

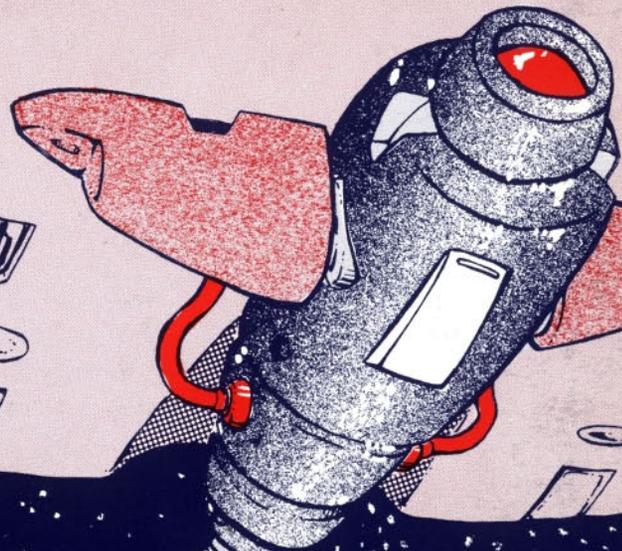
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The Magazine of Adventure Gaming

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# Space Gamer

STARSHIPS  
IN CHAMPIONS



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Greg Costikyan  
Steve Jackson  
Rick Loomis  
George Mac Donald

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# 1984 Origins Award Winners

This year's Origins Awards, "aimed at recognizing outstanding achievements in Adventure Gaming," were awarded at the Origins 85 national gaming convention, held at Towson State University outside Baltimore, June 27-30, 1985. The nomination process was open; the final ballot was voted on by members of the Academy of Adventure Gaming Arts & Design.

Categories of interest to readers of *SG*:

Best Roleplaying Rules: (tie) *Twilight: 2000* (Game Designers' Workshop) and *Paranoia* (West End Games). Other nominees in the category included *Chill* (Pacesetter), *RuneQuest III* (The Avalon Hill Game Company), and *Element Masters* (Escape Ventures).

Best Roleplaying Adventure: *Live and Let Die* (Victory Games). Other nominees: *Citadel of Zushran* (Ragnarok), *Citybook II* (Blade/Flying Buffalo), the *Dragonlance* series (TSR), and *Encyclopedia Harnica* (Columbia Games).

Best Science Fiction Boardgame: *Web and Starship* (West End Games). Other nominees: *Battledroids* (FASA), *Hammer's Slammers* (Mayfair), *Shockwave* (Steve Jackson Games), and *Star Trek III Starship Combat Game* (FASA).

Best Fantasy Boardgame: *The Lonely Mountain* (Iron Crown Enterprises). Other nominees: *Battlecars* (Games Workshop), *Dragonriders of Pern* (Nova Games), *Talisman* (Games Workshop), and *Worlds of Boris Vallejo* (Mayfair).

Best Professional Roleplaying Magazine: *Dragon*. Other nominees: *Different Worlds*, *White Dwarf*, *Space Gamer*, and *Heroes*.

Best Play-By-Mail Game: *Starweb* (Flying Buffalo). Other nominees: *Beyond the Stellar Empire* (Adventures by Mail), *Crasimoff's World* (Adventures by Mail), *Illuminati PBM* (Adventure Systems), and *Starmaster II* (Schubel & Son).

Best Graphic Presentation in an Adventure Game: *Vietnam* (Victory Games). Other nominees: *Element Masters*, *Paranoia*, *Web and Starship*, and *Star Trek III, Starship Combat Game*.

Frank Chadwick (*Twilight: 2000*) was named to the Adventure Gaming Hall of Fame.

Other winners included *South Mountain* (Best Pre-20th Century Boardgame, West End Games), *Vietnam* (Best 20th Century Boardgame, Victory Games), *Wargamer* (Best Professional Boardgame Magazine), *Alarums & Excursions* (Best Amateur Adventure Gaming Magazine), *Carriers at War*

(Best Adventure Game for the Home Computer, Strategic Studies Group), *The Sword and the Flame* (Best Miniatures Rules, Greenfield Hobby), *The Courier* (Best Professional Miniatures Magazine), Ral Partha's *25mm Colonials* (Best Historical Figure Series), Ral Partha's *25mm Personalities* (Best Fantasy/SF Figure Series), and *Star Trek Starships* (Best Vehicular Series, FASA).

The Origin Awards comprise the H.G. Wells Awards for Outstanding Achievement in Miniatures and Roleplaying Games, and the Charles Roberts Awards for Outstanding Achievement in Boardgaming. Charles Roberts, designer of *Tactics* and founder of the adventure gaming hobby, was present at the awards ceremony; H.G. Wells, author of one of the first books on miniatures gaming (*Little Wars*) as well as *The Time Machine* and *War of the Worlds*, was unable to attend.

