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NUMBER 42

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

STAR TREK

SPECIAL ISSUE



OFFICIAL ERRATA FOR
STAR FLEET BATTLES
STAR TREK: A DIALOG
APPROACH
STAR FLEET BATTLE MANUAL
COMBINED ARMS IN D&D
METAMORPHOSIS ALPHA
NOTEBOOK
GLOSSARY OF GAME TERMS
NONHUMAN RACES
AND 8 PAGES OF REVIEWS

THE SPACE GAMER

NUMBER 42 – AUGUST, 1981

In This Issue

This is the issue in which we pay our respects to the TV show that started the modern cycle of science fiction – and incidentally spun off a number of good games – *Star Trek*. Our articles include a retrospective of Task Force's *Star Fleet Battles* . . . AND the official errata; a review of Lou Zocchi's *Star Trek* miniatures and miniature combat rules; and an article on dialog implementation in *Trek* (and other) computer games.

Also: a Glossary of game advertising terms – and what they *really* mean; articles on Nonhuman Races and "Combined Arms in D&D"; and some suggestions for *Metamorphosis Alpha*.

Two regular features didn't make it this issue. *The Good Guys* will be delayed a month (J.D. is learning to fly a new plane). And "Game Master" had no questions this time. Maybe next month?
–Steve Jackson



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Publishers may wish to write for a copy of our Recommended Artists List.

Where We're Going

Well, I don't know where *you're* going, but *I'm* going to go home and collapse.

* * * * *

The editorial staff has informed me that they will not accept the above as my "Where We're Going" this month, true though it may be. Some people have no mercy. Well, I should know . . .

It has been an interesting month at TSG. The great Austin floods threatened to wash away the office (we were advised to evacuate). However, since it was deadline time, most of us kept right on working. Some of the typesetting for this issue, and all the CAR WARS pasteup, was done to the accompaniment of a radio explaining that this area would soon be under six feet of water. It didn't happen. The biggest "disaster" turned out to be the continual phone calls from friends and subscribers, asking if we were OK.

* * * * *

We had 101 responses to our "mini-feedback" in Issue 40 . . . pretty good, considering the short time allowed for response. Results were:

COMPARISON OF ARTICLES

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OTHER QUESTIONS

Do you leave the mailer cover on your

copy of TSG?

Always: 50. Sometimes: 14. Never: 36.

Why do you subscribe?

Can't find it in stores: 11. To get every issue: 35. Cheaper: 11. Other: 8. A&B: 1. A&C: 1. A&D: 1. B&C: 20. B&D: 1. C & D: 2. B, C, & D: 3. All 4 reasons: 7.

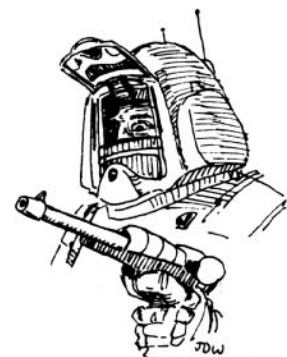
How do you buy SJ Games products?

By mail: 34. From stores: 7. Both: 13. Never bought any (gasp!): 16.

Why do you want us to avoid running historical game articles?

Not interested: 28. Other magazines cover them: 40. Play them, but don't want to read about them: 10. What's a historical game?: 1. A&B: 9. B&C: 4. B&D: 1. (Three readers said they'd like to see some historical games. Sorry about that, y'all.)

Interestingly, the news-type features seemed to score ahead of most things. Capsule reviews were highest of all — no surprise there. Computer and *Traveller* material rated surprisingly low; analysis of the results revealed that this was due to a very large number of "1" and "2"



responses from the people who have NO interest in the subjects, counterbalancing "8" and "9" responses from their fans.

We were pleased to see that there was only one rating below the "5" median. Even assuming that the respondents were among the most dedicated readers, that was good news.

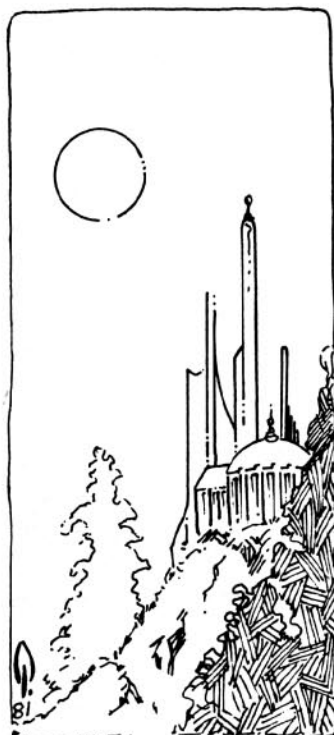
The free-response section brought some very good suggestions for future articles. If anyone out there wants to write them, go right ahead! Samples:

Stellar Conquest ships worked out in *Traveller* terms, with deck plans;

Strategy articles in particular — especially for *Imperium*, *TFT*, *Trillion Credit Squadron*, *Freedom in the Galaxy*, *Star Fleet Battles* (more!), *StarWeb*, etc;

Record sheets designed for games that need them and don't have them;

Next Issue



Our September issue will include a report from Pacific Origins;

A story by Timothy Zahn;

A companion article on bound spirits in D&D;

A survey of science fiction and fantasy variants for "Diplomacy";

A featured review of the computer game "Sword Thrust,"

The winner of the G.E.V. art contest;

More nonhuman races;

And (time and space permitting) a complete game — one of the strangest you've ever seen.