

MARCH/APRIL 1980

NUMBER 27

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

WARGAME DESIGN - PART I

SNAPSHOT

TIME TRAVEL IN WARGAMING

HOT SPOT

NUCLEAR WEAPONS

MUSKETS IN MELEE



THE SPACE GAMER

MARCH-APRIL 1980

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The Space Gamer solicits art, articles, reviews, and fiction from its readers. Material should be oriented toward sf, fantasy, and/or gaming.

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Specifications: ARTICLES should be double-spaced, typed on a 60-space line, on letter-sized paper. Please include the word count; put your name and address on the first sheet, and your name on each sheet. ART should be rendered in black ink (preferably India ink) on white paper. Art should be mailed FLAT, never rolled. Artists should work to 1, 2, or 3-column actual width where possible. Each individual piece of art should carry the artist's name and address on the back. *Please include a stamped, self-addressed envelope with every submission. We cannot promise to return material sent without an SASE.*

Cover art: Either science fiction or fantasy subjects are acceptable. We prefer full-color, finely-detailed paintings. Artists must use a vertical format, leaving room for the TSG logo and the list of contents, and should work on a light, flexible board if at all possible. Payment for cover art starts at \$60.

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Where We're Going

Well, here it is. My first *Space Gamer*.

On the whole, I'm pleased with it. The material is useful and coherent, the art has something to do with the articles, and most of the pages are right-side-up. This issue keeps all the promises I made about what would be in the "new" TSG. I hope you like it.

The big news: TSG is going monthly. Next issue (28) will appear two months from now, in early May. No. 29 will come out in June — and from then on, it'll be a monthly magazine. That means we can use twice as many good articles, reviews, etc. . . . so send them in.

For those of you who aren't familiar with our policy and payments for submissions, take a look at the contents page. By the way, I've increased the payment we make for art by 50% . . . to \$1 per column inch, which works out to \$30 per page. And ALL articles — not just Metagaming-related ones — will now be paid for at a full cent a word.

Survey Prelims

Preliminary survey results are in (the whole thing will appear next issue). 253 responses had been received by February 28. We did a few simple breakdowns, and found that:

87.7% of the respondents were subscribers. The rest bought at stores, or borrowed other readers' issues.

70% tore off the back cover and mailed it in. The other 30% made a copy. (I think next year we'll put the survey in the center, so you can pull it out without damaging the magazine.)

21% didn't care whether or not TSG went monthly. Of those who DID care, a solid 80% — 4 out of 5 — wanted a monthly *Space Gamer*. Okay — you're getting it!

On reviews: The average rating for short reviews was 7.2 out of a possible 9. Long reviews rate a 6.2. So I know that the "everything we receive gets reviewed" policy is a good idea, if we can carry it off. I think we can.

And there was one other interesting result:

Lifetime Subscriptions

We asked what you thought a lifetime subscription to TSG (one payment, and you get TSG forever after) was worth. The responses averaged \$241.40, assuming the magazine was monthly. So . . .

Effective immediately, we WILL be offering a lifetime subscription. For an even \$250, you go on the subscription

list permanently. Your subscription will not expire until you do (or TSG does). Hopefully, neither one of these will happen for a LONG time. If you want to support this magazine, think about a lifetime subscription.

I can't promise any specific fringe benefits for lifetime subscribers right now — but there will be some in the future (playtest opportunities on new games, etc.) Any such fringies will apply to all lifetime subscribers immediately, not just the new ones. Do it now and you'll miss the new rates.

Cost Increases

Effective this issue, the cover price of TSG goes up to \$2. That's still cheaper than most of the competition. And effective May 15, subscription prices go up. All subscription orders received after that date will be pro-rated at the new per-issue rates. See the subscription ad on page 3 for more information.

Inflation — especially increasing paper costs — made some price increases necessary. I've tried to hold them down as much as possible.

One way to hold prices down is to

shop very carefully for good deals. This issue was produced by a new printer. The overall cost was only a little more than it cost to print an issue last year (and a LOT less than it would have cost this year at the old printers!) And we got four extra pages in the bargain; this issue is 32 pages PLUS covers. If and when we increase the number of pages again, this new printer should make it easier.

Reader Ads

Another new item. Starting next month, we'll run "reader ads" — 20 words for \$5 per insertion. Advertise for opponents, to buy or sell games, to get role-playing companions, play-by-mail foes — whatever. These ads are not open to game companies; they're for TSG readers only. I hope this turns out to be a worthwhile service.

The Fantasy Trip

TFT: *In The Labyrinth* is finally out. After two years . . . Whew. I'm not overly pleased with the way it finally was produced — neither am I ashamed of it. It is definitely not everything I wanted, but it's still (at least) an improvement in the state of the art. I'll be writing a lot about TFT next issue.

—Steve Jackson

Next Issue

"Wargame Design" — Part II. The historical background of wargaming.

Task Force Games: Steve Cole reports on what his company is doing.

1979 Game Survey results: What TSG readers think about practically everything.

SF/Fantasy Game Publishers: A look at the field, both new companies and old ones.

"The Fantasy Trip" — Steve Jackson's designer article, errata, and suggestions for play for TFT: "In The Labyrinth," "Advanced Melee," "Advanced Wizard," and "Tollenkar's Lair."

Writing for TSG: A complete guide to what we want, and how to get us to print it when you send it in.



If your subscription label says "27", this is your last issue of TSG. If it says "28" or "29", your subscription is about to expire. To re-subscribe, see page 3.

MAY/JUNE 1980

NUMBER 28

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



SPI'S **DEMONS**

TASK FORCE GAMES REPORT
GAME SURVEY RESULTS
S-F AND FANTASY GAME COMPANIES
WRITING FOR *THE SPACE GAMER*

Robert
Moo ©

THE SPACE GAMER

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Robert P. Barger: 14. Virginia Campbell: 24. Winchell Chung: 18. Dianne Galanti: 26. Paul Jaquays: 2, 32. Denis Loubet: cover, 4, 5, 8, 10, 11, 13, 20, 31. Norv Maples: 25. George Pratt: 28.

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GAME MASTER

There have been a number of questions about the "missing your friends" rule in *Melee/Wizard* — specifically "Why is it HARDER to miss a friend as distance increases?" One simple test, which I hope no one will actually try, should convince you that this rule makes sense. Put an apple on your head, and let a friend take a missile weapon (ANY missile weapon) and shoot it off from five feet away. Now, are you willing to let him try it at 30 feet? 30 yards? Why not? —SJ

SWORDQUEST ERRATUM: Steve Cole (Task Force Games) writes to tell us about a less-than-trivial rules error in *Swordquest*. "Rule 6.42 contains a 'not' that shouldn't be there. Most players I have talked with have figured it out, since the sentence is not grammatically correct with the 'not', and the Capian combat manual (quoted in the rules) contradicts it rather specifically." SO: When playing *Swordquest*, if a withdrawal leaves you with a vacant spot in the Telshir, you may fill it from your reserves.

"In G.E.V., does a D result on the CRT eliminate a command post?" —Stephen Bensley

Treat it as disabled, just like an armor unit. This will keep a mobile CP from moving for a turn, but will have no effect on other CPs. Thank you for noting this omission. I will try to have it corrected in the next edition. —SJ

GAME MASTER exists to answer questions on your favorite games. If you have a rules question or play problem, send it in. Questions to be answered will be chosen on the basis of general interest. They will first be referred to the game publisher or designer. If no response is received, GAME MASTER will offer its own interpretation of the rule. Sorry —no individual replies are possible.

Where We're Going

We're now monthly. This issue was mailed around May 10. The next one (No. 29) will be dated July, and will be mailed about June 10. And so on. The number of pages will not decrease; if we get more ads, there'll be *more* pages. And I don't intend to let quality drop, either.

Now the bad news. As I warned last issue, subscription prices have gone up. Same old villain — inflation. The only thing I know to do is to charge what it costs to put out a good magazine, and then give you what you paid for.

If you look at the subscription blank (p. 3) you'll also notice that, for the first time, TSG is accepting overseas subscriptions. You'll also notice that there's a terrible surcharge. Explanation: When Metagaming owned TSG, overseas subs simply weren't accepted because of the tremendous cost and hassle involved. I think that if somebody in (for instance) Great Britain wants TSG badly enough, they ought to be able to get it. But it *costs* . . . Sorry about that.

Retail and Distribution Info

We have given Kalmbach Publishing, Inc., the exclusive right to distribute TSG to craft and hobby shops in the U.S. and Canada. They are also willing to distribute TSG to overseas accounts (one way to lick the subscription surcharge if you live overseas: get your shop to carry TSG!) Craft and hobby stores wishing to sell TSG should contact Kalmbach at 1027 N. 7th St., Milwaukee, WI 53233; 414-272-2060.

Bookstores, newsstands, etc., may deal with Kalmbach or order directly from TSG; write us for details. We'd like to see TSG available in more places.

A Note On †+\$&% (†† Zip Codes

Subscribers: Please check your address label and make sure that all of it — ESPECIALLY the zip code — is correct. If it's wrong, please send us the correct information. After this issue, we cannot be responsible if your TSG doesn't reach you because the label is wrong. The post office will reject, return, or destroy second-class mail at the drop of a regulation book.

And a note on address changes: If you move, TELL US. If you move to a new address the post office will destroy all second-class mail sent to the old address, UNLESS you agree to pay forwarding postage. Sometimes even then . . . They

throw away your magazine, return the cover to us, and charge us 25 cents. If your magazine is lost and it's our fault (or if it just vanishes) we'll replace it. But we WON'T send you a free copy if you lose yours because you didn't tell us about an address change.

Wrappers

I'm working on some kind of wrapper to protect TSG in the mails. As of this writing, I don't know what, if anything, will come of it — but if I can get a decent bid on a good protective cover, I'll start using one.

* * *

That pretty well wraps up my part of this page. I'll turn you over now to the new TSG editor — Forrest Johnson. I've known Forrest for a long time. He has an extensive background in both publication and wargaming. He also writes. Very well. He's going to do a good job.

I'm turning over day-to-day TSG operations to Forrest, effective already. I'll still keep in constant touch with things; I expect I'll see every word several times before it gets to press. But there's no way that a good monthly magazine can be a one-man operation. I've hired the best help I could — and the rest of the page is his.

—Steve Jackson

New Editorial Policy: No More Mickey Mouse

I'm sorry, Mickey, but you've got to go. Yes, I know you helped us get started back in 1975, when TSG was just another worm crawling around in Howard Thompson's brain. Yes, I know you've kept us going many a time when copy was short. But no more.

We've outgrown you, Mickey. We have better writers, better artists, and a better idea of what the readers want. We can't afford to keep you on the payroll.

People want better articles and more reviews. They'll get them, even if I have to write every single one myself.

They want *good* art and fiction, or no art and fiction at all. Right! We've set a new standard with this issue, a standard I hope to maintain . . . and raise.

We have a good issue this month, Mickey, and you didn't contribute *anything*. You just don't fit in anymore.

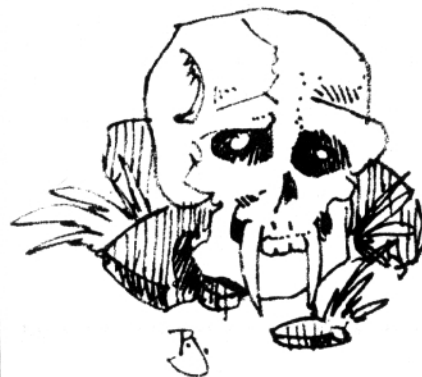
No, you can't hang around the mail room. You've caused us enough trouble in that department already. When I came onboard in April, we had unacknowledged submissions *years old* sitting in the files. Most of that mess is cleared up now, and it won't happen again while I'm editor.

I'm going to try something new — treating contributors like human beings. I'm going to acknowledge all submissions, and when I reject something, I'll give a reason. No more pitiful letters: "What happened to that artwork I sent you four years ago?"

TSG will be a better magazine — for the readers, for the artists, for the writers, and, hopefully, for me. Now, about my salary, Steve . . .

—Forrest Johnson

Next Issue



"The Fantasy Trip." We didn't have room for it this issue — so sorry! Designer article and errata for "In The Labyrinth," "Advanced Melee," "Advanced Wizard," and "Tollenkar's Lair."

Results of last month's contest. Computer kung fu, anyone?

Fiction by Lawrence Watt-Evans.

And reviews of ALL the fantasy and science fiction game magazines.

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JULY 1980

NUMBER 29

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

DESIGNER'S NOTES

The Fantasy Trip™



THE TRIBES OF CRANE
PAINTING MINIATURES
THE TEMPLE OF LIFE
FANTASY & S-F GAME MAGAZINES
AND 7 PAGES OF REVIEWS!

PAUL YOUNGS
© 1979

THE SPACE GAMER

NUMBER 29 — JULY, 1980

In This Issue

Well, it's a pretty good issue this time (but then, did you ever see an introduction where the publisher talked about how BAD the magazine is? What do you expect?)

Leading off this issue is "The Temple of Life," by Lawrence Watt-Evans. Lawrence is a regular correspondent and an active fantasy gamer. His first novel, *The Lure of the Basilisk*, appeared in 1979; a sequel (*The City of Seven Temples*) has been completed, and a second sequel is in progress.

Our big game article this time is my FANTASY TRIP designers' notes. After three years of work, I probably could have written forty or fifty pages. I'm letting you off easy, with four.

The reviews and capsules continue to come in; Forrest and I have been very pleased at the response. If you play a new game, write us a review!

One thing that's NOT in this issue is the winner of the contest in TSG 27. The runner-up . . . but not the winner. The reason — the winner was SO good that it'll appear next issue — as a complete game. Read more about that on page 23.

—Steve Jackson

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GAMES: Bushido; Deathmaze; Divine Right; Hot Spot; King Arthur; Sqworm; Starfall; Top Secret; Vector 3; Villains & Vigilantes. SUPPLEMENTS: All The World's Monsters; The Book of Treasure Maps; The Caverns of Thracia; Duck Tower; The Hidden Shrine of Tamoachan; Shadows/Annic Nova; The Treasure Vaults of Lindoran. MINIATURES: Gunship 2000; Ogre. PLAY AIDS: Zargonians. COMPUTER GAMES: Computer Bismarck. PLAY-BY-MAIL GAMES: Galaxy II; Starweb.

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Bill Hannan (reprint courtesy TSR Hobbies, Inc.): 20. Paul Jaquays: cover, 2, 12, 14, 16, 28, 29. Heinrich Kley: 24, 31. Denis Loubet: mailer cartoon, 4, 6, 11, 13. Will McLean: 26. Mitch O'Connell: 23. George Pratt: 17.

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Where We're Going

It appears that last month's "Where We're Going" caused some unhappiness at Metagaming. Needless to say, no offense was intended — the more so since Forrest's criticisms were largely leveled at me and some of my first staffers, before he and Elton Fewell got involved. Ah, well. I expect we'll get it straightened out soon; I certainly hope so.

On to more cheerful subjects. Those of you who subscribe to TSG will notice that your magazine *did* come with a protective cover this month. The voice of popular demand spoke very clearly — it's expensive, but not outrageously so.

We're going to be instituting a new, very short column each month — a directory of advertisers. A lot of you depend

on advertising for your company news. Therefore, we'll run a separate index to ads, by companies, so you can find what you're looking for.

A comment on game reviews: Our "capsule reviews" seem to be going over very well, and we enjoy doing them. But some of our bigger companies haven't yet put us on their review-copy list — even when they're guaranteed a review. I won't name any names, but some of their initials include the letters T, S, R, S, P, and I. So if reviews of certain companies' games are delayed a little bit, you'll know why.

Also, starting this issue, any fiction we run will be followed by a translation into game terms. You can still get fiction any-

where — but not like this! This issue, "The Temple Of Life" is followed by game statistics, in both TFT and AD&D, for the four major characters. They'll make good NPCs for your fantasy campaign. From now on, look for game scenarios, variants, character stats, new ships, weapons, spells, etc., following the science fiction and fantasy stories in TSG. Read it, then play it!

Last words: Between the change-over from Metagaming and the new computer program for addresses, we're still having some problems with people not receiving their copies. Not many, but a few. If you're reading this, you obviously got your copy — but check the label anyway. If ANYTHING about it is wrong, write us and let us know so we can fix it.

That's all I've got for this month — so I'll quit writing and leave you to enjoy the magazine.

Steve Jackson

Next Issue

A complete game! KUNG FU 2100 was designed by B. Dennis Sustare (BUNNIES & BURROWS, INTRUDER) in response to our last contest. It pits the heroic Terminators against the minions of the evil Clonemaster . . . with fists, feet, and various Oriental weapons. It's fast, fun, and playable — and it introduces a new combat system.

Painting Fantasy Miniatures — Part II.

An index to game articles and reviews in TSG issues 15-29.

Featured reviews of two new fantasy games.

More Deus Ex Machina and Wargame Design.

And, as always, lots of capsule reviews.



GAME MASTER

R. Vance Buck (Task Force Games) writes to answer a question raised in last month's Swordquest review: Healing takes place at the end of each turn spent in Sanctuary.

Readers playing Metagaming's new game, Rommel's Panzers, should note that the rules-section explaining the counters has an error. The counter diagram reverses the values for defense and movement. The values given in the play examples are correct.

"In Melee, the rule for the "standing up" option is explained very briefly. The question is: when your figure has taken 8 or more hits (excluding those taken by armor) and falls down, and the next turn begins, does the figure stand up during the movement phase, or wait until attacks are carried out and stand up on his turn according to his DX? Please set me straight on this . . .

—John Spronk

The rules specifically state that a figure stands up during the movement phase — this is on page 8 of the current edition.

—SJ

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GAME MASTER also invites publishers to send errata or clarifications for their new games. They will be printed as space allows.

AUGUST 1980

NUMBER 30

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THE SPACEGAMER

THE MAGAZINE OF ADVENTURE GAMING



KUNG FU 2100

A COMPLETE GAME
BY B. DENNIS SUSTARE

INDEX TO GAME ARTICLES
PAINTING FANTASY MINIATURES
WARGAME DESIGN:
MAPS AND MOVEMENT
AND 10 PAGES OF GAME REVIEWS

THE SPACE GAMER

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Special Feature: Complete Game

- KUNG FU 2100** * Designed by B. Dennis Sustare
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Aubrey Beardsley: 31. Diane Galanti: 24. William Glass: 26, 28. Carlos Gonzales: 8. Paul Jaquays: 2. Denis Loubet: cover, 6, 11, 15. Norv Maples: 23. Rod McLean: mailer cartoon. George Pratt: 4. Steve Tymon: 19.

In This Issue

First (as promised last issue) – the game. KUNG FU 2100 starts on page 10. Play it – then let us know what you think. If you want more games in TSG, we'll try to oblige.

Another feature this issue is the Index to Game Articles. We're constantly getting questions about "When did such-and-so article run?" or "Have you had any articles on thus-and-such a game, and when were they?" This ought to answer the questions. If the response we get is favorable, we'll probably update it every six months or so. Eventually (when the early issues of TSG are reprinted) we could go back and include articles from issues 1 through 14.

No fiction this time; the game squeezed it out. Wait until next issue. We've got a good one coming up.

We've also got an ORIGINS '80 report – probably the first one you'll read. Turn the page to "Where We're Going." This month it tells about where we went, and what we saw there. It was a pretty good convention, everything considered, and we've compiled a listing of who won what and who's announcing which new games.

