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THE SPACEGAMER

THE MAGAZINE OF ADVENTURE GAMING

SPECIAL SECTION:
ARMORED COMBAT
FOR
TRAVELLER

SPI'S "UNIVERSE" REVIEWED

THE URANIUM DRAGON:
RADIATION RULES FOR
ROLE-PLAYING GAMES

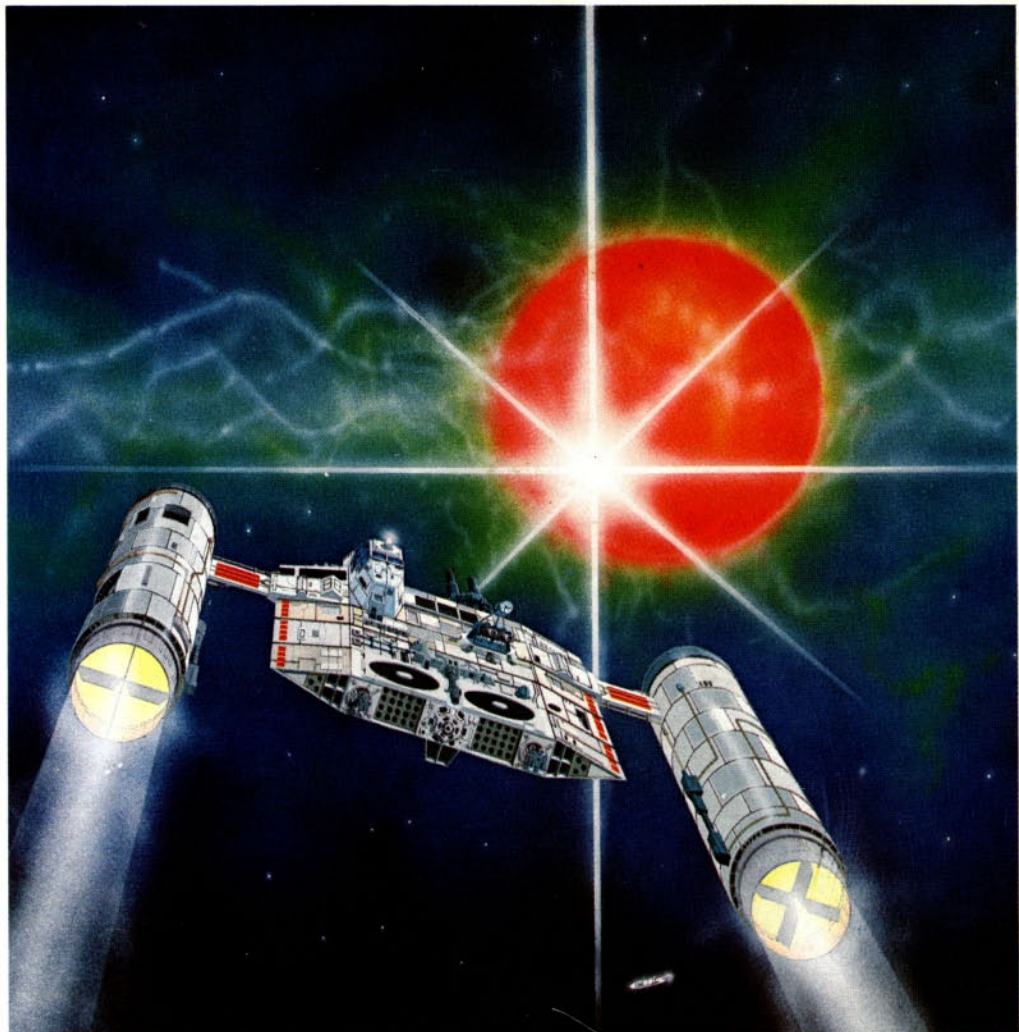
T-REX COMPANY REPORT

COMPUTER BUYERS'
GUIDE

NEW S-F SCENARIO
FOR KILLER

FANTASY DEMOGRAPHY

8 PAGES OF REVIEWS



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In This Issue

The center of this issue is a pull-out section (for those of you who pull your magazines apart) containing detailed rules for designing, buying, and using AFVs (armored fighting vehicles) in *Traveller*. This piece is a real *tour de force*; the amount of detail it offers may well be more than many gamers will want, but there it is! We've also included a guide to miniatures companies producing vehicles suitable for S-F battles.

Our featured review covers SPI's new SFRPG, *Universe*. Greg Costikyan, a freelance designer who has worked on several SPI projects, explains what he thinks is good and bad about this new competition for *Traveller*.

For the fantasy side, we have two articles: Lewis Pulsipher's views on fantasy demography, or why there *isn't* an 8th-level wizard around every corner . . . and a discourse on radiation sources and effects in role-playing games.

Rounding it out, you'll find a new science-fiction scenario for *Killer*; a guide for first-time computer buyers; a new sort of contest; and the usual batch of capsules, news, and letters. Enjoy.

