

#71

The Magazine of Adventure Gaming

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# Space Gamer

## TÉKUMEL

Empire of the Petal Throne

Swords & Glory

Interview with  
M.A.R. Barker

**SHOCKWAVE**  
Analysis and Strategy

**STAR FLEET BATTLES**

**RINGWORLD**

AND

**14 PAGES OF CAPSULES**



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## SPECIAL SECTION

### Tekumel

Professor M.A.R. Barker's world of the Petal Throne has been attracting attention lately. There's a new edition of his venerable roleplaying game, *Empire of the Petal Throne*, and his first novel is just out from DAW Books. In our biggest issue ever, we look at Tekumel in depth.

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## Eon Game Line Sold to West End

Eon Products, publisher of *Cosmic Encounter*, has agreed to sell its entire line of boardgames to West End Games.

"We just weren't able to publicize the games the way they deserved," said Jack Kittredge of Eon. "We were never much as businessmen anyway." The Massachusetts company has not produced a new boardgame in over a year and has not attended the major conventions and industry shows this year.

Eric Goldberg, Research and Development Director at West End Games in New York, hopes to re-release *Cosmic Encounter* and another Eon game (either *Borderlands* or *Quirks*) in fall of 1985. "The rules will certainly be rewritten to be better presented and more easily learned," Goldberg said. "We'll probably have more conventional components. We might just go with one board [for *Cosmic Encounter*], perhaps permitting eight players instead of six. But this is all speculation. We certainly won't do anything to ruin the play quality."

Goldberg said a West End edition of a third Eon game would follow in 1986. "We see the

Eon games as part of the same general line as *Junta*." Originally published by Creative Wargames Workshop, *Junta* will be released in a West End edition at the January Hobby Industry of America trade show in Dallas.

Meanwhile, the design team at Eon has moved into computer games. In June CBS Software released Eon Software's word game *Passwords*, for the Commodore 64. Apple II and IBM conversions of *Passwords* will be out soon.

CBS Software is releasing two other Eon games this fall. *Weather Tamers* assigns up to four players the task of changing the weather to order in various spots in the country; every change affects the weather patterns in neigh-

boring areas. *The Argos Expedition* is a multi-player game about recovering and identifying extraterrestrial artifacts. Both games are initially for the Commodore 64.

The Eon designers have not entirely abandoned boardgames; they've just done two expansion sets for Avalon Hill's *Dune*. Their release is timed to coincide with the *Dune* movie, due at Christmas. Eon designed the original *Dune* game on assignment from Avalon Hill. And Eric Goldberg reports that "perhaps the key to the deal" of West End buying Eon's games was Eon's agreement to do two more games for West End. No decisions regarding these new games have been made yet, Goldberg said.

## Down, But Not Out

The biggest news in the adventure gaming industry of late has been the abundance of rumors concerning the imminent financial doom of this company or that company. Here's the latest on three companies that have figured prominently in the rumors — and the real stories on each.

**TSR** — The rumor that the largest company in the adventure gaming industry has filed for Chapter 11 bankruptcy is "definitely not true," company Public Relations head Deiter Sturm said. TSR is currently busy publishing modules for its new *Marvel Super Heroes* and *Indiana Jones* roleplaying games, and it just wrapped up GenCon 17, which Sturm called "by far the most successful" GenCon yet. An estimated 8,500 gamers attended the four-day convention. This is not to say that TSR is without problems — a pair of lawsuits by former employees could cost the company a lot of money, and sales are reported down — but they're not out of business.

*Flying Buffalo/Blade* — An ambitious

series of releases in the first half of the year (including *CityBook II*, *Treasure Vault*, and some *Tunnels & Trolls* solo adventures) has resulted in a serious crunch of printer's bills. Staff has been cut back severely, and "morale took a beating," survivor Mike Stackpole said. Stackpole is currently hand-moderating a new fantasy PBM that Flying Buffalo has in playtest, with an eye toward using the material for some additional *Catalyst Series* generic RPG aids as well. While things are lean, Stackpole expressed confidence that the company would pull through.

*Judge's Guild* — "We're hanging on by our teeth and nails," owner Bob Bledsaw said. Bledsaw says there are three more products and three more issues of *Pegasus* magazine waiting on available cash to be printed. JG's problems range from too much returned merchandise to distributors going out of business owing them money. "We'll fight the fires as they come up," Bledsaw said. "Hopefully, it'll pick back up eventually."

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