THE SPACE GAMER

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 Editor: Forrest Johnson
 Art Director: Denis Loubet
 Contributing Editors:
 C. Ben Ostrander
 Ronald Pehr
 Nick Schuessler
 Bruce F. Webster
 Business Manager: Elton Fewell
 Circulation Manager: Monica Stephens

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Where We're Going

This has been a hectic couple of weeks. I'm not sure I can write a "Where We're Going" at all. "How We Almost Made It to Where We Are" would be more like it.

But the issue did make it out — unless you're holding a figment of your imagination. The big feature is *KUNG FU 2100*. We're very pleased with it; play it and see what you think. There's still a lot of debate around here about which side really has the advantage. It may be that (wonder of wonders) it's a truly balanced game. But I DO want to get opinions and comments about it — because it's very likely that the game will be published separately, in the \$3 to \$5 price range, before the year's over.

Other than that . . . Next issue is the big computer issue. The one after that features *Traveller*. After that . . . who knows? Write and let me know what you want to see.

Where We Went

Forrest and I just got back from Origins. (He's on vacation at the moment, so I have to write the whole column.) The way the deadlines worked out, there's just barely time to write up a few notes before the magazine goes to press. So . . . TSG gets (maybe) the first Origins report in the country.

Awards (if you haven't heard): The Guild Select Awards went to *Bloodtree Rebellion* (Lynn Willis, GDW); *Double Star* (Marc Miller, GDW); *Korsun Pocket* (Jack Grady, Peoples War Games); *Road to the Rhine* (Frank Chadwick, GDW); and *White Death* (Frank Chadwick, GDW). Dave Isby was inducted into the Hall of Fame.

H.G. Wells awards for RPG and Miniatures: Best Fantasy/SF figure series was Ral Partha's *Collectables*. Best Vehicular Model series was Martian Metals' *OGRE* line. Best Miniatures Rules: GDW's *System 7 Napoleonic* again. Best Role-Playing Rules: SPI's *Commando*. Best Role-Playing Adventure: *The Kinunir* by GDW. Best Professional Magazine Covering Miniatures: *Courier*. Best Magazine Covering Role-Playing: *Journal of the Travellers' Aid Society*. Best All-Time 20th Century Naval Rules: *General Quarters*. Best All-Time Ancient & Medieval Rules: FGU's *Chivalry & Sorcery*.

The Charles Roberts Awards for games published in 1979: Best Pre-20th Century Game: OSG's *Napoleon at Leipzig*. Best 20th Century Game: SPI's *Cityfight*. Best

Fantasy or Science Fiction Game: SPI's *The Creature that Ate Sheboygan*. Best Initial Release by a New Company: Yaquinto's *Ironclads*. Best Professional Magazine Covering Boardgaming: *Fire & Movement*. Best Amateur Magazine covering the hobby in general: *Perfidious Albion*.

(TSG was nominated for "Best Professional Magazine" for both the H.G. Wells and the Charlies — but didn't take it. Wait until next year!)

Next year's convention: Origins '81 will be in San Francisco. Origins '82 will be in Baltimore.

News, rumors, releases, etc:

Operational Studies Group is planning a Ninja game for August release.

Fantasy Games Unlimited is about to introduce a new RPG called *Land of the Rising Sun*. Designed by Lee Gold, it will be compatible with C&S. Also being displayed were box mock-ups for three (apparently) s-f games. Titles were *Space Opers*, *Diadem*, *Gateworld*.

Dimension Six has released *The Nine Doctrines of Darkness*, a RPG adventure, and *The Compleat Fantasist*, a guide for playing characters from various RPG systems in each others' games.

Phoenix Games is planning *Aftermath*, an after-the-bomb RPG, for August release.

Yaquinto has released *Shooting Stars*, a game of fighter combat in the near future. Sub-orbital dogfights, etc. It sells for \$16.

GDW released *Azhanti High Lightning*, a large boxed *Traveller* game, and *Bright*

Face/Mithril, a *Traveller* double adventure. Look for reviews here shortly — probably in issue 32.

The Game Designers Guild is still looking for members. This was my first contact with the Guild, other than reading their very-informative newsletters. At the "business meeting," nothing of any import happened, though it happened rather noisily. Quite a bit of business got transacted at the beer-bust afterward, though. I expect I'll renew my membership.

SPI is starting two more new publications. "Richard Berg's Review of Games" looks like somebody else has thought of capsule reviews. "FYEO" (For Your Eyes Only) is based on the feature of the same name in S&T — a compilation of military hardware/(etc.) news from the worlds' armies.

Simon and Shuster has released "The Complete Book of Wargames," which they call "the first and only consumer guide to wargames." It sells for \$8.95.

Games Workshop in Great Britain is releasing four bookcase games: *Apocalypse* (formerly *Warlord*), *Doctor Who* (based on the series of novels), *Valley of the Four Winds* (based on the story from *White Dwarf*), and *Warlock*.

Game Master

Postscript: The reason "Game Master" isn't in this issue is simple. No questions. (Actually, we did get a few, but they were passed on to publishers and no replies have come in.) If you've got a question, send it in. It's not like we're overstocked at the moment.

—Steve Jackson

Next Issue



Computers! TSG looks at the publishers of game software — and reviews a big crop of new home computer games.

Featured review: SPI's new role-playing game system, DRAGONQUEST.

Company report: Yaquinto. Plus Deus ex Machina, Wargame Design, and all the other regular features.

And coming with issue 32: TRAVELLER reviews, ship design contest results, and more . . .

SEPTEMBER 1980

NUMBER 31

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

SPECIAL
COMPUTER
ISSUE



DragonQuest

GALACTIC EMPIRES
THE FANTASY TRIP
MAZE GENERATION
AND 9 PAGES OF REVIEWS

PAUL
JAGUAYS
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\$2.00

THE SPACE GAMER

NUMBER 31 – SEPTEMBER, 1980

In This Issue

Recognizing the growing interest in computer games, here's our "special computer issue" . . . with a little extra coverage of the electronic side of gaming. In addition to the usual Deus ex Machina and capsule reviews, we've got a survey of game software companies, and a featured review of one of the best multi-player computer games on the market.

Let us know what you think. We plan to increase our computer game coverage in the future – unless you veto it!

Also in this issue:

A featured review of SPI's new FRP game, *DragonQuest*. We thought the cover painting, by Paul Jaquays, was especially appropriate. . .

KUNG FU 2100 errata. Hanging my head in shame, I have to admit there were a couple of errors last issue. Now they're fixed.

The redoubtable Sam Beowulf. "Being a private eye in the Dark Ages doesn't pay much, but it sure beats working in the fields."

And, on page 22, a list of commonly used abbreviations in the sf/fantasy/computer gaming world.

—Steve Jackson

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SUPPLEMENTS: Encounters in the Phoenix Quadrant; Inferno; Mountain of Mystery; The Nine Doctrines of Darkness; Overkill, 2nd Edition; Portals of Torsh; The Spellcaster's Bible; Tollenkar's Lair. PLAY AIDS: The Arduin Character Sheets; The Dungeon; The Fantasy Cartographer's Field Book. COMPUTER GAMES: Adventure; DunjonQuest; FS1 Flight Simulator; Network; Space/Space II; Superman; Terrorist; Windfall. HISTORICAL GAMES: Beachhead. BOOKS: The Complete Wargames Handbook.

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Chris Carlson (Reprint courtesy Flying Buffalo, Inc.): 26. Joan K. Chladek: 25. Jeff Edmunds: 9. W.C. Ellis: 27. Paul Jaquays: cover, 2, 31. Denis Loubet: 4, 5, 6, 16. Robert E. Manns: 32. Norv Maples: 14, 18, 20, 24. Ken Mitchrone: mailer cover. Dick Shook: 22.

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Where We're Going

Nothing really earth-shattering to report this month. A few comments on our mailing dates (because a lot of you have asked) — and several notes on money, from us to you and vice versa.

TSG Mailing Schedule

The timetable for a typical issue of TSG looks something like this:

Three months before cover date: We start deciding, in general, what will go into the magazine . . . assigning the feature articles, or selecting them from over-the-transom submissions.

10th of the month, two months before cover month: The cover must be chosen and the art sent to the printers, so that a color separation can be made. The cover has to have something to do with the contents — so cover planning starts as soon as the general nature of the issue is known.

15th of the month, two months before cover month: Ad sales close at 12 noon. That is the last chance to cancel ads or (theoretically) to buy new ones for that issue. (Often, we can get an ad in late, if it goes in the Capsules section.) This is the day we make a final decision about what articles get used, and start to plan the pages.

25th of the month, two months before cover month: Theoretically, most of the pages are pasted up by today. The ones that we save until last include the table of contents, this page, the News & Plugs/Calendar page, and the Capsules.

3rd of the month, one month before cover month: Today TSG goes to the printers.

12th of the month, 1 month before cover month: Today is the day the printers are supposed to mail TSG. Usually they make it.

First of the month — cover month. Theoretically, most of you should receive TSG by today. Second-class mail being what it is, sometimes it takes longer. If you haven't gotten your copy by the 10th of the month, something is probably wrong somewhere.

Please keep in mind, by the way, that holidays really mess up the Postal Service. Especially within a month of Christmas, either way, things do get delayed. We'll try to get those issues in the mail early, to make up for it. . . but we're all at the mercy of the postal turtle.

Changes of Address

When you change your address, you need to let us know **AS SOON AS POSSIBLE**. Post office SOP is to destroy undeliverable second-class mail. And if you've moved, that makes it "undeliverable." They don't forward it unless you fill out a form, guaranteeing payment of forwarding postage, ahead of time.

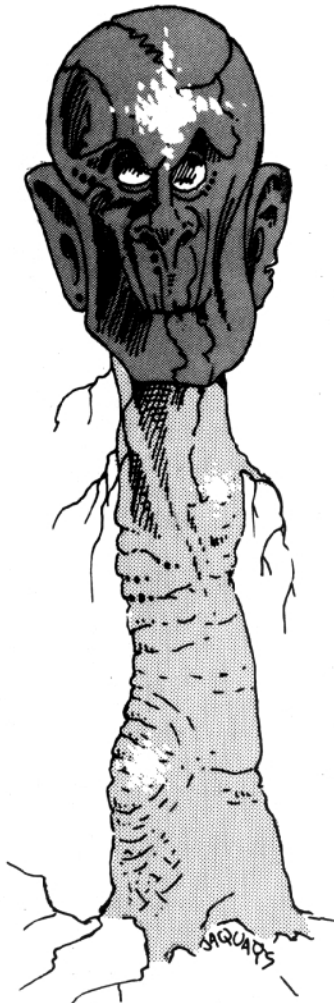
It really doesn't take us long to process a change of address (at least compared to the big magazines). But you've got to give us **SOME** warning!

Back Issues

Please . . . when you re-subscribe, do it on time. Every week, we get a couple of letters from people whose subscriptions have expired, saying "Please start me with No. 30" . . . or 29, or 28, or whatever.

It hurts when someone asks for something we can't handle — but this is one of them. Subscription issues are processed by the computer and mailed in a batch. To fill a back issue order requires special handling (that's one reason for the additional 50-cent fee on regular TSG

Next Issue



October (No. 32) will be our special TRAVELLER issue. TRAVELLER features will include:

Ship Contest Winner. Complete plans and specifications for a new deep-exploration scout.

Featured review of "Azhanti High Lightning," the new "big" game from GDW.

Capsule reviews of other new TRAVELLER supplements and play aids.

New character types for TRAVELLER.

And a cover by Chris White.

Other features to expect:

The Yaquinto company report. (It didn't make it in time for this issue. Next time, for sure.)

All the regular features, including Wargame Design, Deus ex Machina, and Game Master.

Check your mailing label. If it says "31," this is your last issue. Resubscribe today!

OCTOBER 1980

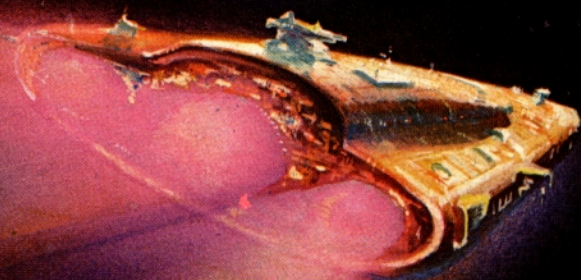
NUMBER 32

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

SPECIAL *TRAVELLER* ISSUE



ITHILIEN CLASS SCOUTSHIPS
AZHANTI HIGH LIGHTNING
ALIEN CHARACTERS
CALCULATOR PLAY AIDS
YAQUINTO COMPANY REPORT
TEN CHARACTERS I WOULDN'T
LET IN MY UNIVERSE
AND 9 PAGES OF REVIEWS!

THE SPACE GAMER

NUMBER 32 — OCTOBER, 1980

In This Issue

Traveller is without question the leading s-f role-playing game on the market. It seemed like a more than worthwhile topic for a special issue. So . . . we've got a number of *Traveller*-related game and supplement reviews, a variant article, and the winner of the Ship Design Contest. (There wasn't room to print the runner-up — but let it be noted here that Ron Shigeta's design ran a close second.) The winner was Mark Chittenden; his design appears on page 11.

This month's cover is by Chris White, who has done quite a bit of illustration for Avalon Hill — notably the box art for *Dune* and *Magic Realm*.

For the fantasy fan, we've got "Ten Characters I Wouldn't Let In My Universe." And for gamers in general, a report from Yaquinto Games.

—Steve Jackson

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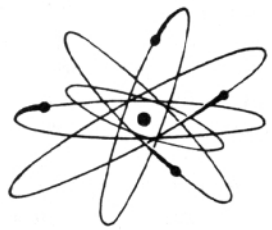
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Where We're Going

More Pages!

Starting next month, TSG will be 8 pages longer. We'll keep up the new larger size as long as advertising allows. Basically, we don't ever want TSG to be more than 25% advertising. Even that is really too much. So . . . when there are too many ads for 32 pages, we go up to 40. Fortunately, having that many ads lets us *afford* 40 pages. That means our advertisers are the ones bringing you those extra pages — so show your appreciation by spending some money with them.

Steve Jackson Games ??? !!!

Now the big news. Effective right now, I'm back in the games business. And very pleased about it, too. It's what I've wanted to do for a LONG time. . . publish my own game designs. I set a high standard for my own work; I hope *you* approve of it.

(There is a basic conflict of interest between) "quality-oriented designers and profit-oriented publishers. Both are vital to the hobby, but incompatible under the same roof. Only an independent designer can guarantee the eventual quality of his design."

—Randy Reed, in resigning his post as VP of Research and Design at Avalon Hill

That sums it up, right there. If you want to make sure something is done right, do it yourself. I want to design playable, fun games that will sell cheaply and have really nice components. If I have to publish them myself — well, that's the way it goes. I expect to have a lot of fun with this over the next few years. I'll do my best to make money at it, too . . . that's the only way you can keep a company going! But, again, that's up to *you*.

(A digression. This doesn't mean that I won't sell designs to other companies. I probably will. It also doesn't mean that I will publish only my own designs. I'm already publishing one "outside" design. I'll probably do others. And I'll work with the designers as I'd want a publisher to work with me . . . but the final responsibility for the quality of the game will be mine, because it'll have my name on it right after that designer's.)

The First Batch

There are four initial offerings. The planned release date for all four is October 15. As I write this, it's September 3; by the time you get to read it, it'll be late September or early October. So if you want any of these, go ahead and order now. By the time your order gets here, we ought to be ready to fill it.

You can read all about the new games in the ad on the inside back cover — but I've got to say a little bit here, too. There are three games. They're alike in that each is printed in color on glossy stock, each has 112 3-color counters, and each comes in a ziplock bag. Other than that, they're very different. One is s-f, one is modern, and one is historical.

KUNG FU 2100 you've already seen; it was in TSG 30. We've dressed it up and fixed a few glitches, but it's the same game: martial arts in the far future.

ONE-PAGE BULGE is another Battle of the Bulge game. The gimmick: Redmond Simonsen wrote not long ago that

he wondered if a wargame could be written with one page of rules. Yes, it can. Here it is. Good game, too.

RAID ON IRAN: What would have happened if the helicopters had gone into Tehran on schedule? A game about something that could have happened, and *still* could happen.

The fourth product isn't a game; it's a miniatures set. *Cardboard* miniatures. These are full-color, 25-mm, front-and-back paintings by Denis Loubet. The b&w picture in the ad hardly does them justice; you have to see them. These may make a lot of fantasy gamers throw away their old playing pieces. They're beautiful.

Anyway, Steve Jackson Games is now in business. Wish me luck.

Subscriber Benefits

For various reasons, the new game company is an entity separate from TSG. Nevertheless, there'll be close cooperation. And there *will* be benefits for TSG subscribers purchasing the new games.

Right now, it's free postage on game orders. Non-subscribers ordering games can pay 25 cents per game for 3rd-class

Next Issue

Next issue's theme will be play-by-mail games . . . computer-moderated and otherwise. We'll lead off with a survey of the play-by-mail game companies. Also coming up:

A WarpWar variant - suitable for either play-by-mail or face-to-face multi-player gaming.

Reviews of Warp Force One, Empyrean Challenge, and Universe II.

A Company Report on Schubel and Son, moderators of "Tribes of Crane," "StarMaster," and other pbm games.

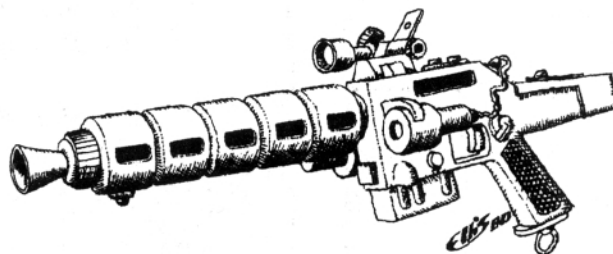
Non-pbm features will include:

An Ogre/GEV short story and game scenario.

The winner of the Trap Contest, and several of the more fiendish runners-up . . . complete with diagrams!

And all the regular columns — including lots of capsule reviews.

Also: next issue we go up to 40 pages. More of everything!



NOVEMBER 1980

NUMBER 33

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



PLAY-BY-MAIL GAMES

MORE PAGES THIS ISSUE!
SCHUBEL & SON REPORT
STARSHIP TROOPERS PBM RULES
FANTASIES BY MAIL
CAMPAIGN RULES FOR WARPWAR
G.E.V. STORY AND SCENARIO
AND 12 PAGES OF REVIEWS!

THE SPACE GAMER

NUMBER 33 — NOVEMBER, 1980

In This Issue

As you can see, we've added 8 more pages to this issue. We'll keep to the larger size as long as we get enough advertising to support it. Right now, it's looking very good.

This issue focuses on play-by-mail games. We've got PBM rules for *Starship Troopers* and *WarpWar*; a discussion of "Fantasies by Mail"; David Bolduc's reviews of four play-by-mail outer-space games; and a company report from Schubel & Son, moderators of *The Tribes of Crane*.

We've also got a new GEV story, and a three-player scenario to go with it... including two new units.

And, starting this issue, a new feature. On page 40 you'll find the first installment of "The Good Guys," a new cartoon strip by J.D. Webster. J.D. is the creator of *The Dragon's* "Fineous Fingers." Now he's taking a twisted look at *Star Wars*, *Traveller*, and the universe in general. Hope you enjoy it.

