

MAY/JUNE 1980

NUMBER 28

\$2.00

# THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



SPI'S **DEMONS**

TASK FORCE GAMES REPORT  
GAME SURVEY RESULTS  
S-F AND FANTASY GAME COMPANIES  
WRITING FOR *THE SPACE GAMER*

Robert  
Moo ©

# THE SPACE GAMER

NUMBER 28 — MAY - JUNE, 1980

## Articles

### 1979 GAME SURVEY RESULTS

What our readers read, and what they think about it . . . . . 6

### OVERMEN DO IT BETTER \* by Forrest Johnson

A new race for THE FANTASY TRIP. . . . . 13

### A GUIDE TO THE SF AND FANTASY GAME PUBLISHERS

The editor of TSG reviews the various companies in the hobby . . . . . 14

### COMPANY REPORT: TASK FORCE GAMES \* by Steve Cole

A new game firm, seen through the eyes of one of its founders. . . . . 20

### GAME DESIGN: Theory and Practice \* by Schuessler and Jackson

Second in a series: Some historical background. . . . . 21

### WRITERS' AND ARTISTS' GUIDES

Information for contributors — what we'll print, and why . . . . . 30

## Fiction

### DISTRACTION TACTIC \* by Austin Bay

The war was a stalemate — until the Colonel took some strange advice. . . . . 8

## Computer Gaming

### DEUS EX MACHINA \* by Bruce Webster

More on computerizing hex-maps. . . . . 18

## Reviews

### DEMONS \* by Tony Zamparutti . . . . . 5

### CAPSULE REVIEWS

*Arena of Khazan; Ares; Dungeon of the Bear; FOES; Goblin Lake; Intruder; Magic Realm; OneWorld/Annihilator; Sigma Omega; Sorceror Solitaire; Space Battles; Starmaster; Sword for Hire; Sword of Hope; Swordquest; Temple of Ra, Accursed by Set; Time Trek; The Tower of Ulission; Traveller and supplements (Mercenary, High Guard, 1001 Characters, Animal Encounters, The Spinward Marches, Citizens of the Imperium, The Kinunir); Uncle Ugly's Underground Doom, Valkenburg Castle; Warlock, The Journal of World War II Wargaming; Panzer Pranks; Streets of Stalingrad . . . 24*

## Departments

GAME MASTER. . . . . 1

WHERE WE'RE GOING. . . . . 2

METAGAMING REPORT. . . . . 4

NEWS & PLUGS. . . . . 31

CALENDAR . . . . . 31

READER ADS . . . . . 31

LETTERS . . . . . 32

### ART IN THIS ISSUE:

Robert P. Barger: 14. Virginia Campbell: 24. Winchell Chung: 18. Dianne Galanti: 26. Paul Jaquays: 2, 32. Denis Loubet: cover, 4, 5, 8, 10, 11, 13, 20, 31. Norv Maples: 25. George Pratt: 28.

Publisher: Steve Jackson  
Editor: Forrest Johnson  
Art Director: Denis Loubet  
Contributing Editors:

C. Ben Ostrander

Ronald Pehr

Nick Schuessler

Bruce F. Webster

Business Manager: Elton Fewell

Circulation Manager: Monica Stephens

THE SPACE GAMER (ISSN 0194-9977, USPS 434-250) is published monthly by The Space Gamer, 7207 Onion Crossing Dr., Austin, TX 78744. Second class postage paid at Austin, TX. POSTMASTER: Send address changes to The Space Gamer, P. O. Box 18805, Austin, TX 78760.

All material is copyright 1980. All rights reserved.

Printed in U.S.A. by Futura Press, Austin.

Subscription rates, effective 5/15/80:

	US	Canada	Other foreign
One year	\$21	\$24	\$41
Two years	\$39	\$45	\$79
Lifetime	\$250	N/A	N/A

All prices are in U.S. dollars; payment must be in U.S. dollars.

## GAME MASTER

There have been a number of questions about the "missing your friends" rule in *Melee/Wizard* — specifically "Why is it HARDER to miss a friend as distance increases?" One simple test, which I hope no one will actually try, should convince you that this rule makes sense. Put an apple on your head, and let a friend take a missile weapon (ANY missile weapon) and shoot it off from five feet away. Now, are you willing to let him try it at 30 feet? 30 yards? Why not? —SJ

**SWORDQUEST ERRATUM:** Steve Cole (Task Force Games) writes to tell us about a less-than-trivial rules error in *Swordquest*. "Rule 6.42 contains a 'not' that shouldn't be there. Most players I have talked with have figured it out, since the sentence is not grammatically correct with the 'not', and the Capian combat manual (quoted in the rules) contradicts it rather specifically." SO: When playing *Swordquest*, if a withdrawal leaves you with a vacant spot in the Telshir, you may fill it from your reserves.

"In G.E.V., does a D result on the CRT eliminate a command post?" —Stephen Bensley

Treat it as disabled, just like an armor unit. This will keep a mobile CP from moving for a turn, but will have no effect on other CPs. Thank you for noting this omission. I will try to have it corrected in the next edition. —SJ

GAME MASTER exists to answer questions on your favorite games. If you have a rules question or play problem, send it in. Questions to be answered will be chosen on the basis of general interest. They will first be referred to the game publisher or designer. If no response is received, GAME MASTER will offer its own interpretation of the rule. Sorry —no individual replies are possible.

