

OCTOBER 1980

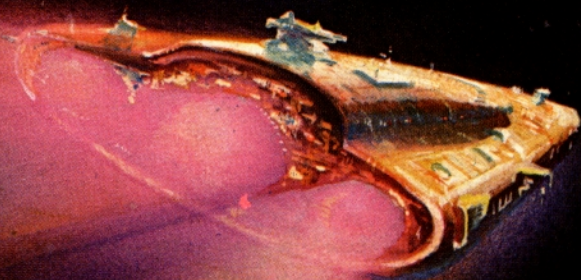
NUMBER 32

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# THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

## SPECIAL *TRAVELLER* ISSUE



ITHILIEN CLASS SCOUTSHIPS  
AZHANTI HIGH LIGHTNING  
ALIEN CHARACTERS  
CALCULATOR PLAY AIDS  
YAQUINTO COMPANY REPORT  
TEN CHARACTERS I WOULDN'T  
LET IN MY UNIVERSE  
AND 9 PAGES OF REVIEWS!



# THE SPACE GAMER

NUMBER 32 — OCTOBER, 1980

## In This Issue

*Traveller* is without question the leading s-f role-playing game on the market. It seemed like a more than worthwhile topic for a special issue. So . . . we've got a number of *Traveller*-related game and supplement reviews, a variant article, and the winner of the Ship Design Contest. (There wasn't room to print the runner-up — but let it be noted here that Ron Shigeta's design ran a close second.) The winner was Mark Chittenden; his design appears on page 11.

This month's cover is by Chris White, who has done quite a bit of illustration for Avalon Hill — notably the box art for *Dune* and *Magic Realm*.

For the fantasy fan, we've got "Ten Characters I Wouldn't Let In My Universe." And for gamers in general, a report from Yaquinto Games.

—Steve Jackson

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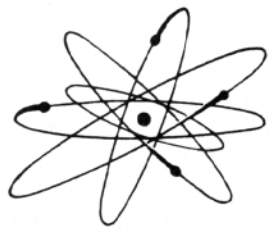
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*ART IN THIS ISSUE: Linda Campanella: 26; Joan K. Chladek: 6; Albrecht Durer: 30; Kevin C. Ellis: 3, 14, 18; Greg Holmberg: mailer cartoon; Paul Jaquays: 22; Denis Loubet: 4, 11; Norv Maples: 12, 24; Richard Mather: 17; Eric Richards: 32; Chris White: cover. (Photos on p. 8 courtesy of Martian Metals.)*



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# Where We're Going

## More Pages!

Starting next month, TSG will be 8 pages longer. We'll keep up the new larger size as long as advertising allows. Basically, we don't ever want TSG to be more than 25% advertising. Even that is really too much. So . . . when there are too many ads for 32 pages, we go up to 40. Fortunately, having that many ads lets us *afford* 40 pages. That means our advertisers are the ones bringing you those extra pages — so show your appreciation by spending some money with them.

## Steve Jackson Games ??? !!!

Now the big news. Effective right now, I'm back in the games business. And very pleased about it, too. It's what I've wanted to do for a LONG time. . . publish my own game designs. I set a high standard for my own work; I hope *you* approve of it.

*(There is a basic conflict of interest between) "quality-oriented designers and profit-oriented publishers. Both are vital to the hobby, but incompatible under the same roof. Only an independent designer can guarantee the eventual quality of his design."*

—Randy Reed, in resigning his post as VP of Research and Design at Avalon Hill

That sums it up, right there. If you want to make sure something is done right, do it yourself. I want to design playable, fun games that will sell cheaply and have really nice components. If I have to publish them myself — well, that's the way it goes. I expect to have a lot of fun with this over the next few years. I'll do my best to make money at it, too . . . that's the only way you can keep a company going! But, again, that's up to *you*.

(A digression. This doesn't mean that I won't sell designs to other companies. I probably will. It also doesn't mean that I will publish only my own designs. I'm already publishing one "outside" design. I'll probably do others. And I'll work with the designers as I'd want a publisher to work with me . . . but the final responsibility for the quality of the game will be mine, because it'll have my name on it right after that designer's.)

## The First Batch

There are four initial offerings. The planned release date for all four is October 15. As I write this, it's September 3; by the time you get to read it, it'll be late September or early October. So if you want any of these, go ahead and order now. By the time your order gets here, we ought to be ready to fill it.

You can read all about the new games in the ad on the inside back cover — but I've got to say a little bit here, too. There are three games. They're alike in that each is printed in color on glossy stock, each has 112 3-color counters, and each comes in a ziplock bag. Other than that, they're very different. One is s-f, one is modern, and one is historical.

KUNG FU 2100 you've already seen; it was in TSG 30. We've dressed it up and fixed a few glitches, but it's the same game: martial arts in the far future.

ONE-PAGE BULGE is another Battle of the Bulge game. The gimmick: Redmond Simonsen wrote not long ago that

he wondered if a wargame could be written with one page of rules. Yes, it can. Here it is. Good game, too.

RAID ON IRAN: What would have happened if the helicopters had gone into Tehran on schedule? A game about something that could have happened, and *still* could happen.

The fourth product isn't a game; it's a miniatures set. *Cardboard* miniatures. These are full-color, 25-mm, front-and-back paintings by Denis Loubet. The b&w picture in the ad hardly does them justice; you have to see them. These may make a lot of fantasy gamers throw away their old playing pieces. They're beautiful.

Anyway, Steve Jackson Games is now in business. Wish me luck.

## Subscriber Benefits

For various reasons, the new game company is an entity separate from TSG. Nevertheless, there'll be close cooperation. And there *will* be benefits for TSG subscribers purchasing the new games.

Right now, it's free postage on game orders. Non-subscribers ordering games can pay 25 cents per game for 3rd-class

## Next Issue

*Next issue's theme will be play-by-mail games . . . computer-moderated and otherwise. We'll lead off with a survey of the play-by-mail game companies. Also coming up:*

*A WarpWar variant - suitable for either play-by-mail or face-to-face multi-player gaming.*

*Reviews of Warp Force One, Empyrean Challenge, and Universe II.*

*A Company Report on Schubel and Son, moderators of "Tribes of Crane," "StarMaster," and other pbm games.*

*Non-pbm features will include:*

*An Ogre/GEV short story and game scenario.*

*The winner of the Trap Contest, and several of the more fiendish runners-up . . . complete with diagrams!*

*And all the regular columns — including lots of capsule reviews.*

*Also: next issue we go up to 40 pages. More of everything!*