—Steve Jackson

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Where We're Going

The first order of business: feedback. Our big reader's survey will come up in a few months, but I'd like to get some comments now. The question: What would you like to see in the extra 8 pages per issue, now that we've got them?

If you would, drop us a letter or card. Answer any way you want — but here are a few choices. The results will be easiest to tabulate if you'll simply reply with the two or three categories of material that you'd like to see *more* emphasis on.

- (1) Reviews
- (2) SF scenarios and variants
- (3) Fantasy scenarios and variants
- (4) BOTH fantasy and SF scenarios and variants
- (5) Fiction
- (6) Computer gaming
- (7) Articles on strategy and theory

And one more question, while we're feedbacking. This is *The SPACE Gamer*; we've always stuck pretty close to s-f and fantasy gaming. I'm inclined to keep to that — *in spite* of the fact that some of the new games we're publishing are *not* s-f or fantasy. But is that what you want? So here's a multiple-choice question. Which of these would you most agree with:

- (1) I want TSG to stick strictly to s-f and fantasy gaming.
- (2) I might like to see an occasional article — never more than one per issue — dealing with historical/modern games published by Steve Jackson Games.
- (3) I'd like to see wide coverage of anything done by Steve Jackson Games.

As I say, I'm betting that most of the responses will be Number 1, with a few Number 2. But please drop us a card. If you tell us what you want, we don't have to guess.

Games Progress Report

As of this writing, the new games are coming along very well. At this moment (and remember, I'm writing this in early October, nearly a month before you'll read it), **CARDBOARD HEROES**, **ONE-PAGE BULGE**, and **KUNG FU 2100** are at the printers. **RAID ON IRAN** should

join them soon. (Everything considered, those of you who have already ordered games for first-class delivery may get those games before you read this magazine.)

It's still too early to think much about a second batch of games. There will be more **Cardboard Heroes**, for sure . . . Denis is already working on a set of orcs, goblins, and human-type ruffians. Possibilities for later \$3 games include **COUP** (one player is the Great Leader, and the other tries to overthrow his government) and a tactical space game.

Poster Offer

Thanks to all of those who returned the cards in last issue. We were (and are) offering a free "Demon" poster to anyone sending us the name of a retail game/hobby store for our lists (as long as we didn't *already* have them on the lists!).

The response has been good. Naturally, there were a lot of duplications. I'm sorry we can't acknowledge those. But if you *did* get in first with a store, your poster went out within a couple of days — so you won't have long to wait.

That offer remains open, too. If you know of a shop that sells games or fantasy magazines, write us and let us know. If you're the first to tell us about that store, you'll still get a Demon poster. Use the card from last issue, or just write us a letter.

Special Offer — Subscribers Only

Those of you who subscribe to TSG are already eligible for free postage on your game orders, and discounts when you buy back issues. Here's one more "perk" for subscribers.

Any TSG subscriber who sends us one or more *new* subscribers will get two *issues* added to his own subscription for each new subscriber he sends us. An ex-subscriber whose subscription expired with no. 27 or before will count as a "new" subscriber if you can get him to re-subscribe. Those who expired after 27 don't count as new.

The details are on the back of your

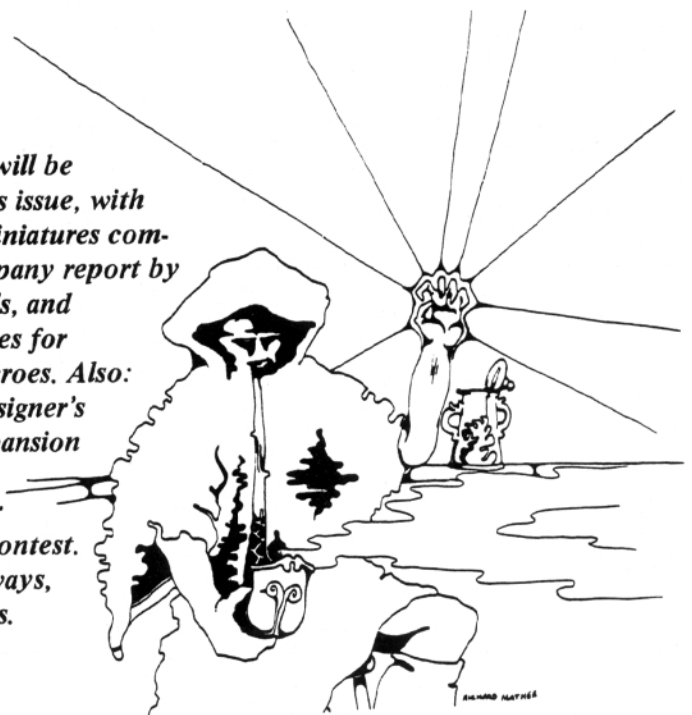
NEXT ISSUE

December will be our miniatures issue, with a survey of miniatures companies, a company report by Martian Metals, and designer's notes for Cardboard Heroes. Also:

Artifact designer's notes and expansion rules.

The winner of the Wish Contest.

And, as always, lots of reviews.



DECEMBER 1980

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

MINIATURES ISSUE

PAINTING
TECHNIQUES

CARDBOARD
HEROES

LOTR FIGURES

ARTIFACT EXPANSION
AND
DESIGNER'S NOTES

WISH CONTEST
WINNER

7 PAGES OF REVIEWS



THE SPACE GAMER

NUMBER 34 — DECEMBER, 1980

IN THIS ISSUE

This time we're covering miniatures. This issue includes the miniatures company survey, an article on advanced painting techniques, Denis Loubet's article on his Cardboard Heroes work, and a featured review of the "Lord of the Rings" line. We've also got capsule reviews of several miniatures lines and game rules.

One thing that didn't make it this time was the Martian Metals company report. Mail from the Red Planet is a little slow this time of the year. (Our year? Their year? Don't ask.) Look for it in a later issue.

Rounding out the magazine is a really excellent piece of fiction by Timothy Zahn. The computer game techniques he describes will probably be commonplace in ten years — and they make good reading right now.

—Steve Jackson



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Where We're Going

There's this about game publishing: it's not boring.

In the month since I wrote my last column, any number of interesting things have happened. I've encountered any number of problems and delays that I would have laughed off as impossibilities — until they happened!

In the end, of course, the good guys won. Everything finally came back from the printers, and it looked great. Even the bags finally showed up.

(Ah, yes. The bags. We ordered the zip-lock bags far in advance. About three weeks ago, they came. Too small, by a quarter-inch! A quick call to the bag company produced apologies . . . but it was quite a while before the proper-sized replacements finally came in.)

Once all the pieces were here, it was just a question of assembly and mailing. In the final analysis, we missed our planned release date by about two weeks. Not bad, for this industry — but not so great, either. Next time, there's got to be more "fudge factor" in there. I don't like setting a deadline unless I intend to make it.

But we're all very pleased with the games, and the Cardboard Heroes look beautiful. (Denis was floating around two feet in the air when he saw the first ones. Well, he deserves it.)

I'm not about to run through the whole story of the things we've been through in the last few weeks. But for those who are thinking about publishing your own games, here's a hint of what to expect:

Game Publishing Screw-Up Table

(Roll one D10 for each component of each game. Make additional rolls when instructed.)

- 1 - Printers bid on job they can't really do. Lose one week.
- 2 - Printers can't find right stock to print on. Lose 4 days.
- 3 - Printers forget to deliver proof. Lose 2 days.
- 4 - Printers don't make changes marked on proof. Lose 2 days.
- 5 - Printers deliver 10,000 copies of game map with faulty registration. Tear hair out by roots; lose 4 days.
- 6 - Printers take St. Swithin's Day off. Lose 1 day.
- 7 - Delivery truck gets lost. Lose 2 days and pick the job up yourself.
- 8 - Roll once more for one of the above

problems, but add two days to the delay. The printers didn't phone you to tell you about it.

9 - Cringe and roll twice more.

10 - Scream and roll three more times.

* * *

Back to the magazine. We've been getting a steady flow of material, and a lot of it is really good. But we're short on variants and strategy articles for specific games. How about it? If you think you know a better way to play your favorite game . . . write an article for us!

TSG could also use a few more contributing editors. These are the people who write articles on a regular basis, and comment on the articles that other writers send us. Basically, the requirements for contributing editors are:

1. Furnish us with something publishable (an article, or a whole batch of capsules) every month — no excuses.

2. Mail us a redraft of any of your submissions seven days or less after you get it back from us. (This may not be necessary in all cases; if there's really no rush, we'll

let you know.)

3. When you get a game for review from us, or elsewhere, send us the review within two weeks. This assumes that the game is within your competence as a reviewer; if it's not, we'll assign it to someone else. If we supply the game for review; we'll expect to get it back; we keep an extensive game library here so we can check out variants and research Game Master questions.

4. Don't get discouraged, even if an article you worked hard on doesn't see print immediately — or ever.

If this sounds hard, it is. We don't put a name on the masthead as a personal favor. If we list someone as a contributing editor, he's earned the title.

Contributing editors are also paid at our regular rate for everything of theirs that we use.

If this interests you, get in touch. The more good CEs we have, the bigger variety of material we can offer. We can use a few more specialists, and a couple of good generalists.

—Steve Jackson

ERRATA

A sample copy of *Diplomacy World* is \$1.50, not \$1.25, as reported.

Next Issue

Solitaire rules for Ogre, Expanded Psionics for Traveller, TFG's The War of the Worlds reviewed, our 1981 game survey questionnaire, notes for novice DMs by Lewis Pulsipher, the winner of the character-I-wouldn't-let-in-my-universe contest, and heaps of capsule reviews.



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THE SPACEGAMER

THE MAGAZINE OF ADVENTURE GAMING

1980 GAME SURVEY

THE WAR OF THE WORLDS

NOTES FOR NOVICE DMS

PSIONICS IN TRAVELLER

SOLITAIRE OGRE

AND 9 PAGES OF REVIEWS



THE SPACE GAMER

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In This Issue

It's survey time again. This year, we've put the survey on the center four pages of the magazine, rather than the back cover — so you don't have to tear things up to return the survey. Of course, a Xerox copy is OK, too.

As usual, lots of reviews. The featured review is Task Force Games' new *The War of the Worlds*. It's about time somebody worked up a good game based on that old classic; good show, TFG! And, wending your way toward the back of the magazine, you'll find a generous sampling of capsules. (Thanks to all of you who have been sending those reviews in — and keep them coming!)

What else have we got? Well, you can't go wrong with a *Traveller* article or an *Ogre* variant; there's one of each. Lewis Pulsipher, that notorious raconteur of FRP gaming, has contributed some thoughts on the referee's role. And Nick Schuessler, in *Game Design*, tells you more about CRT design than you thought there was to know.

Gripe of the week: Why doesn't anyone send us some good D&D material? Or *RuneQuest*, T&T, or C&S? I mean, TFT is fine — but there are other games out there . . . How about it?

—SJ

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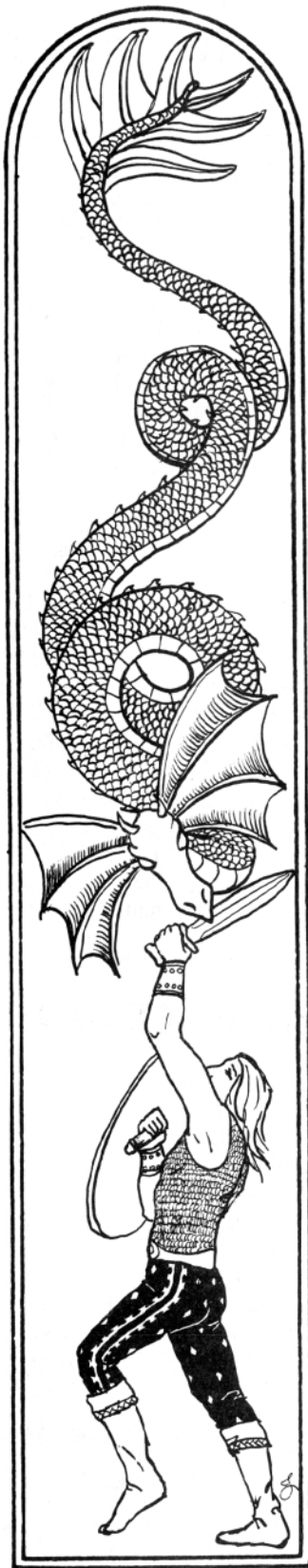
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Errata

Contrary to what we reported in our survey, Bearhug Enterprises *does* sell by mail. A catalog is available. Write them at POB 12, Mission, Kansas 66201 or call 913/262-4453.

Where We're Going

I am sorry to have to report that my differences with Metagaming are apparently going to have to be resolved in court. Attempts at negotiation have failed and new problems continue to arise.

On October 15 — the scheduled release date for ONE-PAGE BULGE — our attorney received a letter from Howard Thompson, in which he claimed that "ONE-PAGE BULGE is the property of Metagaming" and demanded that we not publish it.

Thompson subsequently obtained a temporary restraining order which prohibited our selling or advertising ONE-PAGE BULGE. Since advertisements for that game appear in all our products, this order effectively closed down our business for about a week; it also delayed the appearance of the last TSG. For-

tunately, our attorney was able to get the order modified, allowing us to ship the magazine and the other games.

On November 26, a hearing was held on the restraining order and on Metagaming's request for a permanent injunction. After hearing from both sides, the judge ruled in our favor, dissolving the TRO and refusing to grant an injunction. As reasons, he cited testimony indicating that (1) since the date in late December when Thompson had seen an early draft of the game and apparently rejected it, Metagaming had demonstrated no interest in publishing or working on the game until I had announced my own plans to publish it, and (2) during the intervening time (on May 9) Thompson and I had entered into a contract which very clearly disposed of all game-design matters

Next Issue

Our February issue will include an alternate ship damage system for Star Fleet Battles;

"The Pawn of the Fire Web," with a new artifact for Traveller;

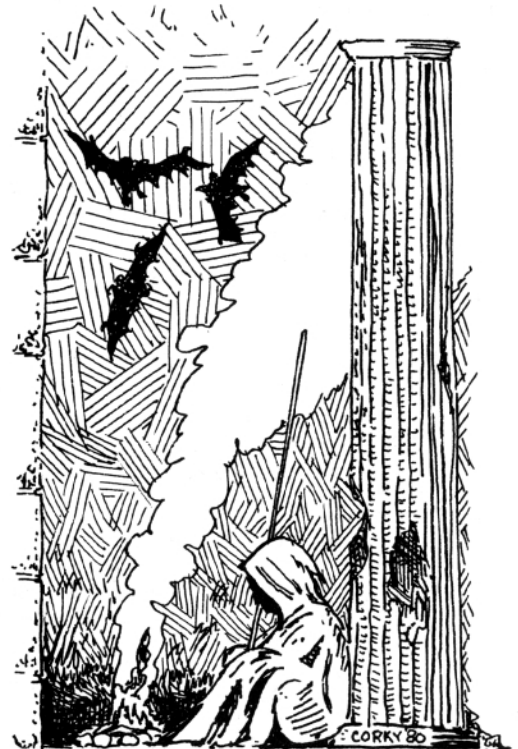
A featured review of the new computer adventure game Akalabeth;

A company report from Eon Products;

The winner of the computer graphics contest;

The '81 Origins Awards nominations ballot;

And enough capsule reviews to choke a sand worm.



FEBRUARY 1981

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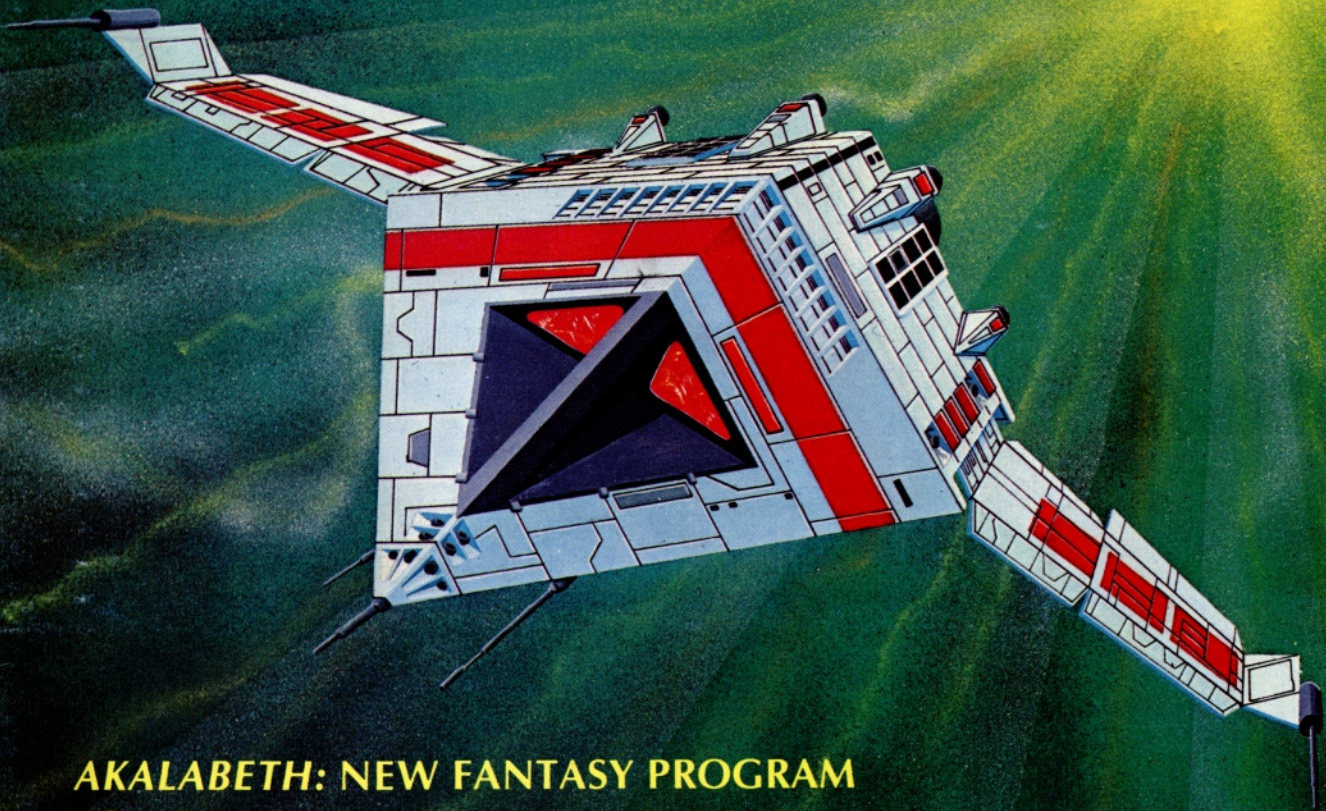
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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

THE FIRE WEB

Artifact for *TRAVELLER*



AKALABETH: NEW FANTASY PROGRAM
EON PRODUCTS COMPANY REPORT
ORIGINS AWARDS NOMINATIONS BALLOT
COMPUTER GRAPHICS CONTEST WINNERS
STAR FLEET BATTLES VARIANT
AND 8 PAGES OF REVIEWS

ELITE '81

THE SPACE GAMER

NUMBER 36 – FEBRUARY, 1981

In This Issue

Our cover story is "Pawn of the Fire Web," by K.L. Jones, who is new to our pages. Following the story you'll find Fire Web specs for *Traveller*. The Web is an interesting weapon – but I don't envy those of you who run into it . . .

