

MAY 1981

NUMBER 39

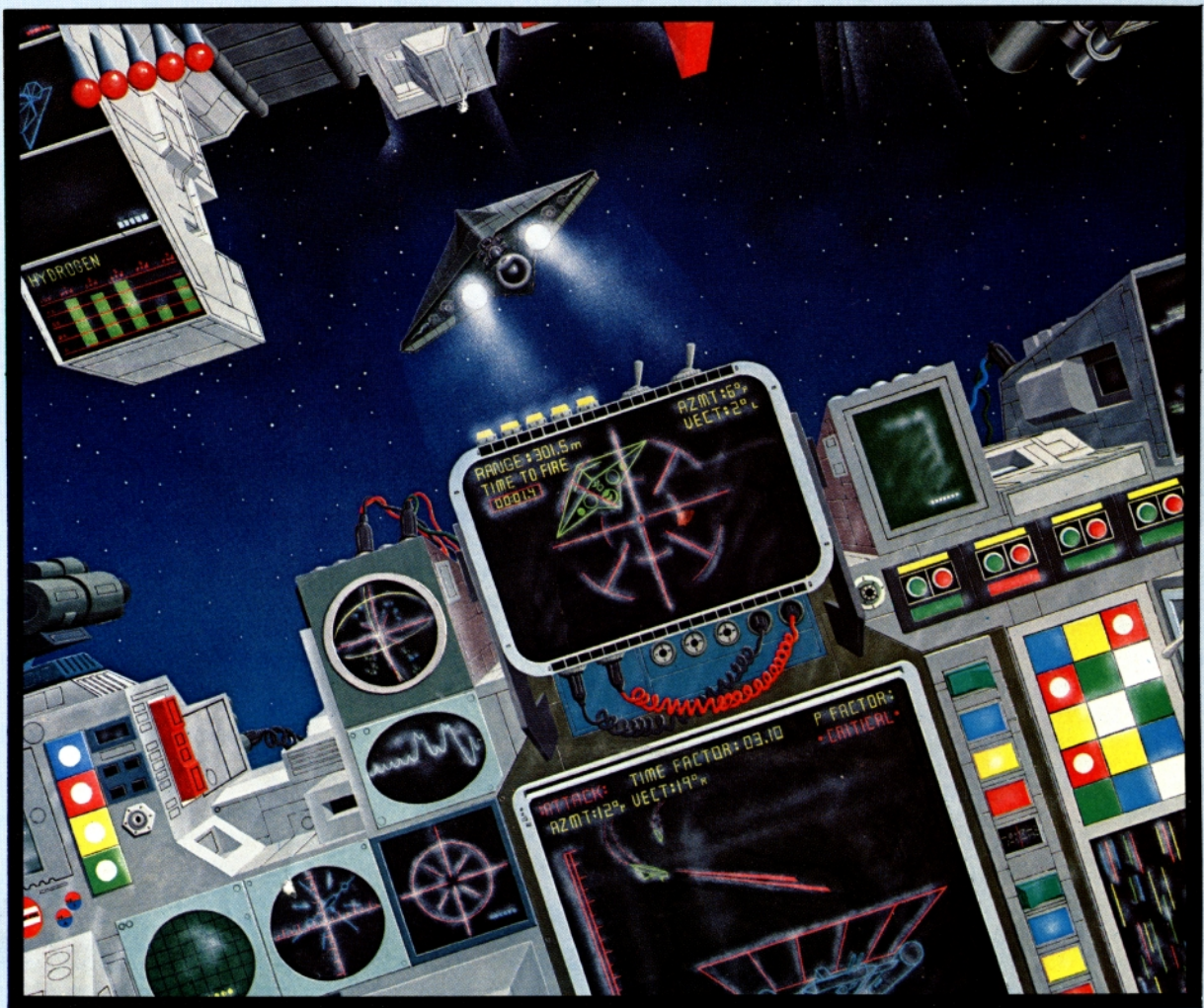
\$2.50

# THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

SPECIAL  
COMPUTER  
ISSUE

## PLAYING *THE WARP FACTOR*



COMPANY REPORT:  
STRATEGIC SIMULATIONS  
LORD BRITISH SPEAKS  
COMPUTERS TO GO  
THE BEEP-BOOP MENACE  
TRIPLANETARY SCENARIO

RUMORS IN TRAVELLER  
THE MORROW PROJECT  
ESA STRATEGY IN ICE WAR  
SIMPLE TRAPS  
MAGIC CONTEST WINNERS  
AND 8 PAGES OF REVIEWS

# THE SPACE GAMER

NUMBER 39 — MAY, 1981

## IN THIS ISSUE

We got a number of favorable comments on our first "special computer issue" eight months ago — so here we go again. In general, the response to 'theme' issues has been good; you can look for more of them.

