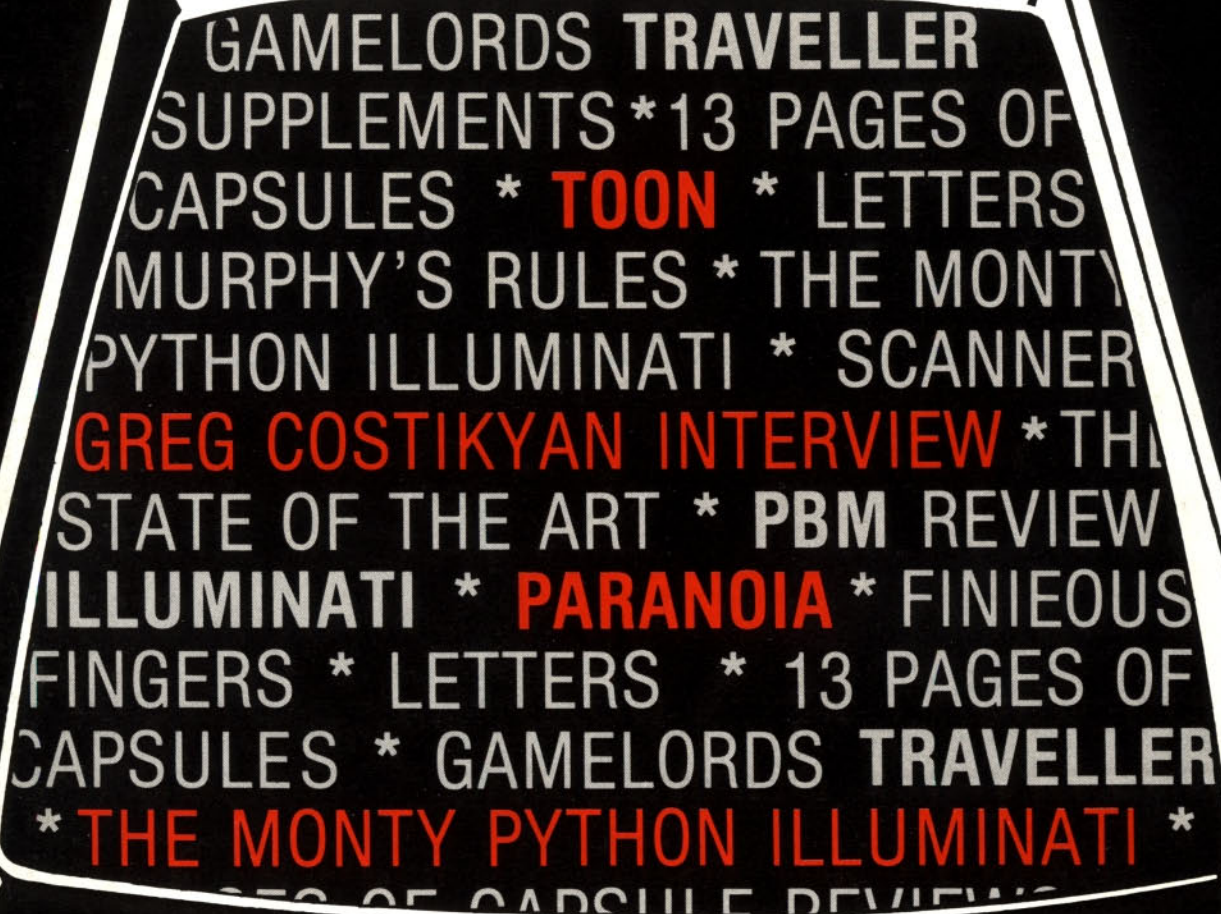


Space Gamer

The Computer is your friend. See page 12.



GAMELORDS TRAVELLER
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SCANNER

News from
the World of Gaming

Unicorn Gold Mystery Still Unsolved

\$10,000 is on the line now that the deadline for solving the mystery of Metagaming's *Treasure of Unicorn Gold* adventure has passed — but neither the money nor the solution to the puzzle seems to be forthcoming.

The story begins in 1981 when, on the heels of the successful *Treasure of the Silver Dragon* scenario, Metagaming published *Treasure of Unicorn Gold*. In addition to being a complete fantasy scenario for *The Fantasy Trip*, *Unicorn Gold* contained maps and clues to a buried statue (a golden unicorn, naturally). The person who found the statue, the game promised, would also receive a \$10,000 cash prize from Metagaming.

The contest rules in *Unicorn Gold* went on to say that if the statue had not been found by September 1, 1984, Metagaming would recover the statue, announce where it had been hidden, and hold a drawing among all players who had sent in a registration postcard that was included in the game — the lucky winner to receive the \$10,000.