The Company Report this month is from Eon Products, one of the game industry's small-but-successful specimens. Their *Cosmic Encounter* was an instant hit; their new *Quirks* (see the capsule review in this issue) may be another. (By the way, we'll probably have a featured review of CE and its expansion kits in the next issue.)

Other goodies in this issue include a new and simpler combat system for *Star Fleet Battles*; a featured review of the new computer game *Akalabeth*; and a "Game Design" segment on combat systems.

And, on page 30 – this year's Origins ballot. Remember to vote. If you happen to remember TSG, Cardboard Heroes, and our games when you vote . . . well, that's all right, too.

–Steve Jackson

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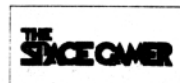
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WHERE WE'RE GOING

If you're a subscriber to TSG, you can skip this section — it doesn't affect you at all. But if you buy your copy at the store, keep reading. Effective with issue 38 — April — we're changing distributors. This means that if a store is going to keep on selling TSG, it needs to

(a) place an order with one of the big hobby distributors (there are several that will be handling us now), or

(b) write to us directly and place a standing order with us.

So — if you want to make sure you'll still be able to pick up TSG at your store, go jog the owner. Remind him to place a new standing order. Otherwise, come April, you won't be able to find TSG. I hope you think that would be a disaster. I do.

* * *

The February issue of *Analog* contains a Poul Anderson story, "The Saturn

Game." It's something every role-playing gamer ought to read. Not just because it's a good yarn — Anderson's always are — but because it dramatizes one of the less attractive aspects of gaming.

"The Saturn Game" tells about a crew of interplanetary explorers who while away the years of their trip with computer-assisted fantasy games. As they become more expert, they can even dispense with the computer; their trained imaginations no longer need the holographic images. They can enter their fantasy world whenever they choose.

The tragedy comes when some of the explorers become trapped in their fantasy — not in some science-fictional metaphor, but in a very believable and human way.

Most of the people who read "The Saturn Game" will dismiss it as "just" science fiction. I'm not sure; I've seen too much role-playing. I know that role-playing can be good for an introverted personality; its lessons carry over into the real world. But



what happens when more carries over than the lessons?

I'm not going to quit gaming. But the story's a good one . . . and disquieting. Read it for yourself.

—Steve Jackson

GAME MASTER

G.E.V.

In GEV, how does terrain affect attacks against tread units? Also, can a disabled CP make an attack during overrun, and if so, at what strength?

—Henry Cobb

Terrain affects tread units, for defensive purposes, just as it affects any other component of an Ogre — see the Terrain Effects Chart.

As for the CP: Rule 6.131 states that CPs have an attack strength of 1 in an overrun, and that disabled units fire at half strength. Therefore, a disabled CP would have an attack strength of ½ when attacked by overrun. Treat this like any other attack strength when computing odds — i.e., ½ attacking 1 is a 1 to 2 attack. Clearly, a disabled CP will not be much use except against infantry.

—Steve Jackson

Kung Fu 2100

Shouldn't there be a provision in *Kung Fu 2100* to let Terminators increase their abilities if they survive one or more games? And why can't Terminators use guns?

—Lafe Ketter

One future possibility is a role-playing system based on KF 2100, in which abilities could increase. However, note that Terminator abilities are the product of years of training. A single attack on a CloneMaster, though arduous, is only one night's exercise, and wouldn't do a lot to increase abilities. A figure ought to have to survive several games before it becomes more powerful.

As to guns: The Terminator philosophy forbids such things. (It's possible that there are other rebel groups that can and would use guns.)

—SJ

NEXT ISSUE

Our February issue will include a history of the PBM game *Lords of Valetia*;

Some role-playing rules to put a little *Alien* in your life;

A featured review of *Cosmic Encounter* and all the expansion kits;

An improved mission resolution system for *Freedom in the Galaxy*;

A *Risk* variant based on Conan's Hyboria;

The winners of the weapons contest;

A company report from Fantasy Games Unlimited;

And an amplitude of capsule reviews.



MARCH 1981

NUMBER 37

THE SPACE GAMER

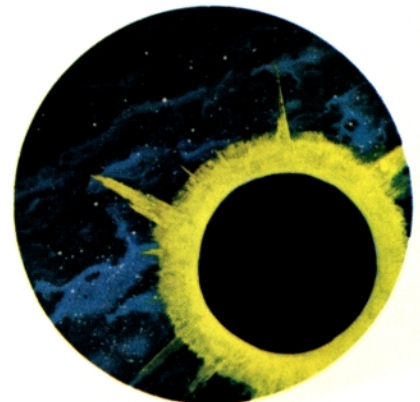
THE MAGAZINE OF ADVENTURE GAMING

\$2.00



COSMIC ENCOUNTER

TROUBLES IN VALETIA
FREEDOM IN THE GALAXY VARIANT
HYBORIAN RISK
WEAPONS CONTEST WINNERS
PLAYING THE ALIEN
FANTASY GAMES UNLIMITED
AND 6 PAGES OF REVIEWS



THE SPACE GAMER

NUMBER 37 — MARCH, 1981

IN THIS ISSUE

Our cover article is a review of *Cosmic Encounter*, one of the most popular SF games ever released. Our thanks to Eon Products for their permission to reproduce art from this game.

There follows an article which should be of interest to anyone who has contemplated entering (or GMing) a commercial play-by-mail game. It will have a special interest for some hundreds of you . . .

For sadistic game masters, we have guidelines for playing the creature from *Alien*. Also, Bruce Webster concludes his two-part series on "The Ten Deadly Sins of Computer Game Writing." Our company report this issue is from Fantasy Games Unlimited, creators of *Chivalry & Sorcery*. For Conan fans, there is a *Risk* variant; for the hard-core board-gamers, there is a variant on *Freedom in the Galaxy*.

Towards the end is Nick Schuessler's eleventh and final game design article. Next month, Steve Jackson will take over the series.

Also, this month I have begrudged an extra column for letters. (It is a case of supply-side economics.)

—Forrest Johnson

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Where We're Going

Thanks to all of you who wrote in answer to the survey — there have been a lot of responses! — and especially to the readers who answered the question I asked a few months ago in this column. The question if you've forgotten, involved TSG's content: specifically, should there ever be articles about historical games printed by Steve Jackson Games? The answer was a pretty thorough NO. The great majority of you don't want anything but s-f and fantasy.

That's the way it'll be, then. It's the answer I expected — actually, it's the answer I was hoping for, because I don't like the idea of changing the TSG format any more than you do. If there'd been a *big* popular demand in the other direction, we would have gone along. But there wasn't. Just as well . . . That means that, if and when SJ Games does a purely historical title, you won't see any long articles on it. Maybe a capsule review, if somebody writes one. *The Space Gamer* will remain what it always has been: a magazine of science fiction and fantasy gaming. And it will continue to be as unbiased as we can make it . . . reserving the right to put in an occasional, unabashed commercial plug in this column. Such as the following:

* * *

We've got five new titles coming up in the next couple of months — all purely s-f/fantasy, and all of them (in my own highly biased opinion) pretty good.

First: more *Cardboard Heroes*. We've been reading the mail, and (even as I write this) Denis Loubet is working on figures for three more sets to fill the common requests.

Set One, you remember, was *Player Characters*. Set Two is bad guys: *Goblins, Orcs, and Brigands*. The brigands are human nasties of various sorts; some would make good player-characters in their own right, others are just scum. (And a couple of the former are modeled after real people — the ones whose names we drew out of the slips returned to us by buyers.) After

Errata

In issue 34 we listed Michael S. Matheny as the designer of *Marine: 2002*, but omitted Kerry Anderson, who was responsible for the original game concept.

lengthy discussion, we decided that Goblins are small, sinister, and green . . . and that's how Denis is drawing them. Orcs, of course, are nasty. They're not pig-faced, though. Big, husky, fanged, and a little pointy-headed — really rough looking.

Set Three is more humanoid types: *Half-Orcs, Reptile Men, and Kobolds*. The half-orcs are a little bit smarter-looking than the full orcs, and differently costumed (you could also play them simply as a tribe of orcs). Kobolds are small, husky, and blue-skinned. Reptile men look like a cross between men and dragons — beautiful and dangerous. Illustrated are the front and back views of one of the first to be drawn — the reptile man in full plate armor. This is just



the line-drawing — you should see the colored version.

Set Four is animals. We're planning 43 different beasts, from little apes and guard dogs all the way up to saber-tooth tigers. In between will be plenty of wolves, reptiles, giant insects, familiars, and other creatures.

These ought to be out by April. If work goes well, they'll be on the order blank in the next TSG.

* * *

Also coming up are two new games. Format on both will be similar to the ones we've already done — with one difference. Rather than print the rules on the same sheet as the map, we're going to put maps/charts/tables on one sheet AND include a rulebook — probably 24 pages. A number of you have commented that the single-sheet rules in *Kung Fu* and *Iran* have sometimes been hard to handle — so we'll try it a different way. It'll cost a little bit more, but (unless inflation catches up to me faster than I expect) the new games will still be \$3.00.

The first new title is in mid-playtest right now. We know everything works; we're just getting it all fined down. The

Next Issue

Our April issue will feature "The Double-Timing, Double-Crossing, Pick-a-Past Paradox" (!); also:

The results of our 1980 Game Survey;

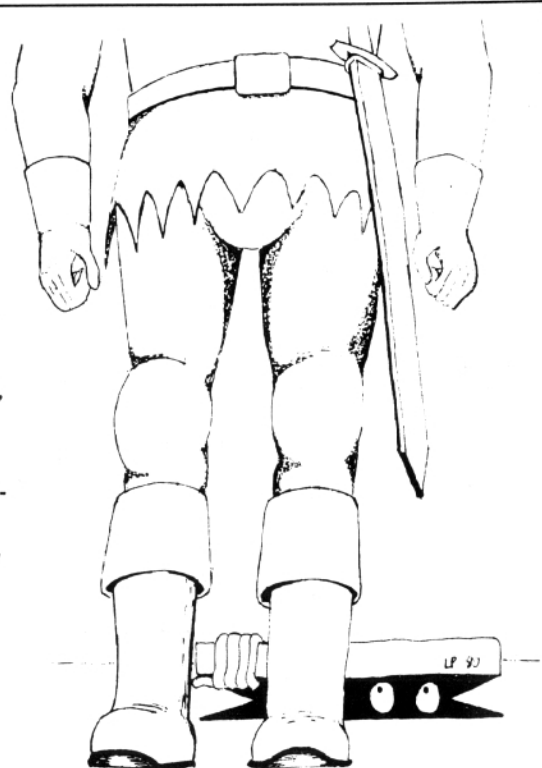
Conan's greatest battles, converted to scenarios for SPI's Prestags system;

The winners of the combination game contest;

An article on used ships for Traveller;

Steve Jackson's first article in the Game Design series;

And some substantial quantity of capsule reviews.



APRIL 1981

NUMBER 38

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

USED SHIPS FOR
TRAVELLER

Expert D&D™

“THE DOUBLE-TIMING
DOUBLE-CROSSING
PICK-A-PAST PARADOX”

1980 GAME SURVEY RESULTS

INSIDE STORY!
THE COMPLAINTS
DEPARTMENT

TIME WAR

SELLING YOUR GAME ARTICLE

LORDS OF UNDEREARTH

COMBINATION GAME CONTEST

AND 7 PAGES OF REVIEWS



THE SPACE GAMER

NUMBER 38 — APRIL, 1981

In This Issue

Our lead story is Aaron Allston's review of TSR's new *Expert D&D*. On the whole, he likes it. Find out why on page 18.

This issue ought to be arriving on or about April 1. That's our only excuse for a few of the other things within these pages. It's nice to let off a little steam once in a while!

As promised, we have the survey results this time. Compiling our annual survey becomes a more massive job every year. This year we used a computer, and still almost didn't survive. Special thanks to Elisabeth Barrington, Earl Cooley, and Mark Richmond for designing the program, and to Elisabeth, Denis Loubet, and Chad Irby for hours over the CRT inputting millions of numbers.

Not in this issue (sorry — we lied last time) is the "Conan's Greatest Hits" article. The PRESTAGS variant for Conan's battles doesn't yet live up to its billings.

What do you think of the gold cover? Like? Dislike? Don't care? It's another experiment — if it works, we may do it again once a year or so. Comments?

—SJ

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General status report: The next three sets of Cardboard Heroes are well along. By the time you read this, they ought to be available — see the ad elsewhere in this issue.

CAR WARS is coming along pretty well. We figured out a better way to do the armor rules. Now the big problem is squeezing everything down into the package. This is going to be the equivalent of some peoples' \$6 or \$7 games in a \$3 ziplock.

VAMPIRE (*probable* title unless something strange happens) is taking a back seat at the moment. Too much else to do. Once the CAR WARS typeset draft is ready, I'll look at VAMPIRE.

* * *

As you probably noticed, the cover price this issue is up to \$2.50, but we're back to 40 pages. Inflation forced the price increase, but we can try to make up for it by giving you more pages. (The ads in this issue, by themselves, didn't really justify a 40-pager. Oh, well.) We'll keep trying to get out 40 pages whenever we can. If you want to help, you can buy our advertisers' games . . . and write to them to say you saw their ad in TSG. Advertisers go on results. From everything we can find out, TSG is a good market — but the advertisers like some specific feedback as well.

The subscription price is *not* going up — not right away, anyhow. So a subscription is a better deal, comparatively, than it was. Unless the economy straightens out we'll eventually have to raise subscription price as well . . . but we'll hold off as long as we can, rather than *contribute* to the price spiral before we absolutely have to.

There have been a number of questions about our review-everything policy (one industry magazine called it a "crusade"). A few questions and answers:

Who writes your reviews? Some are written by staff members, the rest by

WHERE WE'RE GOING

readers. While Forrest often assigns reviews to specific people, every month we get a number of unsolicited reviews that also see print. Most "feature" reviews are by assignment, but this is not a hard-and-fast rule either.

How do you insure fairness? We can't — not 100%. If and when we let a really messed-up review get by, we'll run a counter-opinion or a correction, as necessary.

But there are several things we do to *try* to insure fairness. *First*, we will review *any* computer game, SF or fantasy game or supplement, SF/fantasy miniatures line we receive. It doesn't matter

who published it — large or small, advertiser or non-advertiser.

Second, reviews are based on nothing but the product. In some hobbies (not necessarily just gaming), there are magazines that review everything favorably to keep potential advertisers happy. There are others that consistently puff some product lines and downgrade others. Sorry . . . we don't like that, and we won't do it. Everyone will get as fair treatment as we can manage — but if "fair" means saying that a rotten game is a rotten game, that's how it is. We understand that this policy is not the optimum one for collecting big advertising bucks. That's the way it goes. We'd rather have a reputation for honesty than for always pulling punches and "getting along."

Third, every review we receive gets some kind of checking. If the company has been so kind as to send us a review copy of the game, then a staff member can check "outside" reviews against the game. Many reviews have been rejected at this stage because the reviewer clearly hadn't played the game (or had played it wrong!). If we have no copy of the game, we try to find/borrow one. If that's not possible, we tend to go on the reputation of the reviewer. With all other things equal, we prefer to deal with a reviewer

Next Issue



Our March issue will be devoted to computer gaming, with designer's notes by Lord British, creator of Akalabeth;

A featured review of Strategic Simulations' first science fiction game;

"Fantasy World," a story by Timothy Zahn;

"Computers to Go," a marketing effort of special interest to gamers;

Also, the winners of the magic contest;

And more than a few capsule reviews.

we know than a newcomer. (This can be unfair to someone breaking in, and we're sorry. But the important thing to us is to make sure that the readers get the best information possible. We'll encourage a newcomer when we can — like when we have a copy of the game, to check his work — in the hopes that he/she will develop into a "regular.") Several of our regular reviewers live in Austin, which makes it much easier to check and consult.

Fourth, the review format itself calls for each reviewer to make both favorable and unfavorable comments about the game. Nothing has yet been produced that was without flaws, or was (quite) totally worthless. A reviewer who can't look deeply enough to see this is likely to get a rejection slip with the "It seemed extraordinarily biased" line checked off.

So — we can blow it on a review, but we usually don't. Better than half of the complaints we get from publishers about "bad reviews" have ended with a "my gosh, it really does say that in the game, doesn't it?" letter from the company.

And we have even received compliments on *unfavorable* reviews — from publishers saying that they appreciated the comments and would change the game. Now *that's* the kind of publisher our hobby needs more of.

Why should a store carry TSG when some of the reviews say "don't buy this game"? I had this question from a big wholesaler at a convention, and it floored me. I felt like coming back with "Why should a store carry a crummy game instead of sending it back to the wholesaler?" But I didn't — he was serious. Now it seems to me that a store would want a game magazine to carry honest reviews rather than mindless praise of everything. That way the store-owner could use the reviews to guide his buying. I know of several retailers, and at least one wholesaler, who use TSG and other reviews just that way. But I don't know. I'd like to get letters from retailers and wholesalers with *their* views on reviews. Do you want sugar-coating, honesty, or what? And why?

How do you choose games for long reviews instead of capsules? Featured reviews — 1 or 2 pages long — are for two kinds of games: (1) a game from a major publisher, highly plugged, with a "big name." This is the sort of game that everyone will think about buying. Therefore, we run a detailed review as soon as possible so that everyone can make up their minds. A perfect example is TSR's *Expert D&D*, reviewed in this issue. (2) A very good game from a minor publisher (like Eon's *Cosmic Encounter*, last issue) may get a featured review after it's been out a while, just to make sure everyone knows about it. Similarly, we'll do a featured review of GDW's *Triplanetary* (a real SF classic, now being re-issued after years out of print).

Can I write a review? Do you pay? Yes, and yes. Capsule reviews pay a flat \$5 if accepted. Features are a penny a word. See the writers' information in the review section — or send a SASE for our Writers' Guide.

—Steve Jackson

GAME MASTER

GAME MASTER exists to answer questions on your favorite games. If you have a rules question or play problem, send it in. Questions to be answered will be chosen on the basis of general interest. They will be first refereed to the game publisher or designer. If no response is received, *GAME MASTER* will offer its own interpretation of the rule. Sorry — no individual replies are possible.

GAME MASTER also invites publishers to send errata or clarifications for their new games. They will be printed as space allows.

Raid on Iran

Great game . . . but why can only one group of Americans double move each turn?

Also, since Iranians are alerted by the first normal attack, does this mean only one group of Iranians in a building, like the Chancery, can ever be surprised with a +3 bonus?

—John S. Trembley

The double-move doesn't simulate any magical ability of one batch of commandoes each turn to wear winged boots. It is for playability and effect — it keeps the

Iranians from ever being sure just what the Americans are capable of. If all the U.S. troops could double-move, they'd be too powerful — and not as interesting.

Only one group of Iranians in any one building will ever be attacked at the +3, but careful planning will allow the U.S. player to get the +3 two or three times in widely separated areas.

—Steve Jackson

Star Fleet Battles

Task Force Games' Steve Cole writes: "With the aid of our computer, we use an interesting procedure for doing errata sheets. Each time a question comes in, the memory file for that sheet is called up and the required item added. If the question came from outside, we run a print-out of the updated file and sent it to (the writer) . . . If the game is ever reprinted, we use the errata sheet to make the changes required."

