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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

TOURNAMENT OGRE/G.E.V.
BASIC OGRE DEFENSE
THE LONE GEV
OGRE SQUASH

MINOR INSTITUTIONS OF CIDRI
EXPANDING ASTEROID
SPY-CARS IN TRAVELLER
AND 10 PAGES OF REVIEWS



SPECIAL
OGRE
ISSUE

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IN THIS ISSUE

This is our special *Ogre/G.E.V.* issue, which sports three articles on the games (two strategy pieces, one game variant), two new units, and an obnoxiously good piece of fiction by Mike Stackpole.

Readers not interested in *Ogre/G.E.V.* aren't left in the cold, though: We also have Forrest Johnson's article on TFT solitaire characters between games, W.G. Armintrout on assembling a gaming club, William A. Barton writing on James Bondian vehicles in *Traveller*, and Steve Jackson on rule variations for GDW's *Asteroid*, plus the normal assortment of columns, departments, and capsules. Have fun.

—Aaron Allston

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Where We're Going

Exhaustion city. We've been filling orders for Pocket Box games . . . and filling orders . . . and filling re-orders. It seems as though we may, just possibly, have a hit on our hands. It also seems as though we may have a little trouble keeping up with the demand! Ah, well . . . there are worse problems to have.

Shakeout, Part II

A couple of months ago, our "state of the industry report" predicted really big changes at SPI within the year. And *last* month, just as TSG was going to press, the word came in that the TSR empire had effectively bought SPI out. All we were able to do in TSG was drop in a box with a bare-bones announcement. The May-June issue of *Fire & Movement*, though, carried a full report on the takeover. Nick Schuessler, who is F&M's managing editor, managed something difficult in magazine publishing — especially with a bimonthly schedule — namely, some genuine journalism. He managed to tie down a good collection of facts, historical background, and informed comment about the takeover — and then totally rewrite it a week later when Avalon Hill scored a return coup by hiring most of the SPI design staff. The result: a story so timely that the first many gamers knew of the takeover was the "TSR BUYS SPI" headline on the magazine cover.

We chose *not* to reprint the whole story here in TSG: enough of you subscribe to both magazines that it would have been unfair duplication of material. So if you're interested in the inside details on the first victim of the Big Shakeout, that's where to look.

And, while the giant was dying, a sparrow fell. We have a reliable report that Group One, publisher of several approved-for-*Traveller* ship supplements and adven-

tures, has cancelled all ongoing projects, and will be selling its inventory and going out of business. So it goes.

Mail Order Blues

From time to time, there is a problem with a game order or subscription. If you live in the U.S. or Canada and an order takes over two months to reach you, there's something wrong. To achieve a delay like this without actually losing the order, it takes three problems in a row:

- (a) the Post Office is slow in getting it us, and
- (b) then we are much slower than usual in filling it, and
- (c) the P.O. is slow *again* in getting it to you.

So if you haven't gotten an order after a couple of months, call or write (writing is better). Send us your name (spelled clearly), the date you ordered, your address, and a copy of the cancelled check. The check only becomes necessary when we can't find a record of your order. In that case, it may be your only insurance of getting the order.

For subscription problems, the most important factor is that we get your name spelled clearly, and exactly the same way it appears on your address label. A copy of the label is best of all. If you haven't received a TSG by the end of the month on the cover, it's probably been lost in the mail. If you move, send us the address change ASAP, because the Post Office eats or destroys second-class mail unless you guarantee forwarding postage — and we *don't* replace issues lost because *you* didn't change your address.

To avoid problems like this in the first place, make sure you've included your full address in your order (not just on the envelope). If you charge your order, make sure the number is right and the

card is good. If you think your order will exceed a pound, give us your home address instead of a Post Office box, because we'll probably send it UPS to get it to you faster. And be twice as careful around Christmas!

But He Spelled Our Name Right . . .

Those of you who get Lou Zocchi's "Hex-O-Gram" may have noticed some interesting items in the April issue (28). Some of the ads for new products available from Lou were . . . shall we say, not quite accurate? At any rate (to forestall the letters I can see you writing): No, we didn't really publish *Death Duel with the Destroyers*. Fantasy Games Unlimited did. No, we didn't really publish *Man, Myth, and Magic*. Yaquinto did. (And it's a game, not an accessory.) The name of the robot supertank in our game is "Ogre," not "Orge." The miniatures he is selling are Heavy Tanks; the reference to "Orge 3 Tanks" refers to the old Martian Metals stock number for the heavy tank, NOT the Ogre Mark III. And *Worlds of Wonder* (reviewed here last issue) is not by Swedish Game Productions as the Hex-O-Gram says, but by Chaosium. Lou tells us that issue had a few typos in it . . .

More Pages! More Pages!

If this issue feels a little bit heavier, there's a reason. It's eight pages longer than last month's. We were really pleased to be able to go to the larger size, since this is a special issue. We didn't have to choose between running lots of *Ogre* material and getting a good mix of articles on other subjects; the extra pages let us do both!

Those extra pages came from the only place any magazine is likely to get them: more advertising sales. So throw some business to our advertisers, and let them know where you saw the ad — that way, we can do this again every month.

Speaking of advertisers, this is a good time to repeat our policy on play-by-mail ads. We will *not* accept an ad from a new PBM operation unless we've seen the rule-book, some actual turn sheets, and a list of satisfied players. We've had several requests already that we relax this policy "to help new companies get started." Sorry . . . but in the past we've run such ads and *you've* spent your money for turns you never got because the companies ran into problems. We won't be a party to that any longer. If you see a PBM ad here, it means we've checked out the company, and they are, to the best of our knowledge, actually in operation and running turns.

—Steve Jackson

Next Issue

Headed your way in July, we have the fourth of the Mariscal TRAVELLER adventures;

"Giving Humans an Even Break in THE CREATURE THAT ATE SHEBOYGAN";

A featured review of GDW's STRIKER;

More Computer as Familiar;

A new regular column; and

The Superdome.