## Press Releases

### From West End Games:

"West End Games is proud to announce that James F. Dunnigan, founder and former president of SPI and designer of more than 100 games, has been signed to design a new game.

"The game, to be co-designed with Austin Bay and developed by SPI veteran Joe Balkoski, will be a simulation of hypothetical conflict in the Persian Gulf region. In a number of scenarios, it will cover both potential American/Soviet conflict, and possible conflicts between the Gulf nations and both super-powers.

"The current working title is *War in the Gulf*.

"Dunnigan currently works as a principal of a software business. He will not be returning to games full-time. Reportedly, the game grew out of his long-term participation in the modelling and simulation of modern military affairs for the War College. In his spare time, Dunnigan writes; recent books include *How to Make War* (William Morrow) and *A Quick and Dirty Guide to War* (Morrow), the latter co-authored with Austin Bay.

"Austin Bay has been involved in computer simulation for the War College and Strategic Studies Institute. He writes on military and political affairs for a number of journals, including the *New York Times*, *Armor*, and others. His first novel, *The Coyote Cried Twice* (Arbor House) was published this spring."

### From Midnight Games:

"Midnight Games is pleased to announce both its arrival in Sacramento, California from Anchorage, Alaska, and the upcoming release of its new play-by-mail game, *Epic*.

"*Epic* is a strategic level, empire-building game which allows for unique position types and optimum player interaction and competition.

"Designed by James Landes, and playtested by some of the toughest and most successful PBM gamers in the hobby, *Epic* is scheduled for release by August 1, and processing of set-ups will begin on August 10.

"For more information, write to Midnight Games, P.O. Box 421356, Sacramento, CA 95843."

### From Digest Group Publications:

"*The Traveller's Digest*, approved for use with *Traveller*, has just announced a June 1 publishing date for its charter issue. Each 52-page issue is scheduled to contain a 26-page adventure, complete with character descriptions, subsector and world maps, library data, and encounter tables. One regular column, 'Traveller Tech Briefs,' has special information on new and old technology used in the feature adventure. Everything in the magazine is designed to be consistent with the *Traveller* universe.

"The *Digest's* 'Grand Tour' of the Imperium starts 'behind the claw' in the Spinward Marches. You'll travel to Vland, Capitol, Terra, the Aslan Hierate, and across the Great Rift via the Jump-5 Route. Naturally, there will be plenty of stops along the way; you'll meet all the major races face-to-face, and many of the minor ones (including some you've never heard of).

"Single copies are \$3.95; a one-year subscription (four issues) is \$14.00. Send check or money order to Digest Group Publications, 8979 Mandan Ct., Boise, ID 83709, or visit your local *Traveller* dealer."

## Convention Calendar

\*Joplin, MO — OZARKON I, Aug. 3-4. SF and gaming con. Steve Jackson will be Guest of Honor. Contact Ozarkon I, Box 2151, Joplin, MO 64803.

\*Milwaukee, WI — GENCON 18, Aug. 22-25. The biggest game convention in the country moves to the Mecca Convention Center in Milwaukee. Contact GenCon 18, Box 756, Lake Geneva, WI 53147.

\*Austin, TX — LONE STAR CON, Aug. 30 — Sept. 2. The North American Science Fiction Convention. Contact F.A.C.T., Box 9612, Austin, TX 78766.

Los Angeles, CA — GATEWAY 1985, Aug. 31 — Sept. 2. Gaming con. Contact Diverse Talents, Inc., Dept. GW85, P.O. Box 8399, Long Beach, CA 90808.

Lexington, KY — AUTUMN CAMPAIGNS 85, Sept. 7. Gaming and miniatures gaming con. Contact the Rusty Scabbard, 513 E. Maxwell St., Lexington, KY 40502.

St. Paul, MN — U-CON 3, Oct. 4-6. Gaming con. Contact U-Con 3, 262 Sherburne Ave., St. Paul, MN 55103.

Denver, CO — CRUSADERCON V, Oct. 4-6. Gaming con. Contact Auraria Gamers Club, Box 13395, Denver, CO 80201-3395.

\*SJ Games will attend those conventions marked with an asterisk.



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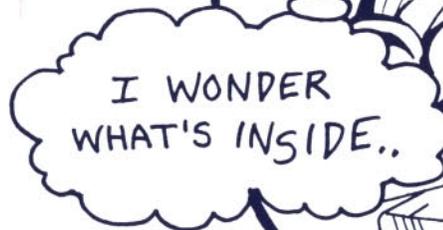
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