

MARCH/APRIL 1980

NUMBER 27

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# THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

WARGAME DESIGN - PART I

SNAPSHOT

TIME TRAVEL IN WARGAMING

HOT SPOT

NUCLEAR WEAPONS

MUSKETS IN MELEE





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### ART IN THIS ISSUE:

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### CONTRIBUTIONS

*The Space Gamer* solicits art, articles, reviews, and fiction from its readers. Material should be oriented toward sf, fantasy, and/or gaming.

Payment: TSG pays on publication, at a rate of 1 cent per word for written material (a flat \$5 for capsule reviews), and \$1 per column inch of interior artwork, based on the size appearing in the magazine.

Specifications: ARTICLES should be double-spaced, typed on a 60-space line, on letter-sized paper. Please include the word count; put your name and address on the first sheet, and your name on each sheet. ART should be rendered in black ink (preferably India ink) on white paper. Art should be mailed FLAT, never rolled. Artists should work to 1, 2, or 3-column actual width where possible. Each individual piece of art should carry the artist's name and address on the back. *Please include a stamped, self-addressed envelope with every submission. We cannot promise to return material sent without an SASE.*

Cover art: Either science fiction or fantasy subjects are acceptable. We prefer full-color, finely-detailed paintings. Artists must use a vertical format, leaving room for the TSG logo and the list of contents, and should work on a light, flexible board if at all possible. Payment for cover art starts at \$60.

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# Where We're Going

Well, here it is. My first *Space Gamer*.

On the whole, I'm pleased with it. The material is useful and coherent, the art has something to do with the articles, and most of the pages are right-side-up. This issue keeps all the promises I made about what would be in the "new" TSG. I hope you like it.

The big news: TSG is going monthly. Next issue (28) will appear two months from now, in early May. No. 29 will come out in June — and from then on, it'll be a monthly magazine. That means we can use twice as many good articles, reviews, etc. . . . so send them in.

For those of you who aren't familiar with our policy and payments for submissions, take a look at the contents page. By the way, I've increased the payment we make for art by 50% . . . to \$1 per column inch, which works out to \$30 per page. And ALL articles — not just Metagaming-related ones — will now be paid for at a full cent a word.

## Survey Prelims

Preliminary survey results are in (the whole thing will appear next issue). 253 responses had been received by February 28. We did a few simple breakdowns, and found that:

87.7% of the respondents were subscribers. The rest bought at stores, or borrowed other readers' issues.

70% tore off the back cover and mailed it in. The other 30% made a copy. (I think next year we'll put the survey in the center, so you can pull it out without damaging the magazine.)

21% didn't care whether or not TSG went monthly. Of those who DID care, a solid 80% — 4 out of 5 — wanted a monthly *Space Gamer*. Okay — you're getting it!

On reviews: The average rating for short reviews was 7.2 out of a possible 9. Long reviews rate a 6.2. So I know that the "everything we receive gets reviewed" policy is a good idea, if we can carry it off. I think we can.

And there was one other interesting result:

## Lifetime Subscriptions

We asked what you thought a lifetime subscription to TSG (one payment, and you get TSG forever after) was worth. The responses averaged \$241.40, assuming the magazine was monthly. So . . .

Effective immediately, we WILL be offering a lifetime subscription. For an even \$250, you go on the subscription

list permanently. Your subscription will not expire until you do (or TSG does). Hopefully, neither one of these will happen for a LONG time. If you want to support this magazine, think about a lifetime subscription.

I can't promise any specific fringe benefits for lifetime subscribers right now — but there will be some in the future (playtest opportunities on new games, etc.) Any such fringies will apply to all lifetime subscribers immediately, not just the new ones. Do it now and you'll miss the new rates.

## Cost Increases

Effective this issue, the cover price of TSG goes up to \$2. That's still cheaper than most of the competition. And effective May 15, subscription prices go up. All subscription orders received after that date will be pro-rated at the new per-issue rates. See the subscription ad on page 3 for more information.

Inflation — especially increasing paper costs — made some price increases necessary. I've tried to hold them down as much as possible.

One way to hold prices down is to

shop very carefully for good deals. This issue was produced by a new printer. The overall cost was only a little more than it cost to print an issue last year (and a LOT less than it would have cost this year at the old printers!) And we got four extra pages in the bargain; this issue is 32 pages PLUS covers. If and when we increase the number of pages again, this new printer should make it easier.

## Reader Ads

Another new item. Starting next month, we'll run "reader ads" — 20 words for \$5 per insertion. Advertise for opponents, to buy or sell games, to get role-playing companions, play-by-mail foes — whatever. These ads are not open to game companies; they're for TSG readers only. I hope this turns out to be a worthwhile service.

## The Fantasy Trip

TFT: *In The Labyrinth* is finally out. After two years . . . Whew. I'm not overly pleased with the way it finally was produced — neither am I ashamed of it. It is definitely not everything I wanted, but it's still (at least) an improvement in the state of the art. I'll be writing a lot about TFT next issue.

—Steve Jackson

## Next Issue

*"Wargame Design" — Part II. The historical background of wargaming.*

*Task Force Games: Steve Cole reports on what his company is doing.*

*1979 Game Survey results: What TSG readers think about practically everything.*

*SF/Fantasy Game Publishers: A look at the field, both new companies and old ones.*

*"The Fantasy Trip" — Steve Jackson's designer article, errata, and suggestions for play for TFT: "In The Labyrinth," "Advanced Melee," "Advanced Wizard," and "Tollenkar's Lair."*

*Writing for TSG: A complete guide to what we want, and how to get us to print it when you send it in.*



*If your subscription label says "27", this is your last issue of TSG. If it says "28" or "29", your subscription is about to expire. To re-subscribe, see page 3.*