

SEPTEMBER 1980

NUMBER 31

# THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

SPECIAL  
COMPUTER  
ISSUE



DragonQuest

GALACTIC EMPIRES  
THE FANTASY TRIP  
MAZE GENERATION  
AND 9 PAGES OF REVIEWS

PAUL  
JAGUAYS  
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\$2.00



# THE SPACE GAMER

NUMBER 31 – SEPTEMBER, 1980

## In This Issue

Recognizing the growing interest in computer games, here's our "special computer issue" . . . with a little extra coverage of the electronic side of gaming. In addition to the usual Deus ex Machina and capsule reviews, we've got a survey of game software companies, and a featured review of one of the best multi-player computer games on the market.

Let us know what you think. We plan to increase our computer game coverage in the future – unless you veto it!

Also in this issue:

A featured review of SPI's new FRP game, *DragonQuest*. We thought the cover painting, by Paul Jaquays, was especially appropriate. . .

KUNG FU 2100 errata. Hanging my head in shame, I have to admit there were a couple of errors last issue. Now they're fixed.

The redoubtable Sam Beowulf. "Being a private eye in the Dark Ages doesn't pay much, but it sure beats working in the fields."

And, on page 22, a list of commonly used abbreviations in the sf/fantasy/computer gaming world.

—Steve Jackson

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*SUPPLEMENTS: Encounters in the Phoenix Quadrant; Inferno; Mountain of Mystery; The Nine Doctrines of Darkness; Overkill, 2nd Edition; Portals of Torsh; The Spellcaster's Bible; Tollenkar's Lair. PLAY AIDS: The Arduin Character Sheets; The Dungeon; The Fantasy Cartographer's Field Book. COMPUTER GAMES: Adventure; DunjonQuest; FS1 Flight Simulator; Network; Space/Space II; Superman; Terrorist; Windfall. HISTORICAL GAMES: Beachhead. BOOKS: The Complete Wargames Handbook.*

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### ART IN THIS ISSUE:

Chris Carlson (Reprint courtesy Flying Buffalo, Inc.): 26. Joan K. Chladek: 25. Jeff Edmunds: 9. W.C. Ellis: 27. Paul Jaquays: cover, 2, 31. Denis Loubet: 4, 5, 6, 16. Robert E. Manns: 32. Norv Maples: 14, 18, 20, 24. Ken Mitchrone: mailer cover. Dick Shook: 22.

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# Where We're Going

Nothing really earth-shattering to report this month. A few comments on our mailing dates (because a lot of you have asked) — and several notes on money, from us to you and vice versa.

## TSG Mailing Schedule

The timetable for a typical issue of TSG looks something like this:

Three months before cover date: We start deciding, in general, what will go into the magazine . . . assigning the feature articles, or selecting them from over-the-transom submissions.

10th of the month, two months before cover month: The cover must be chosen and the art sent to the printers, so that a color separation can be made. The cover has to have something to do with the contents — so cover planning starts as soon as the general nature of the issue is known.

15th of the month, two months before cover month: Ad sales close at 12 noon. That is the last chance to cancel ads or (theoretically) to buy new ones for that issue. (Often, we can get an ad in late, if it goes in the Capsules section.) This is the day we make a final decision about what articles get used, and start to plan the pages.

25th of the month, two months before cover month: Theoretically, most of the pages are pasted up by today. The ones that we save until last include the table of contents, this page, the News & Plugs/Calendar page, and the Capsules.

3rd of the month, one month before cover month: Today TSG goes to the printers.

12th of the month, 1 month before cover month: Today is the day the printers are supposed to mail TSG. Usually they make it.

First of the month — cover month. Theoretically, most of you should receive TSG by today. Second-class mail being what it is, sometimes it takes longer. If you haven't gotten your copy by the 10th of the month, something is probably wrong somewhere.

*Please keep in mind, by the way, that holidays really mess up the Postal Service. Especially within a month of Christmas, either way, things do get delayed. We'll try to get those issues in the mail early, to make up for it. . . but we're all at the mercy of the postal turtle.*

## Changes of Address

When you change your address, you need to let us know **AS SOON AS POSSIBLE**. Post office SOP is to destroy undeliverable second-class mail. And if you've moved, that makes it "undeliverable." They don't forward it unless you fill out a form, guaranteeing payment of forwarding postage, ahead of time.

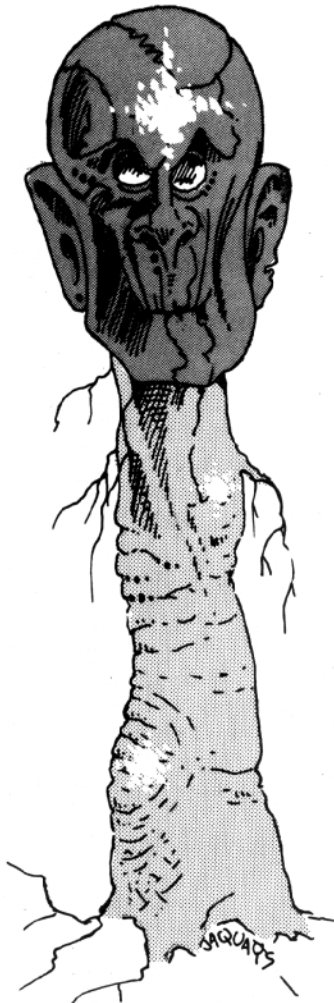
It really doesn't take us long to process a change of address (at least compared to the big magazines). But you've got to give us **SOME** warning!

## Back Issues

Please . . . when you re-subscribe, do it on time. Every week, we get a couple of letters from people whose subscriptions have expired, saying "Please start me with No. 30" . . . or 29, or 28, or whatever.

It hurts when someone asks for something we can't handle — but this is one of them. Subscription issues are processed by the computer and mailed in a batch. To fill a back issue order requires special handling (that's one reason for the additional 50-cent fee on regular TSG

## Next Issue



*October (No. 32) will be our special TRAVELLER issue. TRAVELLER features will include:*

*Ship Contest Winner. Complete plans and specifications for a new deep-exploration scout.*

*Featured review of "Azhanti High Lightning," the new "big" game from GDW.*

*Capsule reviews of other new TRAVELLER supplements and play aids.*

*New character types for TRAVELLER.*

*And a cover by Chris White.*

*Other features to expect:*

*The Yaquinto company report. (It didn't make it in time for this issue. Next time, for sure.)*

*All the regular features, including Wargame Design, Deus ex Machina, and Game Master.*

*Check your mailing label. If it says "31," this is your last issue. Resubscribe today!*