Depending on how you count, we have six or nine computer-game items in this issue. That ought to be enough to satiate most of the people who have a disc-drive where their heart should be. Other features include a story by Timothy Zahn (who is getting to be a regular both here and in *Analog*); a *Triplanetary* scenario to go with the story; a strategy article for *Ice War*; a *Traveller* piece; and, for the fantasy fans, the Magic Contest winners and Lewis Pulsipher's discourse on traps.

And, as you can see, we managed to keep it at 40 pages again this issue. The advertisers are the ones making it possible — let them know where you read about their products.

Until next month, then.

—Steve Jackson



Publisher: Steve Jackson

Editor: Forrest Johnson

Art Director: Denis Loubet

Contributing Editors:

William A. Barton

Ronald Pehr

Nick Schuessler

Bruce F. Webster

Business Manager: Elton Fewell

Circulation Manager: Aaron Allston

Utility Infielder: Elisabeth Barrington

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 1981 by *The Space Gamer*. All rights reserved.

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

Subscription rates, as of 4-7-81:

In the United States — one year (12 issues) \$21.00; two years (24 issues) \$39.00. A lifetime subscription is \$250. Outside the U.S. — please add \$5 per year for surface mail. Airmail rates vary by country — please write for your current airmail rate. International rates subject to change as postal rates change. NOTE: All payments MUST be in U.S. dollars, made by International Money Order or checks drawn on a U.S. bank.

## Articles

<i>A SCENARIO FOR TRIPLANETARY</i> * Steve Jackson	
<i>The Escape from Leix</i> .....	6
<b>MAGIC CONTEST RESULTS</b>	
<i>New and deadly magic items for FRP campaigns</i> .....	18
<i>RUMOR RELIABILITY IN TRAVELLER</i> * Steve Winter	
<i>A simple way to handle informants and information</i> .....	24
<b>SIMPLE TRAPS</b> * Lewis Pulsipher	
<i>Some effective traps for beginning referees</i> .....	25
<b>ICE WAR: PLAYING THE ESA</b> * Lawrence Person	
<i>No, the US player does NOT always have to win!</i> .....	26
<b>GAME DESIGN: THEORY AND PRACTICE</b> * Schuessler and Jackson	
<i>Part XIII: Playtesting</i> .....	28

## Fiction

<b>FANTASY WORLD</b> * Timothy Zahn	
<i>He was wasting his time on those silly games? Sure he was!</i> .....	4

## Computer Gaming

<b>STRATEGY IN THE WARP FACTOR</b> * Steve Jackson	
<i>Hints on how to win, or at least do a lot better!</i> .....	9
<b>COMPANY REPORT: STRATEGIC SIMULATIONS</b>	
<i>From the publishers of The Warp Factor and Computer Ambush</i> .....	10
<b>COMPUTERS TO GO</b> * Aaron Allston	
<i>A day at a new kind of computer company</i> .....	11
<b>DEUS EX MACHINA</b> * Bruce F. Webster	
<i>An update on the computer gaming world</i> .....	12
<b>TRS-80 BRIEFING</b> * Jon Mishcon	
<i>A description of the model numbers and new TRS-80s</i> .....	14
<b>DESIGNERS NOTES: AKALABETH</b> * Lord British	
<i>Why and how Akalabeth was designed, and a look at Ultima</i> .....	15
<b>THE BEEP-BOOP MENACE</b> * Mike Kelley	
<i>A counterattack for video game addicts</i> .....	17

## Reviews

<b>THE WARP FACTOR</b> * Forrest Johnson	8
<b>THE MORROW PROJECT</b> * William A. Barton	22
<b>CAPSULE REVIEWS</b> .....	30
<i>GAMES: Apocalypse, Duel Arcane, Privateer. SUPPLEMENTS: The Compleat Tavern, Merchants &amp; Merchandise, Pieces of Eight, Survival of the Fittest, The Vanguard Reaches.</i>	
<i>PLAY AIDS: Castle Book I, Village Book I. COMPUTER GAMES: Attack Force, Flying Saucers, Money Madness, Star Warrior, Stellar Adventure, Time Traveller. CONTEMPORARY GAMES: Fifth Corps: The Soviet Breakthrough at Fulda, Hof Gap: the Nurnberg Pincer.</i>	
<i>PUBLICATIONS: Gamer's Guide. BOOKS: The Best of Board Wargaming. NON-EXISTENT GAMES: BananaQuest.</i>	

