

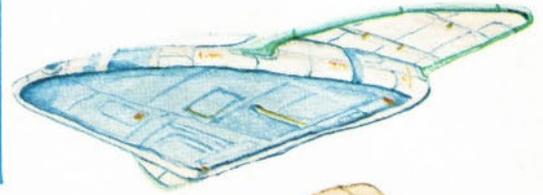
DECEMBER 1981

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



Special *TRAVELLER* Issue



"FLARE STAR" ADVENTURE
APPROVED FOR TRAVELLER
TERRORISM—NEW CAREER
FOR TRAVELLERS
FIFTH FRONTIER WAR
KILLER LOOSE
IN SCOTTSDALE
WIZARDRY
MORE "MURPHY'S RULES"
AND 9 PAGES OF REVIEWS

THE SPACE GAMER

NUMBER 46 – DECEMBER, 1981

In This Issue

By popular demand, we have another special *Traveller* issue. This time, there's a game scenario by Marischal Adventures, which is approved for *Traveller* by GDW. Also, to the growing corps of nasty *Traveller* characters, we add terrorists. For boardgamers, there is a review of the related *Fifth Frontier War*. Those interested in new products for *Traveller* will find five pages of reviews conveniently grouped in a special section.

For computer gamers, we have a review of the hot-selling new adventure, *Wizardry*. For *Killer* fans, we have a story by Michael Stackpole, telling how he assassinated most of the staff of Flying Buffalo Inc.

On page 40, there is the second installment of our new feature, "Murphy's Rules." It won't be the last.

—Forrest Johnson

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Where We're Going

Well, after all of two months in our new offices, we're moving again . . . to the place that we (almost) went when we first started to move. Don't ask why; it's a long story, having to do with the iniquities of real-estate agents and the general application of Murphy's Law as it relates to small businesses. The bright side: we're getting pretty good at moving (not to mention painting walls). But I wish we could put out a game now and then. And, as it happens, we're going to.

Ogre / GEV

As of this writing (Nov. 5), we have reached an agreement with Metagaming, covering Ogre, GEV, and several other bones of contention. The final settlement has not yet been signed, but all parties (and their attorneys) have agreed on terms. This means that Ogre and GEV ought to be back in print sometime in the spring of 1982. More news on this next month, after we get the final papers signed and I have time to work out some publication schedules.

FGU Licensing

We have finalized an agreement with Fantasy Games Unlimited, whereby we will be producing licensed Cardboard Heroes for several of their games . . . *Villains & Vigilantes*, *Space Opera*, *Aftermath*, and *Bushido/Land of the Rising Sun*. The artwork will be done by FGU's Jeff Dee, who has shown that he can work to the standard set by Denis Loubet in the first four sets. The first of these to come out will be a V&V super-heroes set (which will also carry the "Superhero 44" logo, by agreement with Lou Zocchi). We've seen the final art on ten of the figures, and are eagerly awaiting the rest. That first V&V set will come out at the same time as the *Traveller* set and the next three fantasy sets . . . whenever that is . . . maybe in 1984 . . .

* * *

Seriously, the other Heroes sets are crawling along like snails, but progress is visible. Denis has now completed two of his three sets, and is well along on the third; Paul Jaquays has sent us about 80%

of the art for the set he's doing. It looks like January now. I hope.

* * *

The Cardboard Heroes plastic bases ought to be ready pretty soon; I looked at samples a couple of days ago, and approved them with changes. They'll come in black and white, and 28" worth of base — enough for one set of Heroes — will cost \$3. These are wholly optional; the Heroes work just fine with their own cardboard bases. But there have been repeated requests for plastic bases, and, having looked at the samples, I have to say that they look pretty sharp. Fear not; I shall inflict a sales pitch on you when they're actually ready. In the meantime, don't order them yet, because we don't have them to send.

* * *

Having a little space left, I'm going to get on the soapbox about a recent trend at science fiction conventions — one that is both personally and philosophically offensive to me. I'm referring to the banning of weapons — even mock weapons — from costuming.

Part of the fun of a convention — for most of us, anyway — is to wear a costume and to enjoy the costumes others have made. Some of them are thrown together, while others are the elaborate fruit of weeks of work — but they're all self-expression, and they're all fun. And a large percentage of the costumes, not

surprisingly, have a martial theme . . . because most of the world's best science fiction has dealt in one way or another with conflict. Now, what's a Conan without his sword, or a Space Viking with no blaster? Not much. But that's what some people want, and they're inflicting it on the rest of us.

Reading fanzine discussions, I'm amazed by the number of mealy-mouthed apologies for the weapons censors. Some blame it on "rowdies" (so throw them out!). Some claim to feel physically intimidated by the mere proximity of something that looks like a weapon. (I'm not kidding; that's what the letters said.) Some come right out and say "War is awful. Weapons cause war. If you want to wear a weapon, or something that looks like a weapon, you're an awful person and we don't want you around." Now these are the same people that will permit no criticism of a piece of writing, no matter how brutal or (pardon the expression) sick the themes may be. Freedom of speech! But they don't seem to regard costuming as a form of expression — at least, not one to be protected! They insist on imposing their prejudices on a field that's traditionally been free of such pompous nonsense.

I'm not really claiming a constitutional right to carry toy guns (though who's to say we don't have one?). I'm angry at the people who take themselves and their biases so seriously that they'd try to regulate *convention costumes*. Really. Can you believe it? I've been to more cons than I can count, and the ONLY weapons-related hassles I've EVER seen were people preaching about the nasty evil warmonger costumes. !!!!!

They'll take away *my* blaster when they pry my cold, dead fingers off the trigger.

—Steve Jackson

NEXT ISSUE

Next issue will focus on TSR's Dungeons & Dragons (and Advanced Dungeons and Dragons). The centerpiece will be "Kimburani's Tomb," the AD&D competition dungeon from TexCon '81.

There'll also be an article on "Remedial Role-Playing";

The questionnaire for the annual Game Survey;

Designer's notes for "Barbarian Prince";

And several other things that won't fit in this box.