Then came 1983, and the demise of Metagaming. Company president Howard Thompson an-

nounced then that the company was going out of business "voluntarily," due to a lack of interest in continuing to work in the game business. Thompson announced that even though Metagaming was going out of business, the *Unicorn Gold* contest was still on and the prize would still be awarded.

The September deadline has come and gone. Despite repeated efforts by a number of interested *Unicorn Gold* players to find the solution to the mystery, Thompson has refused to give out any information or answer any questions. When contacted by *Space Gamer* magazine about the *Unicorn Gold* question, Thompson said he had no comment to make. When asked if that meant the prize would not be awarded, he said, "I have nothing to say on that," and ended the conversation.

There is a small but dedicated network of *Unicorn Gold* players very interested in discovering the answer to the mystery. Several have made more than one trip to the site where they believe the statue to be buried, near Harrison Bay State Park just east of Chattanooga, Tennessee. So far, the players have been unable to narrow it down any further, which

has lead to some grumbling and charges that the clues are not precise enough to solve the mystery. Some people have gone so far as to charge that the statue was never really buried — but there is not enough information either to confirm or deny that, and Thompson isn't talking.

Convention Calendar

Orono, Maine — EXPLORERCON MAINE 1985, Feb. 2. Small gaming con put on by Explorer Post 315. Contact Dan Belyea, 474 Stillwater Ave., Old Town, ME 04468.

*College Station, TX — WARCON '85, Feb. 8-10. Gaming con on the campus of Texas A&M University. Contact Warcon '85, MSC Nova, TAMU, Box J-1, College Station, TX 77844.

Lincoln, NE — MINI LIN-CON '85, Feb. 9-10. Gaming con sponsored by Hobby Town game store. Contact Hobby Town, 130 North 13th St., Lincoln, NE 68508.

Houston, TX — CONTEX II, Feb. 15-17. SF con featuring Marion Zimmer Bradley. Contact Friends of Fandom, P.O. Box 772473, Houston, TX 77215.

Oakland, CA — DUNDRACON IX, Feb. 15-18. Gaming con. Contact DunDraCon, 386 Alcatraz Ave., Oakland, CA 94618.

*Pasadena, CA — ORCCON 1985, Feb. 16-18. Gaming con. Contact Strategicon, Box 2577, Anaheim, CA 92804.

Manhattan, KS — IMAGICON 4, March 1-3. Gaming con on the campus of Kansas State University. Contact StarRiders, c/o Union Activities Center, K-State Union, KSU, Manhattan, KS 66506.

Dallas, TX — FANCON '85, March 8-10. SF and art con featuring George Takei, Majel Barrett Roddenberry, and lots of others. Contact Fancon '85, PO Box 380297, Duncanville, TX 75138.

Biloxi, MS — COASTCON VIII, March 8-10. Sf and gaming con featuring Alan Dean Foster. Contact CoastCon, Box 1423, Biloxi, MS 39533.

Raleigh, NC — TRI-CON III, March 15-17. Gaming/SF con on the North Carolina State University campus. Contact Tri-Con III, Box 50201, Raleigh, NC 27650.

*SJ Games will attend the cons marked with an asterisk.

Air Force Sets Up OGRE Tournament

The US Air Force is organizing a major *Ogre/G.E.V.* tournament for this February in conjunction with Project Warrior, a program to get servicemen and women interested in things military. "This is an experimental tournament, the first of its kind in military history," said Airman First Class Robert Vincent. Vincent is organizing the tournament under the direction of Captain Milton McWilliams. Both are stationed at Dyess Air Force Base in El Paso, Texas.

The tournament will be a single-elimination event involving four-person teams from up to 35 Air Force bases across the South, as well as cadet teams

from Texas A&M University and the US Air Force Academy. The event will take place at Warcon '85, Feb. 8-10, 1985, on the campus of Texas A&M University in College Station, TX. Each base and cadet group will have its own tournament to pick a four-person team to go on to the finals. Each team will have to pay its own way to College Station, but Vincent said that if the tournament is a success, trips to future tourneys will be paid for by the government. Vincent also said that if the Pentagon-approved project takes off, it will expand to include not only all the Air Force bases in the continental US, but also teams from other branches of the service.

Vincent said the idea for the tournament came from Lou Zocchi, a former Air Force serviceman. Zocchi owns and operates Gamescience, a Mississippi-based game manufacturer and distributor. *Ogre/G.E.V.* was chosen, Vincent said, because "it's a futuristic game and very simplistic, but it's also very tactical." Vincent said that the players at this year's tournament would choose which game to use for next year's Project Warrior competition. He mentioned *Panzerblitz* and *Panzer Leader* as possibilities, but also left open the chance that next year's Project Warrior tournament would be an *Ogre/G.E.V.* rematch.

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