Steve sent us the whole Star Fleet Battles errata sheet for our convenience in keeping up with questions. He suggested (and we agree) that a few of the sections were worth printing immediately.

32.62 The last crew unit on a ship cannot be killed by hits scored against the ship. (There would almost always be some survivors.)

59.421 All fighters must have their target in the FA firing arc to have a "lock on" for purposes of firing or guiding drones.

105.8 The batteries on Andromedan

ships can hold five units of power each. 109.5 Hydran fusion beams are destroyed on "torp" hits.

119.217 Tugs are considered to be the same size as CA's. Pods are considered to be "smaller ships" if detached, and part of the Tug if attached.

Ogre/G.E.V

In G.E.V. standard scenarios, can you set up your immobile CP in the lake (underwater)?

—Mark Bassett

No, CPs cannot be set up (or move) on or under water. An amphibious (or wholly aquatic) CP would be an interesting option, but I'll leave it to players to figure it out. It should be more "expensive" than any regular CP.

—SJ

Regarding George Collins' rules for solo play (TSG 35), does the Ogre have to waste a valuable missile on a mere GEV or other unit just because it's within range? I find that by the time the Ogre is near the CP, it's already blown its best weapons.

—Philip A. Natta

Good point. For starters, why not say that the chance the Ogre fires a missile is equal to the number of missiles it has, divided by 6? An Ogre with 6 missiles will always fire one; an Ogre with only one left will fire only on a roll of 6.

—SJ

MAY 1981

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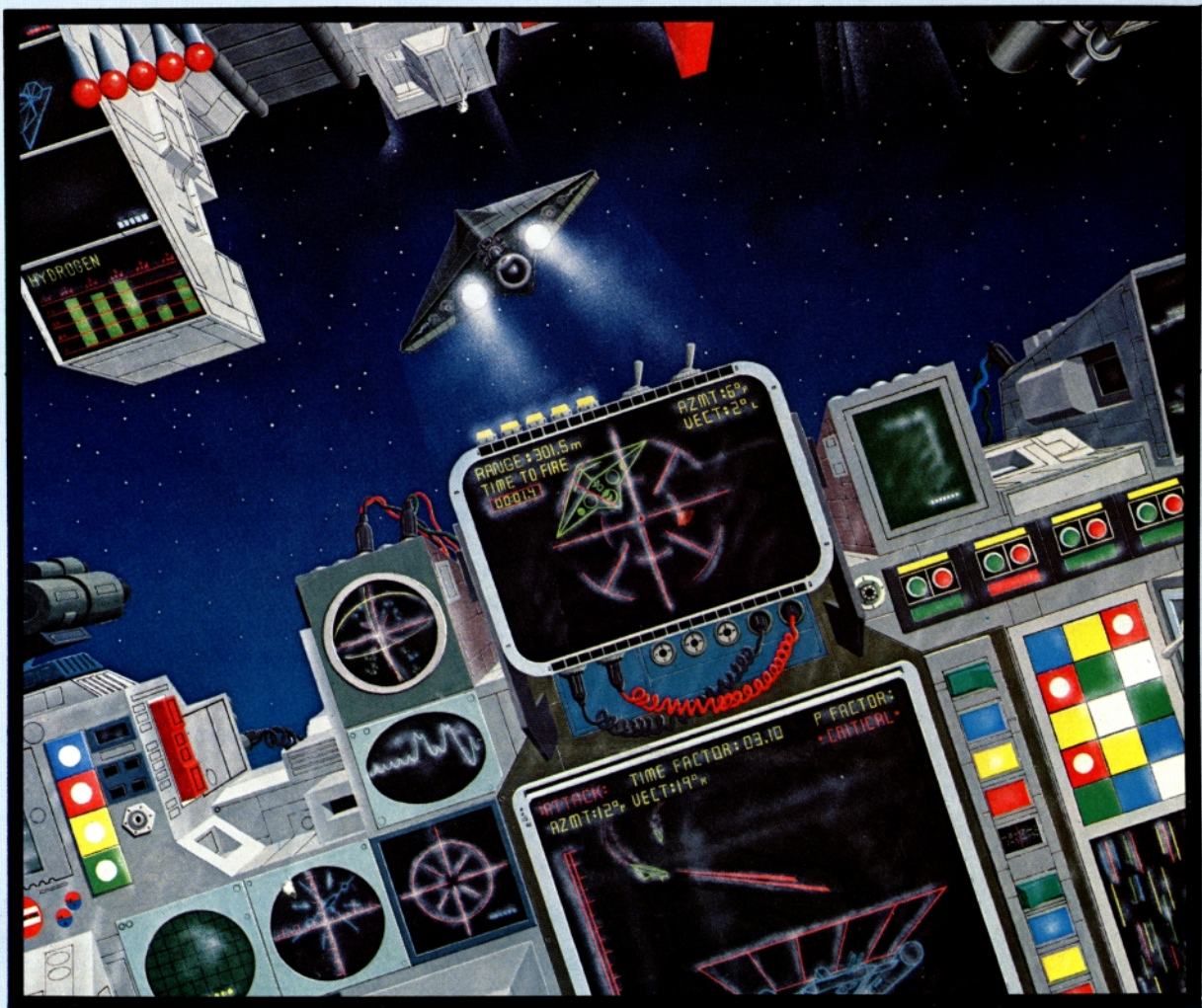
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THE MAGAZINE OF ADVENTURE GAMING

SPECIAL
COMPUTER
ISSUE

PLAYING *THE WARP FACTOR*



COMPANY REPORT:
STRATEGIC SIMULATIONS
LORD BRITISH SPEAKS
COMPUTERS TO GO
THE BEEP-BOOP MENACE
TRIPLANETARY SCENARIO

RUMORS IN TRAVELLER
THE MORROW PROJECT
ESA STRATEGY IN ICE WAR
SIMPLE TRAPS
MAGIC CONTEST WINNERS
AND 8 PAGES OF REVIEWS

THE SPACE GAMER

NUMBER 39 — MAY, 1981

IN THIS ISSUE

We got a number of favorable comments on our first "special computer issue" eight months ago — so here we go again. In general, the response to 'theme' issues has been good; you can look for more of them.

Depending on how you count, we have six or nine computer-game items in this issue. That ought to be enough to satiate most of the people who have a disc-drive where their heart should be. Other features include a story by Timothy Zahn (who is getting to be a regular both here and in *Analog*); a *Triplanetary* scenario to go with the story; a strategy article for *Ice War*; a *Traveller* piece; and, for the fantasy fans, the Magic Contest winners and Lewis Pulsipher's discourse on traps.

And, as you can see, we managed to keep it at 40 pages again this issue. The advertisers are the ones making it possible — let them know where you read about their products.

Until next month, then.

—Steve Jackson



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Where We're Going

ing why they didn't study accounting instead. They should know there is no accounting for people like them. Look, look.

* * *

See the Postal Service. See the nice trucks and boxes and offices full of baggage smashers. Look, look. There goes another package of *Space Gamers*. Smash, postman, smash.

Look, look. See the bag of *Space Gamers*? Shall we delay them a month like we usually do? How about two months?

Oh, look. See the pretty ad? The ad is for *Cardboard Heroes*. Steve thinks that we will delay this magazine a month like we usually do. Let's fool Steve. Steve will appreciate the joke. Let's get every one of these suckers delivered this week. Then everybody will answer the ad. Fun, fun.

* * *

See Denis paint. Paint, Denis, paint. Denis is painting *Cardboard Heroes*. Denis

is two weeks behind schedule. Paint, Denis, paint. Paint, Denis, paint. *Paint, Denis, paint!* Remember, they have to be perfect. See Steve scream. Aaaaaaaaah!

* * *

Look, look. See Chad and Aaron. Chad and Aaron have a new jacket for Steve. It is white. See the funny jacket. Okay, guys, this has gone far enough. I'm better now, honest. Look, look. Steve is all better. Really...

* * *

Thanks. I needed that.

* * *

As you may have gathered, the *Heroes* are a little late and the magazines carrying the announcement traveled (for once) quite quickly. I'm writing this on April 1, which gives me a perfect out if this prediction turns out wrong — but I *think* we'll still ship the new *Heroes* in April, which puts us just barely on schedule. However, we didn't intend to have anyone waiting more than 2-3 weeks between sending in their money and getting their *Heroes*. Gripe, gripe. As for the other projects:

CAR WARS is in almost-final form. It has gone through two successful pre-publication tournaments — one at Owlcon and one at Aggiecon. As we hoped, it definitely takes over the players' minds. By next week we will have gotten the final typeset version worked out, and Denis will be working on the cars. (This one will have *full-color* auto pictures on the counters.)

VAMPIRE now gets off the shelf and onto the typewriter. I'm looking forward to a couple of solid eight-hour rule-drafting sessions; we know how the game works, it's just a matter of detail.

Look for both of these games by late May or mid-June, if all goes well.

* * *

That makes it time to start thinking of the next batch of projects. One item we've been brainstorming for the past few days is a set of fantasy-game floor plans: a set of rooms in standard sizes that you

Been a frustrating month around here. Not that everything has gone wrong — but too many things have gone not-quite-right. I can't decide whether to scream or just regress into infancy. I think the latter course would be advisable. The writing style is easier, anyway:

See the new issue of *Space Gamer*. It has just come back from the printers. Steve and Forrest are very proud of it. They are reading it. Read, Steve and Forrest, read.

Look, Steve and Forrest, look. There is a column missing from the survey. There is a typo in the contest. Isn't that funny?

Look at Steve and Forrest beat their heads against the walls. They are wonder-

Next Issue

Issue 40 will be a special Traveller issue with a new space combat system;

A game account by Marc Miller;

Jack Vance's "Planet of Adventure" done up complete with maps, aliens and scenarios;

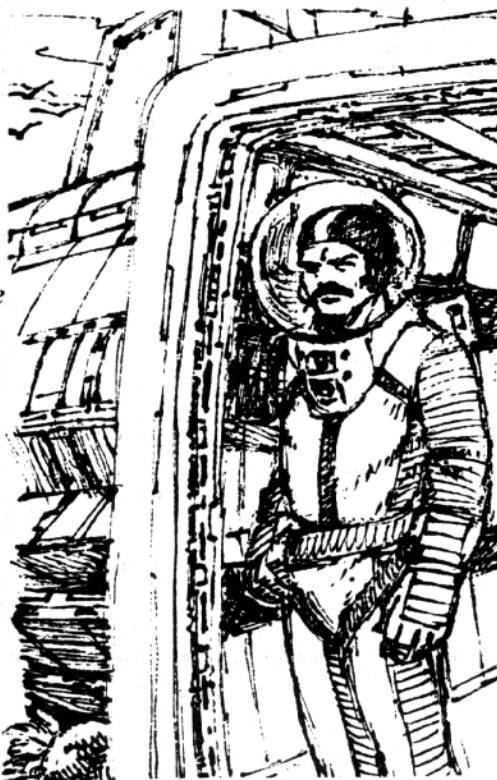
A featured review of Triplanetary;

The winners of the nonhuman race contest;

Also, a featured review of Chaosium's Dragon Pass;

Our cumulative index;

And some sufficiency of capsule reviews.



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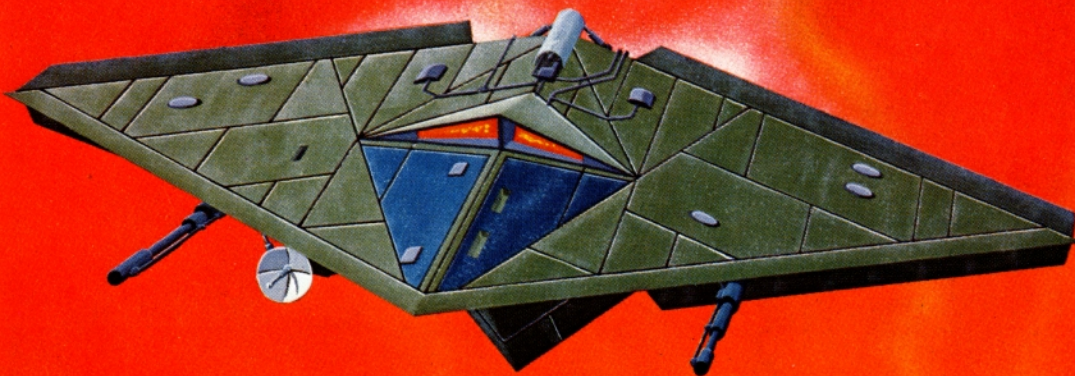
\$2.50

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



NEW SPACE COMBAT SYSTEM
ADVENTURES ON TSCHAI
ABOARD THE *LEVIATHAN*
NONHUMAN RACES
DRAGON PASS
ROLE-PLAYING GAME DESIGN
AND 6 PAGES OF REVIEWS



Special **TRAVELLER** Issue

including an article by *Marc Miller*

THE SPACE GAMER

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*ART IN THIS ISSUE: Alicia Austin: 14, 16; K.C. Ellis: front cover; Don Kratzer: 4; Paul Jaquays: 28; Kerry LeRoux: 30; Denis Loubet: 2, 8, 10, 11, 17, 19, 20, 21, 22, 23, 24, 32; Robert E. Manns: 6; Richard Mather: 39; Will McLean: maller cartoon; Richard Shannon: 31; Steve Swenston: 26 (courtesy of Chaosium, Inc.); J.D. Webster: 40.
Publishers may wish to write for a copy of our Recommended Artists List.*

In This Issue

By request, another *Traveller* issue. This one features a *Leviathan* article by *Traveller* designer Marc Miller; a new and more detailed ship-combat system; and an eight-page section (which you can pull out of the magazine if you like) adapting Jack Vance's planet Tschai to *Traveller*. Included are the planetary map, seven alien races, encounter tables, scenario suggestions, and general background information.

On pages 30-31 you'll find an updated index to all game articles that have appeared in TSG since issue 15. This is a handy tool for anyone looking for information about a game . . . and if you want to write a review, it's a quick guide to games we haven't covered. I'm pleased to note that we haven't missed too many.

And take a look at the winners of the Non-Human Races contest. We got some good ones — and, even if one of the winners is really "inhuman" rather than "non-human," I think you'll agree it deserved to win.

—Steve Jackson



Publisher: Steve Jackson
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Art Director: Denis Loubet
Contributing Editors:

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Ronald Pehr
Lewis Pulsipher
Nick Schuessler
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WHERE WE'RE GOING

I'm glad that this is the *Traveller* issue. There couldn't be a more appropriate time to make this announcement.

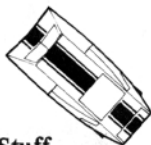
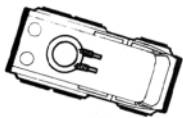
We're going to publish **CARDBOARD HEROES** for *Traveller*.

These will be an "approved-for-use-with" product, licensed by Game Designers Workshop. The folks at GDW will check each figure for authenticity. There will be human and alien figures in 15mm scale (half-inch bases, fully compatible with the *Traveller* deck plans produced by GDW and other companies). We'll also be coming out with some AFVs — futuristic tanks and hovercraft — and possibly some small spacecraft. Like the current sets of Cardboard Heroes, these will be done in full color. Look for them late this year . . . late fall or early winter.

As for the three new sets of fantasy Cardboard Heroes: they are, finally, out. We completed shipping on initial orders in early May; if you haven't gotten your order, write and let us know.

Car Wars and Vampire

These two are moving a bit slowly. We had wanted to have them out before Origins. It looks as though, for all practical purposes, they'll be an Origins release. If they're ready sooner we'll ship them sooner, but most people will get their first look at these for Origins. Denis is working on final art for both of them. The vehicle counters for *Car Wars* are finished, and look great; a few of them are shown (actual size) on this page. This is only the b&w art, though; the game counters will be in full color.



New Stuff

Two other projects *may* be ready by Origins. (Yes, things are stacking up. Makes life interesting.) The first one is the game design book compiled from the columns Nick and I have been writing. We're presently revising, updating, and adding new material. This one is about a 95% certainty for Origins.

The other one is a rulebook for a game that's been played (informally)

on college campuses all over the country. Recently it's been in the news a lot — which is fine with me, because we've been compiling notes on this since *last* Origins. Lucky timing. As you've likely guessed, I'm talking about . . . **KILLER**.

Killer is a "live" game. You don't play it on a board, or with pencil and paper. You get out and do it for real. In *Killer*, you're trying to knock off one (or all) of the other players by fair means or foul. Usually foul. Waterguns or dart-guns replace pistols; tokens represent poison in a drink; an exploding balloon becomes a bomb. And so on. This is NOT a game for everybody. But if you're highly competitive, have no history of heart trouble, and want to test your reflexes and ingenuity in a way no paper game can . . . you might try a game of *Killer*. I know I like it!

Please don't order either the Game Design book or *Killer* yet. I think next issue's order form will include them. Right now I don't want to take your money until I'm positive about the release date.

NEXT ISSUE

The July TSG will be a special D&D issue, with an article by TSR head Gary Gygax;

Five new races of player characters for D&D and other FRP games;

A "Monty Python and the Holy Grail" adventure;

Tips for compulsive Thieves;

The review of TRIPLANETARY we promised this issue, but couldn't quite squeeze in;

And a number of reviews, capsule and otherwise.

Postal Hassles

As you know, postage rates are continuing to spiral. If this keeps up, we will go on sending subscribers their games with no postage fee — but it will have to be third class instead of first class. The games will still get there, but they'll be slower. We'll hold off on this as long as we can.

Mini-Feedback

If you'll look at the inside back cover of your subscriber mailer cover, you'll see a feedback page on this issue's contents, with a few other questions. This is for subscribers only (nobody else gets a copy with the mailer cover on it). We're hoping for some detailed information about the subscribers' likes and dislikes.

Computer Games

There is a very good chance that sometime in 1981 you'll be able to buy computer versions of *Raid on Iran* and *Kung Fu 2100*. Look for these as licensed products from a leading computer game company, rather than SJ Games releases. But we'll be doing a lot of the development and playtesting right here.

Therefore, we'd like to hear from computer game fans in the Austin area — preferably people who have their own computers. We could use playtesters and critics, both for these projects and for reviews of other games. Write us at the address on page 1.

New PBM Section

Starting next issue, TSG will have a new column: PBM UPDATE. This space will be open to PBM game companies for news about the companies themselves — and about the *course of the games* as well. If you want to get the "big picture" on *StarMaster*, or find out about the current political situation in Crane I, this is the place. Companies can also announce new games, price and rules changes, and anything else they like. We'll welcome material from any legitimate PBM company, though of course we'll edit for length and remove any blatant "puffery." This will be a news column, not a collection of free ads.

Job Openings

There seems to be a good chance that within the next 12 months we'll have at least two job openings at TSG/SJ Games. This seems like a good time and place to invite applications. *Job Description:* game development and production and/or

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NUMBER 41

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

Special D&D Issue

"WHO AM I?"

BY GARY GYGAX

(YOUR NAME) AND
THE HOLY GRAIL
ALTERNATE RACES
TIPS FOR TFT PLAYERS
TIPS FOR THIEVES
DM DON'TS

NEW FEATURE: PBM UPDATE
TRIPLANETARY
AND 7 PAGES OF REVIEWS

THE SPACE GAMER

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In This Issue

It seemed as though the most widely known of all fantasy games deserved its own special issue . . . so here we are with a D&D *Space Gamer*. Our leadoff article is a story by Gary Gygax himself. He details the quandary a game designer feels when his company is TOO successful, and he has to choose between game design and business. I learned a lot from Gary's article — maybe you will, too.

