autonomous garrison is treated like an enemy unit for purposes of controlling a province.

On to a more serious matter. Should we continue this game, or should it be scrapped? Several people have NMR'd over the course of the game, and through the various conversations I have had with various players in the game, I found out that many letters and postcards haven't been sent out in terms of diplomatic negotiations. Peter Ashley out of his good heart said that he would play, since he was going to make an eigth player to this game, and said that he would resign if Ven NMR'd this turn. I am asking him to ataleast play one more turn, and if things don't get straightened our I'll refund his subscription in its entirety and try to find another player for his position. Personally, I don't blame him for his course of actions; if Aus and Mil were silent to you, and you were France, wouldn't you be I'll contiume GM'ing this game, but if at least four people request that this game be discarded, I will for the sake of good gaming. Also, try to get your orders in early so you won't NMR if you forget the deadline. later, you can update your orders. Please make an effort to Dip and make the deadlines, so that you will keep everybody satisfied with the game. Page 13.

# TEOLDE PUBLISHER'S STATEMENT:

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

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

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



Jerry Jones 1854 Wagner St. Pasadena, CA 91107

four sub ends:	
You owe me:	
Prade? YES NO	•

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