— Steve Jackson

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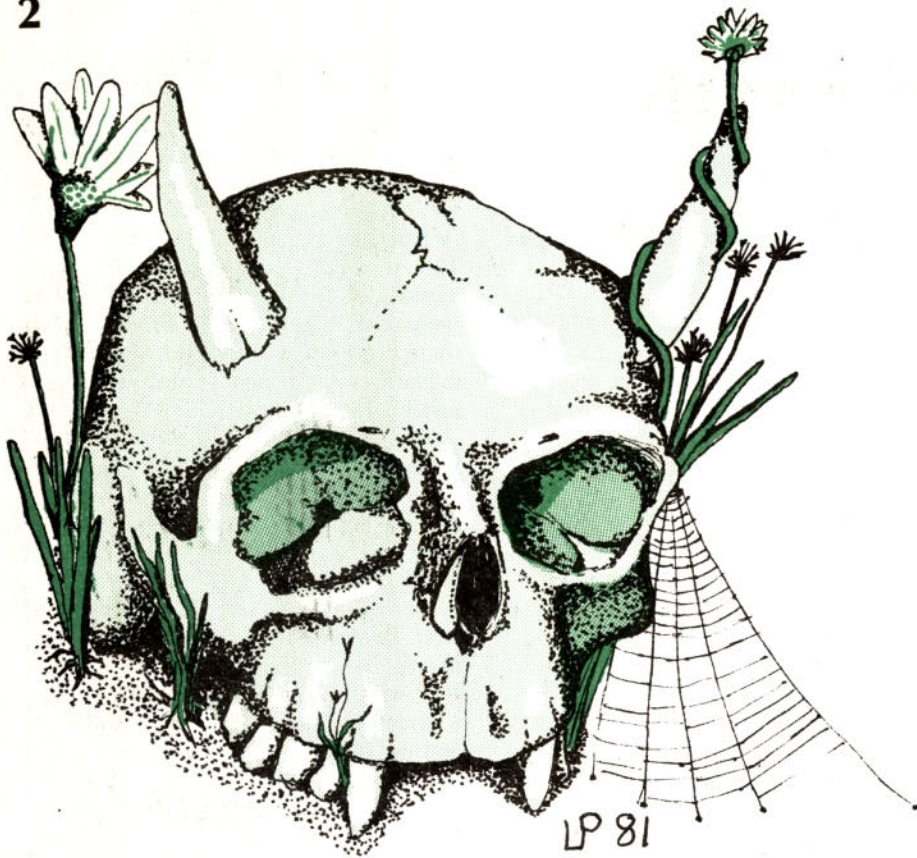
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"By the end of August, our move should be substantially complete." Did I really say that? Here it is early September, and we are no farther along on our move than we were last month. In fact, we're partially unpacked again! It's hard to do business when all your records are crated up and stacked against the wall. I could bore you with tales of the iniquities of real-estate agents and title companies, but whenever I tell the story I get red in the face and start banging my head against the wall. Suffice it to say that we have now been solemnly assured three times that arrangements were complete — and each time another worm popped out of the woodwork. I am now offering no predictions about when we move, or even to where.

Car Wars

This continues to be a big seller. (It has been brought to our attention that a Dallas company is actually *building* cars with gun ports and armor plate. It's hard for science fiction to keep ahead of reality these days.) Anyway, I have now seen *good* masters on several auto and cycle miniatures, and more are on the way. It's possible that we'll be in production by the end of the year, and — for those of you that see us at conventions — pre-production models should be in circulation very shortly. I'm taking some of the masters to WorldCon to show off, but that'll be over by the time you read this.

As for supplements: we're working on two. One will be a large arena, with rules for some new weapons and vehicle types as a bonus. The other will be a programmed adventure: you build your car, load up on supplies and ammo, and try to drive from one city to another, dealing with the hazards you find in between.

Cardboard Heroes

The three sets of fantasy Heroes are coming along, though the release date is likely to be very late September or early October unless Denis and Paul surprise me with a hatful of art next week. However, everything I've seen looks absolutely beautiful, and GDW has given approval for all Paul's initial human-type sketches. (Aliens will be in a later set.)

Where We're Going

I've gotten several inquiries lately asking if I was or was not the same Steve Jackson that did this, that, or the other. Well, yes and no.

First (for those of you who are new to the scene): Yes, I'm the same one who did a number of games for Metagaming . . . and no, I am no longer connected with them.

Second: Yes, I'm the person who designed the "Star Cluster" PBM game for the Buchanan Company. As of now, that game is just getting off the ground; the first turns of the first game were mailed a couple of weeks ago.

Third: Yes, I'm also the one who did the World Generation book that SPI has announced . . . and no, I don't know when it'll be available, or even what it will sell for. But mercy me, it is a LONG so-and-so. I understand they're considering putting it in hard covers, it's so big.

Fourth: No, I'm NOT the Steve Jackson whose name keeps turning up on British games. That Steve has red hair, is a couple of inches taller than I am, and works for Games Workshop in London. He's a very nice fellow, and quite knowledgeable; we meet at conventions occasionally and argue about which one of us should change his name to Mortimer.

— Steve Jackson

NEXT ISSUE

November will be a special computer issue, with a company report from Automated Simulations, publisher of the award-winning game TEMPLE OF APSHAI. There will also be an article on winning strategy for STARWEB, and a featured review of ROBOTWAR.

In addition, we will have designer's notes for CAR WARS, our updated Writer's and Artist's Guide, some suggestions for reviewers, and the winners of the glossary contest.