For you Monty Python fans, we've got "(your name) and the Holy Grail." Like last month's adventure supplement on Tschai, it can be pulled out of the magazine. Insane role-playing in the world of the Vorpal Bunny is now within your grasp.

And there are several other D&D (and general role-playing) articles. Plus, for the real "space gamers" out there . . . William Barton reviews GDW's new edition of the classic *Triplanetary*.

—Steve Jackson



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Where We're Going

This will be a short column. (I can hear the cheering already.) Things are proceeding very well, but nothing new and fascinating is happening, and I'm too busy getting ready for Origins to write much anyway. Besides, these darts keep going by and messing up my concentration . . .

Which ought to tell you that KILLER is in the final playtest. Right now I'm GM for a six-person scenario. Well, it *started* with six. Three of them bit the dust within twelve hours of starting time, and the other three are jumping at shadows. The rules are in next-to-final draft; we're still polishing up the scenarios and coming up with new and ingenious ways of slaughtering each other.

Game Design

The Game Design book is finished except for pasteup. It will be 48 pages long rather than 40; Nick and I got to add everything we wanted to. Feedback on the book has been excellent ever since we an-

nounced we were doing it, which is really gratifying. I don't think anyone will be disappointed.

Car Wars

This one is also finished except for pasteup — but pasteup of a multi-component game is harder than for a simple book. All the counters are finished, and the color separation has been made. The counters for CAR WARS are going to set a new standard — and not just for *small* games.

Undead (formerly "Vampire")

As you can see, we've had a name change on this project. Details next month, when space allows (these lines are being written long after deadline). The game itself is going well; the playtesters are enthusiastic, and it seems to be very easy to GM . . . the trouble is that people keep coming up with more things that Drac and the vampire hunters ought to be

able to do. And somewhere in there, Sherlock Holmes and Dr. Watson got into the act . . . LATE FLASH. This one will now have *full-color* counters, too!

Other Projects

Paul Jaquays is working on the first set of *Cardboard Heroes* for TRAVELLER — more on those next issue. We're talking with a couple of different designers about possible games to go into TSG. Denis' next fantasy *Cardboard Heroes* are going to be Undead and Monsters, but he's barely gotten started — too many other projects. And the computer version of RAID ON IRAN looks more and more like it might really be here by fall.

For Subscribers Only

Starting next month, we're going to start putting an occasional "subscribers only" bonus on the mailer cover from time to time. Next month's goodie will be a glossy b&w reproduction (or two) of the CAR WARS counters. For those who are heavily into the game (and I predict there will be a lot) this will be a chance to add to your stable. (Garage?) If you don't like the van in blue, take this one and paint it red . . . Whatever.

— Steve Jackson

GAME MASTER

GAME MASTER exists to answer questions on your favorite games. If you have a rules question or play problem, send it in. Questions to be answered will be chosen on the basis of general interest. They will be first referred to the game publisher or designer. If no response is received, GAME MASTER will offer its own interpretation of the rule. Sorry — no individual replies are possible.

Ogre

1. Is there any limit to the number of missiles that an Ogre Mark V can launch in a single turn?

2. How does terrain effect both moving and nonmoving CPs?

3. Does a unit on a road get its defense increased on road hexes passing through towns and other terrain? If not, can the owning player specify whether the unit in a certain hex is on or off the road?

4. Can Ogres overrun other Ogres underwater? If so, are missiles still the only weapon types that can be used in the overrun combat?

5. Lastly, can infantry units cross the river bridge hex if the bridge is down?

Raja Thiagarajan
Gbarnga, Bong County, Liberia

It looks as though Ogre is spreading everywhere . . .

To answer your questions —

1. In the first edition, a rule limited the Ogre to firing only two missiles per turn. This limitation has not appeared in either the second or third editions. I have to admit the limitation

was not realistic, so it might be best to forget it.

2. Terrain affects a mobile CP as though it were a MHWZ.

3. A unit traveling through a town (or forest) on the road gets the road benefit for movement AND the terrain benefit for defense.

4. Yes, and yes. Missiles only.

5. If the bridge is down, infantry treat that hex as "rubble." Thanks for mentioning this — we'll clear it up in the next edition.

Empires of the Middle Ages

I have several questions concerning SPI's *Empires of the Middle Ages*.

(1) Where is the Game-Turn Record Track?

(2a) Does a "diplomatic conquest" of an area of a different religion convert the area's religion to that of the attacker?

(2b) Can an area be converted by "diplomatic conquests" instead of regular attacks?

(3) Does a "diplomatic conquest" also give the "attacker" a claim to the area?

(4) If a Magnate appears in one of the Moslem-Spanish areas, is he Moslem or Roman Catholic? If Roman Catholic, does the area stay Roman Catholic when the Magnate dies (is deactivated), or does it become Moslem again?

(5) Do seagoing areas have to be connected overland to an area they want to colonize?

— David Barnes

(1) Our copy did not have a Game-Turn Record Track, and none was listed on the index of parts enclosed, even though one is mentioned in the rules. However, we found it simple to

keep track of whose turn and which year it was, simply by memory.

(2a) No.

(2b) No.

(3) No.

(4) A Magnate is of the religion of his birth-place-area; the only exception occurs with special rules concerning the dreaded Syrian Magnate. So a Moslem-Spanish Magnate is Moslem.

(5) No, but areas too far from their ruling seat run perpetual risk of being in unrest.

NEXT ISSUE

TSG 42 will be a special Star Trek gaming issue, with an article on Star Trek computer gaming;

Official errata for Star Fleet Battles;

A Task Force '81 company report;

Also, "METAMORPHOSIS ALPHA Notebook" by W.G. Armintrout;

And more Non-human Race Contest Winners.

\$2.50

AUGUST 1981


NUMBER 42

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

STAR TREK

SPECIAL ISSUE



OFFICIAL ERRATA FOR
STAR FLEET BATTLES
STAR TREK: A DIALOG
APPROACH
STAR FLEET BATTLE MANUAL
COMBINED ARMS IN D&D
METAMORPHOSIS ALPHA
NOTEBOOK
GLOSSARY OF GAME TERMS
NONHUMAN RACES
AND 8 PAGES OF REVIEWS

THE SPACE GAMER

NUMBER 42 – AUGUST, 1981

In This Issue

This is the issue in which we pay our respects to the TV show that started the modern cycle of science fiction – and incidentally spun off a number of good games – *Star Trek*. Our articles include a retrospective of Task Force's *Star Fleet Battles* . . . AND the official errata; a review of Lou Zocchi's *Star Trek* miniatures and miniature combat rules; and an article on dialog implementation in *Trek* (and other) computer games.

Also: a Glossary of game advertising terms – and what they *really* mean; articles on Nonhuman Races and "Combined Arms in D&D"; and some suggestions for *Metamorphosis Alpha*.

Two regular features didn't make it this issue. *The Good Guys* will be delayed a month (J.D. is learning to fly a new plane). And "Game Master" had no questions this time. Maybe next month?
–Steve Jackson



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Publishers may wish to write for a copy of our Recommended Artists List.

Where We're Going

Well, I don't know where *you're* going, but *I'm* going to go home and collapse.

* * * * *

The editorial staff has informed me that they will not accept the above as my "Where We're Going" this month, true though it may be. Some people have no mercy. Well, I should know . . .

It has been an interesting month at TSG. The great Austin floods threatened to wash away the office (we were advised to evacuate). However, since it was deadline time, most of us kept right on working. Some of the typesetting for this issue, and all the CAR WARS pasteup, was done to the accompaniment of a radio explaining that this area would soon be under six feet of water. It didn't happen. The biggest "disaster" turned out to be the continual phone calls from friends and subscribers, asking if we were OK.

* * * * *

We had 101 responses to our "mini-feedback" in Issue 40 . . . pretty good, considering the short time allowed for response. Results were:

COMPARISON OF ARTICLES

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Do you leave the mailer cover on your

copy of TSG?

Always: 50. Sometimes: 14. Never: 36.

Why do you subscribe?

Can't find it in stores: 11. To get every issue: 35. Cheaper: 11. Other: 8. A&B: 1. A&C: 1. A&D: 1. B&C: 20. B&D: 1. C & D: 2. B, C, & D: 3. All 4 reasons: 7.

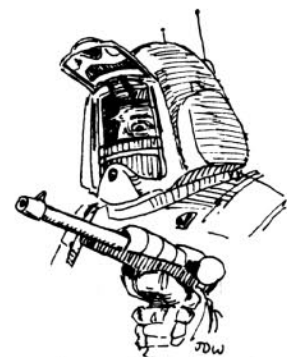
How do you buy SJ Games products?

By mail: 34. From stores: 7. Both: 13. Never bought any (gasp!): 16.

Why do you want us to avoid running historical game articles?

Not interested: 28. Other magazines cover them: 40. Play them, but don't want to read about them: 10. What's a historical game?: 1. A&B: 9. B&C: 4. B&D: 1. (Three readers said they'd like to see some historical games. Sorry about that, y'all.)

Interestingly, the news-type features seemed to score ahead of most things. Capsule reviews were highest of all — no surprise there. Computer and *Traveller* material rated surprisingly low; analysis of the results revealed that this was due to a very large number of "1" and "2"



responses from the people who have NO interest in the subjects, counterbalancing "8" and "9" responses from their fans.

We were pleased to see that there was only one rating below the "5" median. Even assuming that the respondents were among the most dedicated readers, that was good news.

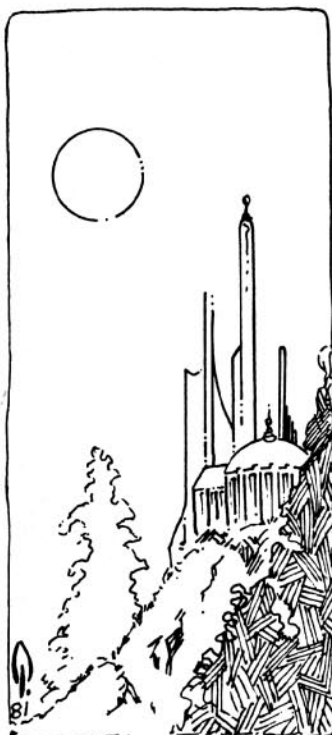
The free-response section brought some very good suggestions for future articles. If anyone out there wants to write them, go right ahead! Samples:

Stellar Conquest ships worked out in *Traveller* terms, with deck plans;

Strategy articles in particular — especially for *Imperium*, *TFT*, *Trillion Credit Squadron*, *Freedom in the Galaxy*, *Star Fleet Battles* (more!), *StarWeb*, etc;

Record sheets designed for games that need them and don't have them;

Next Issue



Our September issue will include a report from Pacific Origins;

A story by Timothy Zahn;

A companion article on bound spirits in D&D;

A survey of science fiction and fantasy variants for "Diplomacy";

A featured review of the computer game "Sword Thrust,"

The winner of the G.E.V. art contest;

More nonhuman races;

And (time and space permitting) a complete game — one of the strangest you've ever seen.

\$2.50

SEPTEMBER 1981 NUMBER 43

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



Origins Report

EXPANDED COMBAT FOR TRAVELLER
SPIRIT SWORDS FOR D&D
THE SOLAR KILLER
COMPUTER ADVENTURE GAMES
FGU'S NEW RPG AFTERMATH
DIPLOMACY VARIANTS
SF CHARACTER CONTEST WINNERS
MORE NONHUMAN RACES
AND 9 PAGES OF REVIEWS

D. MARTIN

THE SPACE GAMER

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In This Issue

No "theme" is this month's issue – just a heterogeneous collection of s-f and fantasy game ideas. We've got another good Timothy Zahn story, along with an article to relate its magic blades to D&D . . . a review of FGU's new *Aftermath* (and a capsule review of the first supplement) . . . some worthwhile complexities for *Traveller* combat, and two more nonhuman races . . . Lew Pulsipher's discourse on *Diplomacy* variants for science fiction and fantasy readers . . . and a comparison of three new computer fantasies!

You'll also notice that we've got some interior color this issue. If reactions are good, it may become a habit.

NOT in this issue is the oddball game I mentioned last month. As warned, it was subject to constraints of time and space – neither of which proved sufficient. We'll try again later.

–Steve Jackson



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WHERE WE'RE GOING

For once, the title of this column is 100% literally appropriate. The first announcement is . . . where we're going. We're going to 2700 Metcalfe, Austin, Texas 78741. By the end of August, our move should be substantially complete. (Our phone number and PO box will remain as before; use the new address ONLY for UPS and the like, please.) Due to the move, the magazine is running somewhat late this month. As this column goes in, we're about a week behind.

Our new space has — I hope — all the room we'll be needing for some time. In addition to a slightly expanded office area, it has a room we plan to make a "permanent playtest" headquarters, and a BIG warehouse area. It's also closer to town. A definite improvement.

* * *

Business goes well, I think. I've just gotten the initial sales figures on our latest releases. In one month, we sold approximately 3,600 *Car Wars*, 3,200

Undead, 3,000 *Killer*, and 1,700 *Game Design*. That's about half again what I was hoping for. Thanks . . .

* * *

New projects . . . The miniature vehicles for *Car Wars* are still a near-certainty. We're being VERY picky about the original sculpture, and I have to admit that there's a small chance that we'll never get any masters that are beautiful enough to accept. But I think we will. Work is also in progress on two *Car Wars* supplements, each of which expands the original game in a different direction. More on all of this next issue.

Denis Loubet and Paul Jaquays are still working on their respective sets of Cardboard Heroes. We're still looking at a September release date for the four new sets: Denis' three batches of Monsters and Undead, and Paul's first set of 15mm *Traveller* figures.

Two other Cardboard Heroes projects have been waiting in the wings for

quite a while: bases and floor plans. The bases would be totally optional: plastic gadgets for those who want a little more weight on their figures. The floor plans would be similar to various "dungeon floors" now on the market. The differences would be (1) they would be full-color, attractive "stone" floors; (2) they would be plastic coated, so you could mark on them and then ERASE the marks, and (3) they would sell for only \$5 a set.

* * *

A note on *Killer*: A lot of game stores are sponsoring games for their customers, but the best we've heard so far has come from Warriors, Wizards, and Robots, a California emporium. Their tournament is being GM'd by a private investigator . . . who used to play the game with other "private eyes" as an informal training aid. That ought to be a GOOD game . . . wish I could get in on it!

—Steve Jackson

GAME MASTER

GAME MASTER exists to answer questions on your favorite games. If you have a rules question or play problem, send it in. Questions to be answered will be chosen on the basis of general interest. They will be first referred to the game publisher or designer. If no response is received, GAME MASTER will offer its own interpretation of the rule. Sorry — no individual replies are possible.

Car Wars

" . . . I cannot find anywhere what is supposed to happen when a vehicle loses its power plant . . ."

David Dyche
San Diego, CA

I probably should have cross-referenced this under "effects of damage" — but it's there. Under the power plant rules (bottom of p. 20) you will read "When the power plant is lost, a vehicle can no longer fire lasers or accelerate, but ALL other systems still work." The reasoning behind this is that most vehicle systems would be made as fail-safe as possible; brakes, weapons, etc., would HAVE to function independently if the driver is to feel reasonably secure. The only exceptions are the wheel motors themselves and the laser, which takes up too much power to work without the motor.

— Steve Jackson

Raid on Iran

(1) At one point you state that the Americans can escape by reaching a street, but that this is more dangerous and costs the U.S. player victory points. Under the victory conditions

there is no mention of this. What is the solution?

(2) If Iranian militants or mobs close-attack a helicopter, can that helicopter still attempt to leave — in other words, can helicopters leave with Iranians in the same area?

Overall, I really enjoy the game and find it a very clean system . . .

Bill Creed
Washington, DC

(The long arm of coincidence strikes! Two

days after Bill's letter arrived, we got another letter, with the exact same two questions, from Michael Jeck of Falls Church, VA.)

(1) The U.S. player should be docked one point for each person who escapes the embassy on the ground rather than in a helicopter.

(2) Yes, a helicopter may leave with Iranians in the same area. When they moved into its area and close-attacked it, they had their chance to disable it. If they were not successful, the helicopter is free to (attempt to) leave.

— Steve Jackson

Next Issue

Our October issue will have something special for SF miniatures gamers — a pull-out section on advanced armored combat rules for TRAVELLER;

Also, for D&D enthusiasts, there will be an article on realistic rules for radiation, and "Demography of a Fantasy World," by Lewis Pulsipher;

And, for SF role-players, a featured review of SPI's new game system, UNIVERSE.

OCTOBER 1981

NUMBER 44

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THE SPACEGAMER

THE MAGAZINE OF ADVENTURE GAMING

SPECIAL SECTION:
ARMORED COMBAT
FOR
TRAVELLER

SPI'S "UNIVERSE" REVIEWED

THE URANIUM DRAGON:
RADIATION RULES FOR
ROLE-PLAYING GAMES

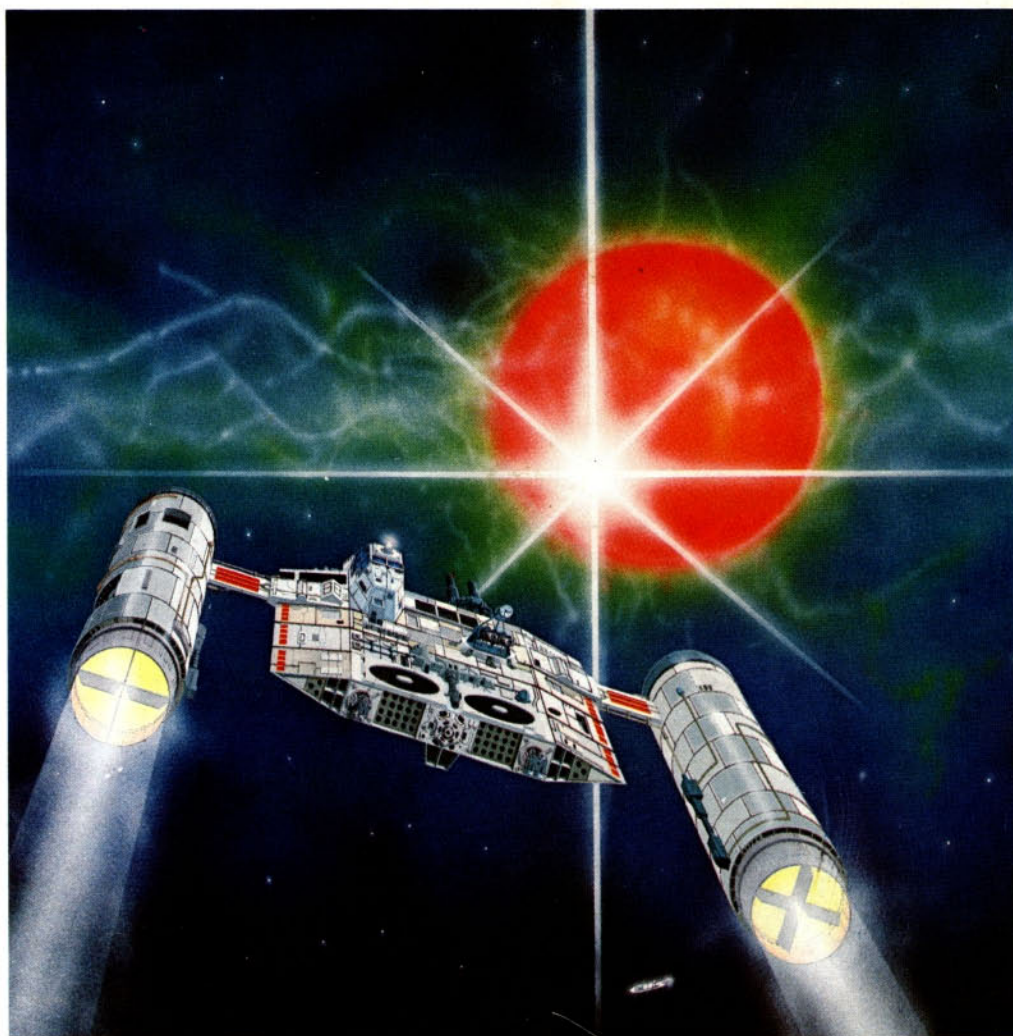
T-REX COMPANY REPORT

COMPUTER BUYERS'
GUIDE

NEW S-F SCENARIO
FOR KILLER

FANTASY DEMOGRAPHY

8 PAGES OF REVIEWS



THE SPACE GAMER

NUMBER 44 — OCTOBER, 1981

In This Issue

The center of this issue is a pull-out section (for those of you who pull your magazines apart) containing detailed rules for designing, buying, and using AFVs (armored fighting vehicles) in *Traveller*. This piece is a real *tour de force*; the amount of detail it offers may well be more than many gamers will want, but there it is! We've also included a guide to miniatures companies producing vehicles suitable for S-F battles.