## Departments

<b>WHERE WE'RE GOING</b> .....	2
<b>GAME MASTER</b> .....	3
<b>CONTEST</b> .....	20
<b>ABBREVIATIONS</b> .....	30
<b>LETTERS</b> .....	38
<b>ERRATA</b> .....	38
<b>NEWS &amp; PLUGS</b> .....	39
<b>ADVERTISERS</b> .....	40
<b>CALENDAR</b> .....	40
<b>READER ADS</b> .....	40
<b>THE GOOD GUYS</b> .....	40

ART IN THIS ISSUE: David Allee: 30; Virginia Campbell: 3; Corky Caraway: 38; Kevin C. Ellis: cover, 8, 29; Carlos Gonzales: 35; Janet Jackson: 25; Denis Loubet: 2, 4, 5, 15; Norv Maples: 12; Robert Phillips: 22; George Pratt: 18; Brian Wagner: 26; J.D. Webster: mailer cartoon, 24, 40.



## Where We're Going

ing why they didn't study accounting instead. They should know there is no accounting for people like them. Look, look.

\* \* \*

See the Postal Service. See the nice trucks and boxes and offices full of baggage smashers. Look, look. There goes another package of *Space Gamers*. Smash, postman, smash.

Look, look. See the bag of *Space Gamers*? Shall we delay them a month like we usually do? How about two months?

Oh, look. See the pretty ad? The ad is for *Cardboard Heroes*. Steve thinks that we will delay this magazine a month like we usually do. Let's fool Steve. Steve will appreciate the joke. Let's get every one of these suckers delivered this week. Then everybody will answer the ad. Fun, fun.

\* \* \*

See Denis paint. Paint, Denis, paint. Denis is painting *Cardboard Heroes*. Denis

is two weeks behind schedule. Paint, Denis, paint. Paint, Denis, paint. *Paint, Denis, paint!* Remember, they have to be perfect. See Steve scream. Aaaaaaaaah!

\* \* \*

Look, look. See Chad and Aaron. Chad and Aaron have a new jacket for Steve. It is white. See the funny jacket. Okay, guys, this has gone far enough. I'm better now, honest. Look, look. Steve is all better. Really...

\* \* \*

Thanks. I needed that.

\* \* \*

As you may have gathered, the *Heroes* are a little late and the magazines carrying the announcement traveled (for once) quite quickly. I'm writing this on April 1, which gives me a perfect out if this prediction turns out wrong — but I *think* we'll still ship the new *Heroes* in April, which puts us just barely on schedule. However, we didn't intend to have anyone waiting more than 2-3 weeks between sending in their money and getting their *Heroes*. Gripe, gripe. As for the other projects:

CAR WARS is in almost-final form. It has gone through two successful pre-publication tournaments — one at Owlcon and one at Aggiecon. As we hoped, it definitely takes over the players' minds. By next week we will have gotten the final typeset version worked out, and Denis will be working on the cars. (This one will have *full-color* auto pictures on the counters.)

VAMPIRE now gets off the shelf and onto the typewriter. I'm looking forward to a couple of solid eight-hour rule-drafting sessions; we know how the game works, it's just a matter of detail.

Look for both of these games by late May or mid-June, if all goes well.

\* \* \*

That makes it time to start thinking of the next batch of projects. One item we've been brainstorming for the past few days is a set of fantasy-game floor plans: a set of rooms in standard sizes that you

Been a frustrating month around here. Not that everything has gone wrong — but too many things have gone not-quite-right. I can't decide whether to scream or just regress into infancy. I think the latter course would be advisable. The writing style is easier, anyway:

See the new issue of *Space Gamer*. It has just come back from the printers. Steve and Forrest are very proud of it. They are reading it. Read, Steve and Forrest, read.

Look, Steve and Forrest, look. There is a column missing from the survey. There is a typo in the contest. Isn't that funny?

Look at Steve and Forrest beat their heads against the walls. They are wonder-

## Next Issue

*Issue 40 will be a special Traveller issue with a new space combat system;*

*A game account by Marc Miller;*

*Jack Vance's "Planet of Adventure" done up complete with maps, aliens and scenarios;*

*A featured review of Triplanetary;*

*The winners of the nonhuman race contest;*

*Also, a featured review of Chaosium's Dragon Pass;*

*Our cumulative index;*

*And some sufficiency of capsule reviews.*

