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THE SPACEGAMER

THE MAGAZINE OF ADVENTURE GAMING



KUNG FU 2100

A COMPLETE GAME
BY B. DENNIS SUSTARE

INDEX TO GAME ARTICLES
PAINTING FANTASY MINIATURES
WARGAME DESIGN:
MAPS AND MOVEMENT
AND 10 PAGES OF GAME REVIEWS

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In This Issue

First (as promised last issue) — the game. KUNG FU 2100 starts on page 10. Play it — then let us know what you think. If you want more games in TSG, we'll try to oblige.

Another feature this issue is the Index to Game Articles. We're constantly getting questions about "When did such-and-so article run?" or "Have you had any articles on thus-and-such a game, and when were they?" This ought to answer the questions. If the response we get is favorable, we'll probably update it every six months or so. Eventually (when the early issues of TSG are reprinted) we could go back and include articles from issues 1 through 14.

No fiction this time; the game squeezed it out. Wait until next issue. We've got a good one coming up.

We've also got an ORIGINS '80 report — probably the first one you'll read. Turn the page to "Where We're Going." This month it tells about where we went, and what we saw there. It was a pretty good convention, everything considered, and we've compiled a listing of who won what and who's announcing which new games.

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Where We're Going

This has been a hectic couple of weeks. I'm not sure I can write a "Where We're Going" at all. "How We Almost Made It to Where We Are" would be more like it.

But the issue did make it out — unless you're holding a figment of your imagination. The big feature is *KUNG FU 2100*. We're very pleased with it; play it and see what you think. There's still a lot of debate around here about which side really has the advantage. It may be that (wonder of wonders) it's a truly balanced game. But I DO want to get opinions and comments about it — because it's very likely that the game will be published separately, in the \$3 to \$5 price range, before the year's over.

Other than that . . . Next issue is the big computer issue. The one after that features *Traveller*. After that . . . who knows? Write and let me know what you want to see.

Where We Went

Forrest and I just got back from Origins. (He's on vacation at the moment, so I have to write the whole column.) The way the deadlines worked out, there's just barely time to write up a few notes before the magazine goes to press. So . . . TSG gets (maybe) the first Origins report in the country.

Awards (if you haven't heard): The Guild Select Awards went to *Bloodtree Rebellion* (Lynn Willis, GDW); *Double Star* (Marc Miller, GDW); *Korsun Pocket* (Jack Grady, Peoples War Games); *Road to the Rhine* (Frank Chadwick, GDW); and *White Death* (Frank Chadwick, GDW). Dave Isby was inducted into the Hall of Fame.

H.G. Wells awards for RPG and Miniatures: Best Fantasy/SF figure series was Ral Partha's *Collectables*. Best Vehicular Model series was Martian Metals' *OGRE* line. Best Miniatures Rules: GDW's *System 7 Napoleonic* again. Best Role-Playing Rules: SPI's *Commando*. Best Role-Playing Adventure: *The Kinunir* by GDW. Best Professional Magazine Covering Miniatures: *Courier*. Best Magazine Covering Role-Playing: *Journal of the Travellers' Aid Society*. Best All-Time 20th Century Naval Rules: *General Quarters*. Best All-Time Ancient & Medieval Rules: FGU's *Chivalry & Sorcery*.

The Charles Roberts Awards for games published in 1979: Best Pre-20th Century Game: OSG's *Napoleon at Leipzig*. Best 20th Century Game: SPI's *Cityfight*. Best

Fantasy or Science Fiction Game: SPI's *The Creature that Ate Sheboygan*. Best Initial Release by a New Company: Yaquinto's *Ironclads*. Best Professional Magazine Covering Boardgaming: *Fire & Movement*. Best Amateur Magazine covering the hobby in general: *Perfidious Albion*.

(TSG was nominated for "Best Professional Magazine" for both the H.G. Wells and the Charlies — but didn't take it. Wait until next year!)

Next year's convention: Origins '81 will be in San Francisco. Origins '82 will be in Baltimore.

News, rumors, releases, etc:

Operational Studies Group is planning a Ninja game for August release.

Fantasy Games Unlimited is about to introduce a new RPG called *Land of the Rising Sun*. Designed by Lee Gold, it will be compatible with C&S. Also being displayed were box mock-ups for three (apparently) s-f games. Titles were *Space Opers*, *Diadem*, *Gateworld*.

Dimension Six has released *The Nine Doctrines of Darkness*, a RPG adventure, and *The Compleat Fantasist*, a guide for playing characters from various RPG systems in each others' games.

Phoenix Games is planning *Aftermath*, an after-the-bomb RPG, for August release.

Yaquinto has released *Shooting Stars*, a game of fighter combat in the near future. Sub-orbital dogfights, etc. It sells for \$16.

GDW released *Azhanti High Lightning*, a large boxed *Traveller* game, and *Bright*

Face/Mithril, a *Traveller* double adventure. Look for reviews here shortly — probably in issue 32.

The Game Designers Guild is still looking for members. This was my first contact with the Guild, other than reading their very-informative newsletters. At the "business meeting," nothing of any import happened, though it happened rather noisily. Quite a bit of business got transacted at the beer-bust afterward, though. I expect I'll renew my membership.

SPI is starting two more new publications. "Richard Berg's Review of Games" looks like somebody else has thought of capsule reviews. "FYEO" (For Your Eyes Only) is based on the feature of the same name in S&T — a compilation of military hardware/(etc.) news from the worlds' armies.

Simon and Shuster has released "The Complete Book of Wargames," which they call "the first and only consumer guide to wargames." It sells for \$8.95.

Games Workshop in Great Britain is releasing four bookcase games: *Apocalypse* (formerly *Warlord*), *Doctor Who* (based on the series of novels), *Valley of the Four Winds* (based on the story from *White Dwarf*), and *Warlock*.

Game Master

Postscript: The reason "Game Master" isn't in this issue is simple. No questions. (Actually, we did get a few, but they were passed on to publishers and no replies have come in.) If you've got a question, send it in. It's not like we're overstocked at the moment.

—Steve Jackson

Next Issue



Computers! TSG looks at the publishers of game software — and reviews a big crop of new home computer games.

Featured review: SPI's new role-playing game system, DRAGONQUEST.

Company report: Yaquinto. Plus Deus ex Machina, Wargame Design, and all the other regular features.

And coming with issue 32: TRAVELLER reviews, ship design contest results, and more . . .