Our featured review covers SPI's new SFRPG, *Universe*. Greg Costikyan, a freelance designer who has worked on several SPI projects, explains what he thinks is good and bad about this new competition for *Traveller*.

For the fantasy side, we have two articles: Lewis Pulsipher's views on fantasy demography, or why there *isn't* an 8th-level wizard around every corner . . . and a discourse on radiation sources and effects in role-playing games.

Rounding it out, you'll find a new science-fiction scenario for *Killer*; a guide for first-time computer buyers; a new sort of contest; and the usual batch of capsules, news, and letters. Enjoy.

— Steve Jackson

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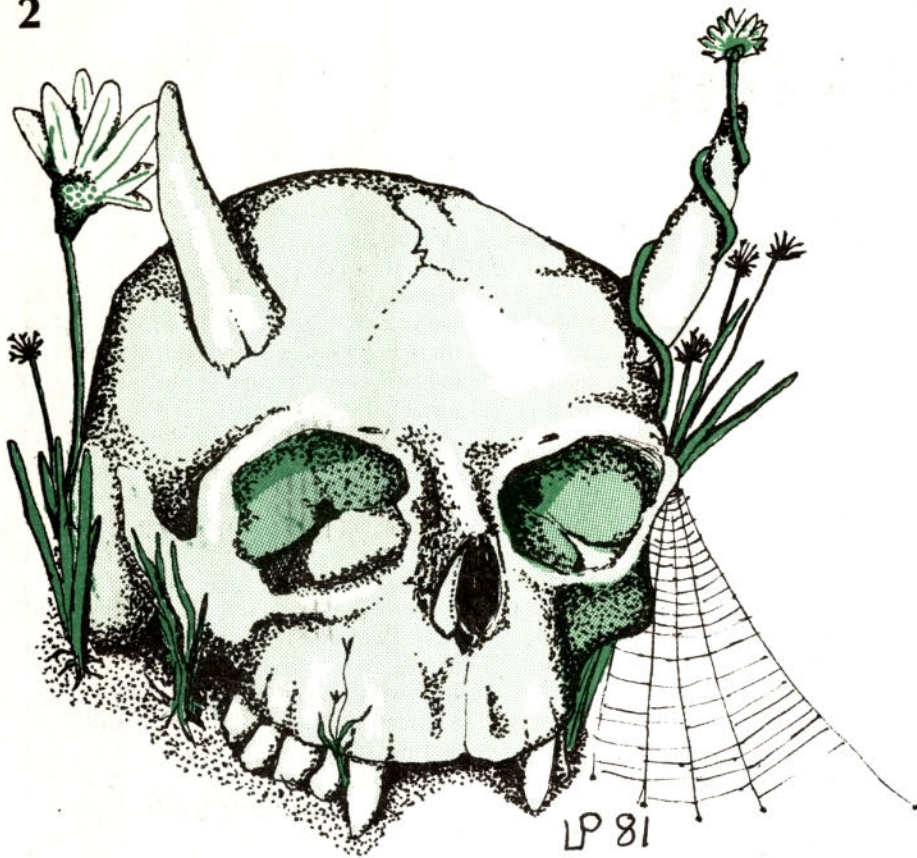
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"By the end of August, our move should be substantially complete." Did I really say that? Here it is early September, and we are no farther along on our move than we were last month. In fact, we're partially unpacked again! It's hard to do business when all your records are crated up and stacked against the wall. I could bore you with tales of the iniquities of real-estate agents and title companies, but whenever I tell the story I get red in the face and start banging my head against the wall. Suffice it to say that we have now been solemnly assured three times that arrangements were complete — and each time another worm popped out of the woodwork. I am now offering no predictions about when we move, or even to where.

Car Wars

This continues to be a big seller. (It has been brought to our attention that a Dallas company is actually *building* cars with gun ports and armor plate. It's hard for science fiction to keep ahead of reality these days.) Anyway, I have now seen *good* masters on several auto and cycle miniatures, and more are on the way. It's possible that we'll be in production by the end of the year, and — for those of you that see us at conventions — pre-production models should be in circulation very shortly. I'm taking some of the masters to WorldCon to show off, but that'll be over by the time you read this.

As for supplements: we're working on two. One will be a large arena, with rules for some new weapons and vehicle types as a bonus. The other will be a programmed adventure: you build your car, load up on supplies and ammo, and try to drive from one city to another, dealing with the hazards you find in between.

Cardboard Heroes

The three sets of fantasy Heroes are coming along, though the release date is likely to be very late September or early October unless Denis and Paul surprise me with a hatful of art next week. However, everything I've seen looks absolutely beautiful, and GDW has given approval for all Paul's initial human-type sketches. (Aliens will be in a later set.)

Where We're Going

I've gotten several inquiries lately asking if I was or was not the same Steve Jackson that did this, that, or the other. Well, yes and no.

First (for those of you who are new to the scene): Yes, I'm the same one who did a number of games for Metagaming ... and no, I am no longer connected with them.

Second: Yes, I'm the person who designed the "Star Cluster" PBM game for the Buchanan Company. As of now, that game is just getting off the ground; the first turns of the first game were mailed a couple of weeks ago.

Third: Yes, I'm also the one who did the World Generation book that SPI has announced ... and no, I don't know when it'll be available, or even what it will sell for. But mercy me, it is a LONG so-and-so. I understand they're considering putting it in hard covers, it's so big.

Fourth: No, I'm NOT the Steve Jackson whose name keeps turning up on British games. That Steve has red hair, is a couple of inches taller than I am, and works for Games Workshop in London. He's a very nice fellow, and quite knowledgeable; we meet at conventions occasionally and argue about which one of us should change his name to Mortimer.

— Steve Jackson

NEXT ISSUE

November will be a special computer issue, with a company report from Automated Simulations, publisher of the award-winning game TEMPLE OF APSHAI. There will also be an article on winning strategy for STARWEB, and a featured review of ROBOTWAR.

In addition, we will have designer's notes for CAR WARS, our updated Writer's and Artist's Guide, some suggestions for reviewers, and the winners of the glossary contest.

NOVEMBER 1981

NUMBER 45

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

*Special
Computer
Issue*

ROBOT WAR

PLAY-BY-PHONE ARRIVES

WINNING STRATEGY
FOR STARWEB

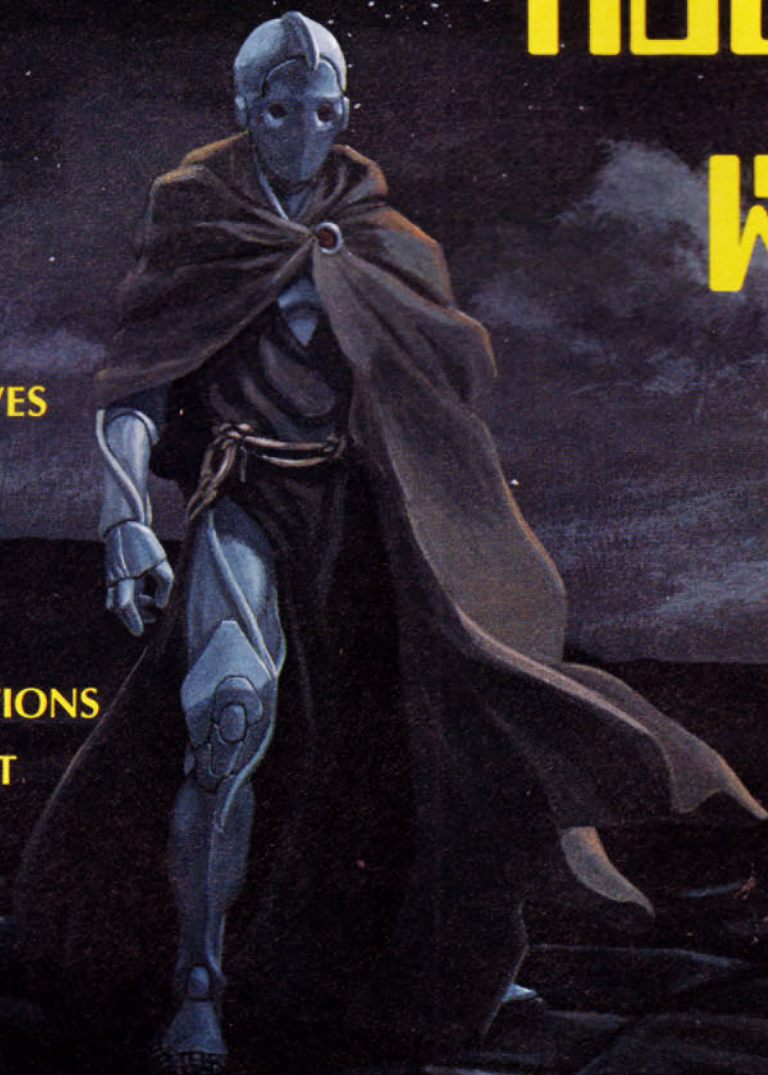
AUTOMATED SIMULATIONS
COMPANY REPORT

DESIGNER'S NOTES
FOR CAR WARS

GRIMTOOTH'S TRAPS

NEBULA 19

11 PAGES OF REVIEWS



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THE SPACE GAMER

NUMBER 45 - NOVEMBER, 1981

IN THIS ISSUE

It seemed like time for another computer issue . . . and here it is. Don't you non-computerized types give up, though. On page 12, we have an article about the newest wrinkle in gaming: play-by-phone. Unlike PBM gaming, it doesn't (yet) allow you the benefits of computer gaming without the expense. But its potential is big enough to make computer owners out of a lot of people who've held back so far.

Also on the computer front: a *Starweb* strategy article, a review of *Robot War*, and the Automated Simulations company report.

We've also got an article each on our own new hits. For you *Killer* fans, the long-awaited answer to the rotation-of-the-earth problem. And Chad Irby, co-designer of *Car Wars*, tells how it all got started. For you subscribers, there's a *Car Wars* bonus on the inside back mailer cover as well.

-Steve Jackson

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Okay. We're moved. Finally. Really. I'm writing this IN the new office, so there isn't much doubt about it . . . although, the way things have been going, I suppose it's possible I could wake up and find it was all a dream, and we're still in the old offices. I don't even want to **THINK** about that!

And (as hinted last month), we didn't even wind up where we thought we would. The problems with the Metcalfe address were so bad that we kept looking — and, sure enough, we found a better place. The new address is 5311 South Congress, Austin, 78745. (NOTE: *Our mailing address remains P.O. Box 18805, Austin, TX 78760. DO NOT use the street address unless you are sending us something by UPS or Federal Express.*)

It's a very nice building — two stories, stone exterior — and we have it all to ourselves. We're proud of it — maybe one of these days we can get a photo taken to show you what it looks like. But the important thing is that for the first time in months we have enough room!

Cloud Behind the Silver Lining

Now the bad news. Between the uncertainty and delays involved in starting the move, and the hassles of the move itself, we are some two months behind schedule on new releases. The next batch of Cardboard Heroes, which had been scheduled for release in mid-September, will probably show up around Christ-

Where We're Going



mas. We hope. Other projects are coming along behind that. At the moment we're still taking stock of the situation — trying to figure out what can reasonably be expected to happen when, and fooling with critical-path charts and similar abstruse planning tools. Next month I hope to have an intelligent discussion of 1982 plans.

ILLUMINATI

One new game to look for in 1982 is the one we took to Worldcon in draft form: *Illuminati*. You may have heard about the Illuminati — the secret society that many people feel is responsible for everything wrong with the world today, from nuclear war to fluoridation. Well, now you can become one of the dreaded Illuminati . . . trying to take over the world by controlling its power groups. Who knows . . . you could wind up controlling Wall Street, the FBI, the International Cocaine Smugglers . . . and since Wall Street controls the CIA, and the CIA controls the Mafia, you've got a pretty good power base . . . but your chief foe controls the IRS, and is taxing you every turn. Ah, well — even the Illuminati have problems!

It looks as though it's going to be a good game . . . The premise is tongue-in-cheek; the game itself plays like a cross between dominoes, *Cosmic Encounter*, and the fantasies of a soap-box orator. Each player (up to six) takes the role of a branch of the Illuminati, each with its own special power — the Gnomes of Zurich, for example, are filthy rich, and the Disciples of Cthulhu are good at destroying other power groups. Each player also has his own special victory condition, but any player can win just by collecting enough subsidiary groups.

I don't know just when this one will be out, but we'll be running playtest tournaments at local conventions — if you're around Texas, you may get an early look at it.

OGRE

For you *Ogre* fans who have been wondering where the game is: An Oct. 12 trial date has been set for the Meta-gaming-SJ Games suit. If there's no continuance, and if the case doesn't get backed up so far on the docket that it can't be heard, there may actually be a resolution, and you may be able to buy the game again. More next month.

—Steve Jackson

NEXT ISSUE

Our December issue will be a special TRAVELLER issue, with a complete adventure for TRAVELLER, an article on generating a new character type, and a featured review of FIFTH FRONTIER WAR. Also:

"The FBI Affair," an account of a KILLER game in Scottsdale, Arizona; and

A featured review of the ground-breaking computer game WIZARDRY.

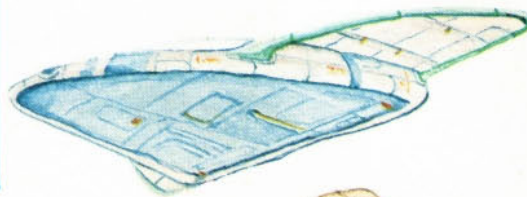
DECEMBER 1981

NUMBER 46

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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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Publishers may wish to request a copy of our Recommended Artists List.



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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.

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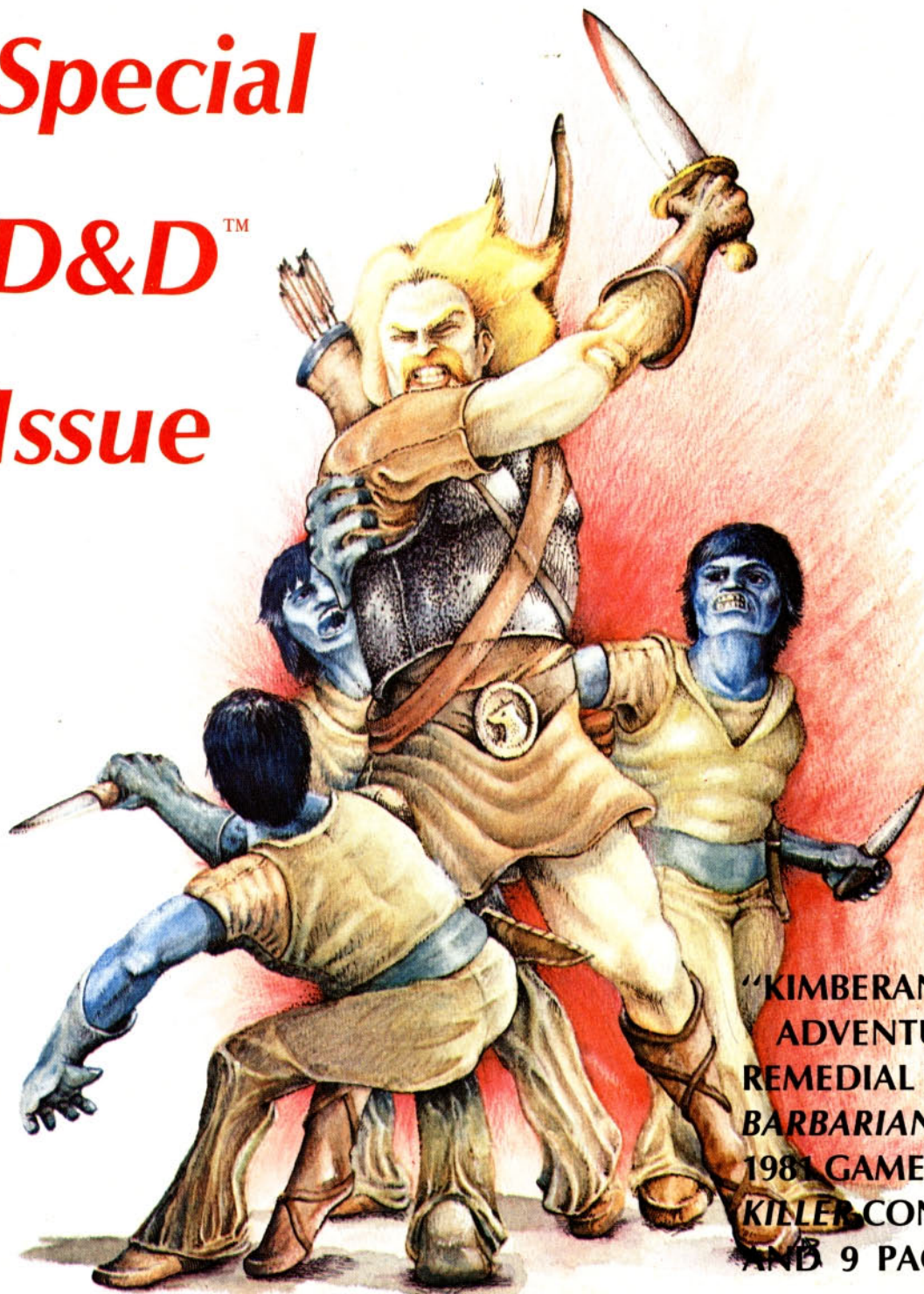
THE SPACEGAMER

THE MAGAZINE OF ADVENTURE GAMING

Special

*D&D*TM

Issue



**"KIMBERANI'S TOMB":
ADVENTURE FOR D&D
REMEDIAL ROLE PLAYING
BARBARIAN PRINCE
1981 GAME SURVEY
KILLER CONTEST WINNERS
AND 9 PAGES OF REVIEWS**

THE SPACE GAMER

NUMBER 47 — JANUARY, 1982

In This Issue

This month, we have another special D&D issue, this time with a complete scenario, "Kimberani's Tomb." This adventure originated as a tournament scenario for TexCon: 1981. We hope you enjoy it.