# Where We're Going

We're now monthly. This issue was mailed around May 10. The next one (No. 29) will be dated July, and will be mailed about June 10. And so on. The number of pages will not decrease; if we get more ads, there'll be *more* pages. And I don't intend to let quality drop, either.

Now the bad news. As I warned last issue, subscription prices have gone up. Same old villain — inflation. The only thing I know to do is to charge what it costs to put out a good magazine, and then give you what you paid for.

If you look at the subscription blank (p. 3) you'll also notice that, for the first time, TSG is accepting overseas subscriptions. You'll also notice that there's a terrible surcharge. Explanation: When Metagaming owned TSG, overseas subs simply weren't accepted because of the tremendous cost and hassle involved. I think that if somebody in (for instance) Great Britain wants TSG badly enough, they ought to be able to get it. But it *costs* . . . Sorry about that.

## Retail and Distribution Info

We have given Kalmbach Publishing, Inc., the exclusive right to distribute TSG to craft and hobby shops in the U.S. and Canada. They are also willing to distribute TSG to overseas accounts (one way to lick the subscription surcharge if you live overseas: get your shop to carry TSG!) Craft and hobby stores wishing to sell TSG should contact Kalmbach at 1027 N. 7th St., Milwaukee, WI 53233; 414-272-2060.

Bookstores, newsstands, etc., may deal with Kalmbach or order directly from TSG; write us for details. We'd like to see TSG available in more places.

## A Note On †+\$&% (†† Zip Codes

Subscribers: Please check your address label and make sure that all of it — ESPECIALLY the zip code — is correct. If it's wrong, please send us the correct information. After this issue, we cannot be responsible if your TSG doesn't reach you because the label is wrong. The post office will reject, return, or destroy second-class mail at the drop of a regulation book.

And a note on address changes: If you move, TELL US. If you move to a new address the post office will destroy all second-class mail sent to the old address, UNLESS you agree to pay forwarding postage. Sometimes even then . . . They

throw away your magazine, return the cover to us, and charge us 25 cents. If your magazine is lost and it's our fault (or if it just vanishes) we'll replace it. But we WON'T send you a free copy if you lose yours because you didn't tell us about an address change.

## Wrappers

I'm working on some kind of wrapper to protect TSG in the mails. As of this writing, I don't know what, if anything, will come of it — but if I can get a decent bid on a good protective cover, I'll start using one.

\* \* \*

That pretty well wraps up my part of this page. I'll turn you over now to the new TSG editor — Forrest Johnson. I've known Forrest for a long time. He has an extensive background in both publication and wargaming. He also writes. Very well. He's going to do a good job.

I'm turning over day-to-day TSG operations to Forrest, effective already. I'll still keep in constant touch with things; I expect I'll see every word several times before it gets to press. But there's no way that a good monthly magazine can be a one-man operation. I've hired the best help I could — and the rest of the page is his.

—Steve Jackson

## New Editorial Policy: No More Mickey Mouse

I'm sorry, Mickey, but you've got to go. Yes, I know you helped us get started back in 1975, when TSG was just another worm crawling around in Howard Thompson's brain. Yes, I know you've kept us going many a time when copy was short. But no more.

We've outgrown you, Mickey. We have better writers, better artists, and a better idea of what the readers want. We can't afford to keep you on the payroll.

People want better articles and more reviews. They'll get them, even if I have to write every single one myself.

They want *good* art and fiction, or no art and fiction at all. Right! We've set a new standard with this issue, a standard I hope to maintain . . . and raise.

We have a good issue this month, Mickey, and you didn't contribute *anything*. You just don't fit in anymore.

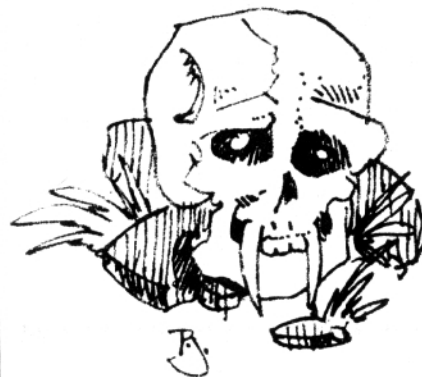
No, you can't hang around the mail room. You've caused us enough trouble in that department already. When I came onboard in April, we had unacknowledged submissions *years old* sitting in the files. Most of that mess is cleared up now, and it won't happen again while I'm editor.

I'm going to try something new — treating contributors like human beings. I'm going to acknowledge all submissions, and when I reject something, I'll give a reason. No more pitiful letters: "What happened to that artwork I sent you four years ago?"

TSG will be a better magazine — for the readers, for the artists, for the writers, and, hopefully, for me. Now, about my salary, Steve . . .

—Forrest Johnson

## Next Issue



"The Fantasy Trip." We didn't have room for it this issue — so sorry! Designer article and errata for "In The Labyrinth," "Advanced Melee," "Advanced Wizard," and "Tollenkar's Lair."

Results of last month's contest. Computer kung fu, anyone?

Fiction by Lawrence Watt-Evans.

And reviews of ALL the fantasy and science fiction game magazines.

If your subscription label says "28," this is your last issue. If it says "29" or "30," your subscription is about to expire. See p. 3.