Also for FRP gamers, there is an article which should put some life back in your campaigns. For *Traveller* enthusiasts, there is an article on playing doctor; for board gamers, a review and designer's notes for *Barbarian Prince*. Those who like *Killer* will find some deadly new items on page 10.

In the middle of the magazine is our 1981 Game Survey. We really would appreciate your filling it out and sending it in. Everyone likes to read the survey, but not enough gamers go to the trouble to let us know how they feel.

—Forrest Johnson

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Where We're Going

And it came to pass that, at long last, the lawyers were paid off and sent home, and the publishers could get back to publishing . . .

As you all know (those of you who have not been trapped in a barrel for the past year, that is), *Ogre* and *G.E.V.* have been off the market for quite some time, due to legal problems between Metagaming and myself . . . basically a case of me saying, "I bought these two games last year," and Metagaming saying, "You did not either!" Quite a waste of time. But . . . in a compromise agreement signed Nov. 17, Metagaming recognized my complete ownership of both games, as well as of *One-Page Bulge*, which they had also laid claim to. The compromise also ended several smaller disagreements.

So — now that that's settled, it's time for some new editions. And they're already in the works. We'll be releasing brand-new versions of both *Ogre* and *G.E.V.* at the Hobby Industry of America show this spring. Anticipated shipping date will be around Feb. 1.

The new editions will be highly upgraded. The counters will be somewhat larger than in the Metagaming editions, and they'll be backprinted; the back of each armor unit will show that unit in a disabled condition. *Ogre* Mark IIIs will have a Mark V counter on the back, and

infantry will have different values on the back. This should speed play a lot.

The maps will also be larger . . . enough larger so that you'll be able to fit the counters in the hexes. And they'll be in *full color*, painted by Denis Loubet.

The rules have been revised to answer the most commonly-asked questions about the two games. And, since there were a few extra pages in the *Ogre* booklet, we'll be adding some pull-out reference sheets.

All in all, I'm extremely pleased with the way the new editions are shaping up. *Ogre* was the first game I designed; in some ways, I think it and *G.E.V.* may be my best works to date. They're certainly my best *sell*ers! I've been looking forward to the day when I could publish them the way I think they *ought* to be published. It won't be long, now.

The HIA show will also see the re-release of the *Ogre* miniatures line originally produced by Martian Metals. In 1980 it had only four vehicles — the Mark V, Heavy Tank, Missile Tank, and G.E.V. — and it still won the Charles Roberts Award for "best vehicular line." We'll be releasing a reworked Mark V with much more detail, plus the three original small units and at least two others. The Mark III and more small units will follow — how soon depends on how fast the sculptors can work

and how much you guys twist my arm for them.

And we'll be doing one other thing for HIA — a collection of the best *Ogre/G.E.V.* articles from the old TSGs. It'll be a mixed bag: scenarios, variants, strategy and tactics, fiction, design notes, and even a few cartoons. Most (if not all) of the contents will be drawn from the really old issues — 1979 and earlier — including some that are now out of print. I *am* updating the oldest articles where necessary to conform with current rules editions! The working title is "The *Ogre* Book, Volume I." Yes, there will almost certainly be a Volume II out later, including more current material — so you *Ogre* buffs can start writing!

One last note, and then I'll get off *Ogre*. I've noticed that, even though the games have been hard to find recently, many game conventions still have *Ogre/G.E.V.* tournaments. (If you think this was a boost to the ego, you're right!) Anyway, now that the games are back in print under my banner, we'll be happy to sponsor *Ogre/G.E.V.* tournaments at regional (and even local) cons. Just write us and tell us what you plan; we can send prize certificates or even suggested tournament rules if you need them. Please let us know how many attendees you expect and include an SASE and a copy of your convention flyer or brochure, for our files.

But I Thought You Already Moved . . .

Due to certain small complications (starting with the fact that the man who said he owned the property, didn't) . . . we moved again two weeks ago. We are now at the Metcalfe St. location *originally* published as our new office location. I am NOT giving the complete address, because mail should not be sent there. If you DID send any mail to that address in the past couple of months, the previous tenant probably lost it for us — can you try again, please? Remember: P.O. Box 18805, Austin, TX 78760-8805.

This location is better, though. It's not quite as classy-looking; it's a small brick building tacked onto the front of a big gray battleship of a warehouse. But it sits on nearly five acres of undeveloped land, smack in the middle of suburban South Austin. *Very* nice. We have more indoor playtest space than ever before . . . and, weather permitting, great gobs of *outdoor* space for miniatures, *Killer*, and what-have-you. Austin area gamers are cordially invited to look us up. If you can find us, you're welcome to drop in! We playtest every Friday, starting around 6 pm, and go on until we stop.



Next Issue

Our February issue will include an article on CHAMPIONS, the popular, new role-playing system;

"Storm," an adventure sequel to "Flare Star;"

A review of the computer board game THE SHATTERED ALLIANCE; and

An article on collecting miniatures for FRP games.

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

"STORM" — ADVENTURE APPROVED
FOR TRAVELLER

THE SHATTERED ALLIANCE
FICTION BY TIMOTHY ZAHN
MINIATURES FOR FANTASY
ROLE PLAYING
ORIGINS BALLOT
AND 11 PAGES OF REVIEWS



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In This Issue

This issue's cover story is about a great new superhero RPG . . . *Champions*. Denis Loubet's cover shows a scene from our local campaign, featuring the nefarious Overlord.

For *Traveller* fans, we have the second in Marischal Adventures' series of pull-out scenarios: "Storm." Aground on an alien planet, you must answer the simple question: "Where did everybody go?" Also . . . Bill Barton reviews the second edition of *High Guard*.

Fantasy gamers ought to appreciate the return of Conakar and his sword (or should that be "Whehalken and his fighter?"). Timothy Zahn's tale centers around a remarkable new sort of magic sword – which is described fully for game purposes.

Rounding out the issue, we have the Origins ballot; "The Balrog and the Finger of Death"; a comparison of fantasy miniatures lines; a full page of Murphy's Rules; and a "Where We're Going" column with about four months' worth of news.

—Steve Jackson

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WHERE WE'RE GOING

There's so much going on this month that I could easily fill twice the usual space. I'm not even sure what the biggest news is . . . but probably it's the fact that we've just acquired a new magazine.

Fire & Movement

Many of you are already familiar with *Fire & Movement*, which has — up to now — been owned by Baron Publishing. F&M is strictly a historical wargaming magazine, and it's a very good one; for the past three years it's won the Charles Roberts Award for "best magazine covering boardgaming." I've always enjoyed F&M; I was extremely excited when I heard it was for sale, and I'm very pleased to have closed the deal. Baron wanted to sell the magazine, not because it wasn't successful, but because they didn't have the personnel to continue all their present projects. As a result, F&M was usually behind schedule. We'll fix that.

One thing that needs no "fixing" is the excellent *Fire & Movement* editorial staff, under the direction of Dr. Friedrich M. Helfferich. Dr. Helfferich will continue as editor, while Nick Schuessler (publisher of the *Journal of WWII Wargaming*) will join our Austin staff as F&M's managing editor.

If you're strictly interested in fantasy and science fiction gaming, there'll be nothing for you here. But if you are also interested in historical games, *Fire & Movement* has been — and will continue to be — "must" reading. You are now, I hope, wondering how to subscribe . . .

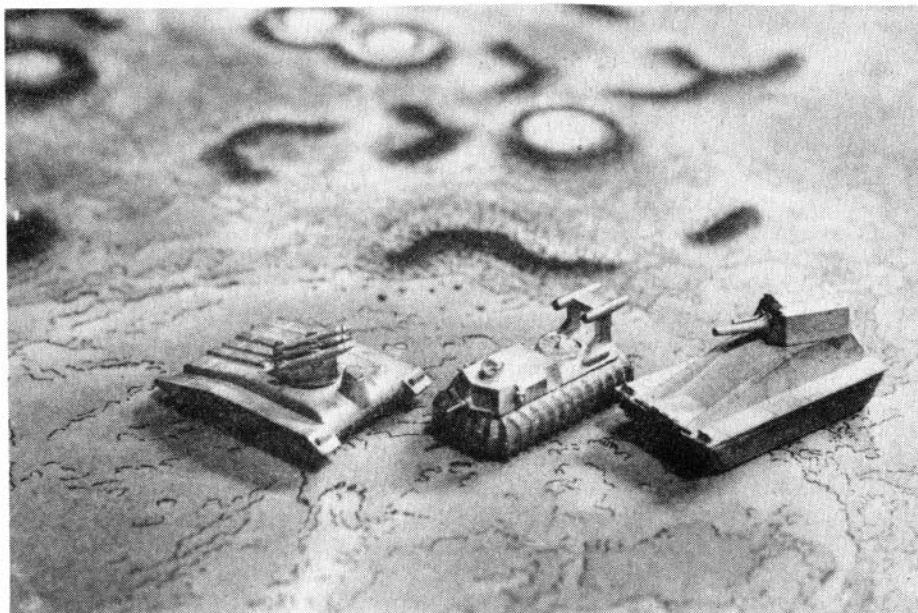
Next Issue

Our March issue will feature a special section of equipment for TRAVELLER;

"The Flinger and the Blob," two new character styles for TFT;

A featured review of the PBM game STARLORD;

And designer's notes for BEYOND THE STELLAR EMPIRE.



Rates will be the same as for TSG: \$21 for 12 issues, \$39 for 24 issues. Initially, F&M will be bimonthly; we will probably try to go monthly fairly soon, so that news and reviews will be timelier. Physically, F&M will continue about the same (that is, very much like TSG). However, F&M usually has more ads than TSG, so it will probably be able to afford a few more pages per issue.

Boxed Games !! ???

In a word, yes. I've been working on this project for several months, without saying anything in this space. In the first place, I didn't want to give any good ideas away . . . and in the second place, if the whole thing fell through, I didn't want to hear questions about it for the next five years. But right now, it looks very good indeed.

Up until now, there have been three ways to package mini-games: plastic bags (like ours and Task Force's); cardboard boxes (like Metagaming's and Heritage's); and transparent plastic casings (like TSR's). None are ideal. Plastic bags are cheap — but they LOOK cheap, too, and eventually tear. Flimsy cardboard boxes are far worse, in my opinion. They look good on the shelves — but collapse quickly under normal wear, leaking counters everywhere. The TSR packaging is far better, but it can still be torn or crushed.

So . . . I started looking for a box that would (a) look good on the shelves, (b) hold up to continued use, and (c) still fit into your pocket. I think we've got one. The only prototype I have to date has five separate problems — but it looks as though they can all be overcome.

This means that the "new look" for all our minigames will be a black plastic box, 4¼" x 7¼" x 5/8" thick. There will be color labels front and back; inside — well protected — will be the game itself. We will ALSO include a ziplock bag to hold the counters.

The slimness and durability of these boxes will mean that you can actually put them in your pockets and take them with you — which suggested the name we're using: Pocket Box. I have some rather silly ideas for an ad campaign; suggestions gratefully appreciated.

The boxes will drive our standard price up to \$5.00. (Actually, some of that is inflation; we're getting it all in one price increase.) But I think it's worth it — which is why I did it. For once, a game company can actually increase the value of a game (NOT just its price) by putting it into a box. We haven't had enough samples yet to test them to destruction; I don't know just how much punishment the Pocket Box will take. But I do know this — it will be orders of magnitude stronger than any cardboard box, and it'll look better, too. My prediction for the new year: By December, the other mini-game makers will have dropped their cardboard packaging and gone into something similar. These are so good, they have to be copied!

We expect Box Day — the arrival of our box and label shipments — around Jan. 30. As of now, you can order our games for either \$3 or \$5. \$3 will get you a game in a plastic bag UNTIL Box Day (whenever that comes). \$3 orders received after that will be returned. \$5 will get you a Pocket Box game, as soon as they're ready. (Note: *Ogre* and *G.E.V.* will be available only in Pocket Box editions.)

MARCH 1982


NUMBER 49

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

Equipment for *TRAVELLER*



CALL OF CTHULHU
TFT: TWO NEW CHARACTER TYPES
STARLORD
CAR WARS: KILLER WINNEBAGOS
BEYOND THE STELLAR EMPIRE
TRAVELLER AS SCIENCE FANTASY
D&D WITHOUT MAGICIANS

THE SPACE GAMER

NUMBER 49 – MARCH, 1982

In This Issue

We have a couple of articles this month that you've been asking for. "The Flinger and the Blob" offers a couple of interesting new character types for TFT. They may not seem like your standard adventurers . . . but give them a try! And "The EM-50" is the first of the long-awaited BIG vehicles for *Car Wars*. Chad Irby (with a little help from the Austin playtest crew) has taken the "urban assault vehicle" from the movie "Stripes" and turned it into a playable implement of destruction.

Traveller players will enjoy "Tools for Terrorists," a compendium of death-dealing doohickeys past, present and future. For those who are interested in the theoretical end of gaming, Greg Costikyan gives a little critique of the logic behind *Traveller*. (Yes, Greg – but it's still fun!)

Rounding it off, we have designer's notes on Heritage's *Star Viking* and the PBM game *Beyond the Stellar Empire*; a discussion of D&D with little or no magic; featured reviews of *Starlord* and *Call of Cthulhu*; and all the usual features.

–Steve Jackson

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Where We're Going

A little information about the inner workings of the game industry . . .

Did you know that there's a convention bigger than Origins, Gencon, or any tourney you're ever likely to see?

It's called the Hobby Industry of America show. Strictly speaking, it's not a game convention at all. It's for game, hobby, and craft *companies* — not consumers. Wargames, model railroads, plastic kits, basket-weaving, and more . . . all under one roof. No game tournaments, or anything of the sort; just booths, as far as the eye can see. And wandering up and down the aisles are the buyers — the people who decide what will be in the stores in 1982!

And that, my friends, is why the HIA show is bigger than Origins or any of the other *game* cons you hear about. HIA isn't for the gamers, but it can make or break a game company. The buyer for Sears (for instance) doesn't come to Origins. But he *does* come to HIA . . . and that's why so many companies schedule new releases for late January, even though there are few wargaming events going on then.

The HIA show this year ran Jan. 31 through Feb. 3; we just got back. All our new releases made it, more or less. (At

HIA, it's okay to display mockups of your products if they're not quite ready. The buyers would rather see what you have to ship NOW — but a mockup is better than nothing.) We got there with actual specimens of the five new sets of Cardboard Heroes, the new plastic bases, and the "bag of bags." We had pre-production samples of the Ogre and Car Wars miniatures and the Pocket Box. We *almost* got there with the Ogre Book; as it was, we had real samples of the cover to show, but only photocopies of the inside . . . it was finished a few days late for the show, and we have it now. And we had all the components of the new *Ogre* and *G.E.V.* to show (though we won't ship until the boxes are ready.) By the way, the *Ogre/G.E.V.* stuff looks absolutely beautiful. It was worth the wait.

And it was a very successful show for us. We met a lot of people, took a lot of orders, and even had some fun. Our staff got to do a little partying with the people from the other companies (often difficult at a game con, where everybody is running tournaments all the time). I am pleased to report that the folks at Flying Buffalo, Fantasy Games Unlimited, T-Rex, and Gamelords are just as crazy as we are. Nice people.

The Pocket Box mold seems to have passed its tests; pre-production samples have been acceptable. The mold is now being shipped to Austin so we can supervise production runs. Box Day still looks like sometime in late February.

Ogre and *G.E.V.* are only awaiting Box Day before they can be shipped. On the miniatures: The Paneuropean heavy tank, missile tank, and GEV are in limited production; the light tank, howitzer, and MHWZ are in master form; the Combine Ogre Mark V is still being resculpted.

Illuminati will go into another draft very soon; it gets better all the time. The cover is completed and has been displayed at several conventions. Look for this one in March or April, if I don't have a mysterious accident.

There are about four other fantasy and s-f games sitting around at various stages of advanced design. In the next couple of weeks we'll decide which ones get finished first. Stay tuned for details.

New Cardboard Heroes: The first set of *Traveller* Heroes looked even better than expected; we'll be going back to Paul Jaquays for some more. Jeff Dee (who did the V&V superheroes) is working on a couple of sets for FGU's *Aftermath*. We are talking with Hero Games about licensing some supervillains for their *Champions*. And, on the home front, Denis is working on a few more fantasy sets. The next batch of Heroes may be out by late April.

Conventions

As our operation continues to grow, we'll be able to make it to more game conventions . . . and not just the local ones, either. Right now our convention schedule includes:

FANTASY FAIR. This runs June 10-13 in Dallas (a combination s-f / fantasy / gaming con); they've been kind enough to invite me as a wargaming Guest of Honor. I'll be giving a seminar or two, and we'll have a table set up in the dealers' room.

TEXCON. August 6-8. We co-sponsor this Austin convention. This year we'll be running a *role-playing* scenario for *Car Wars*; you get to escort a convoy through hostile territory.

We will also definitely be at this year's Origins, with a couple of tournaments and probably a seminar or two. We want to hit Gencon, but that isn't yet a sure thing. I'll let you know when we know more.

—Steve Jackson

Next Issue



Our April issue will include the results of our 1981 game survey;

"Periastron," a complete adventure for TRAVELLER;

Our third game article index;

A new class of shapeshifting magicians for D&D;

And an urban warfare scenario for CAR WARS.

APRIL 1982

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

SUNDAY DRIVERS

A ROLE-PLAYING SUPPLEMENT FOR

CAR WARS



"PERIASTRON" — ADVENTURE FOR TRAVELLER
SHAPESHIFTERS: NEW CLASS FOR D&D
JUDGES GUILD ADVENTURES
CUMULATIVE GAME INDEX
NAKED ELF WOMEN
AND 7 PAGES OF REVIEWS

SPEED
1982©

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THE SPACE GAMER

NUMBER 50 — APRIL, 1982

In This Issue

This is issue number 50 of THE SPACE GAMER. We've come a long ways since those mimeograph days — and we hope you'll still be with us to see what we look like when issue 100 comes around. This issue also happens to be the April one, but more on that later.

Our big feature this time is a nine-page CAR WARS supplement . . . featuring a detailed map, new weapons, two completely-worked-out vehicles, and two scenarios. SUNDAY DRIVERS is designed for role-players; it works best with a free-wheeling referee and two to four players. And if you don't have a good referee (yet), the Midville map makes a great duel arena. Just assume the whole town is abandoned, and go to it!

As if one supplement wasn't enough, we also have the third in our Marischal Adventures series — a four-page TRAVELLER adventure. Like the first two, it's in the center of the magazine; you can pull it out and keep it separately.

Other features include an updated game index; a new character class for D&D; and Mike Stackpole's review of several recent Judges Guild offerings. And, as you can see, we're a little bit more colorful in this issue!

One last thing. As I said above, this is the April issue. Therefore, in that time-honored April tradition, nothing I said above was true. In fact, the only serious articles in the whole magazine are on pages 24 and 42. And I am the Emperor Napoleon. Beam me up, Scotty.

—Steve Jackson

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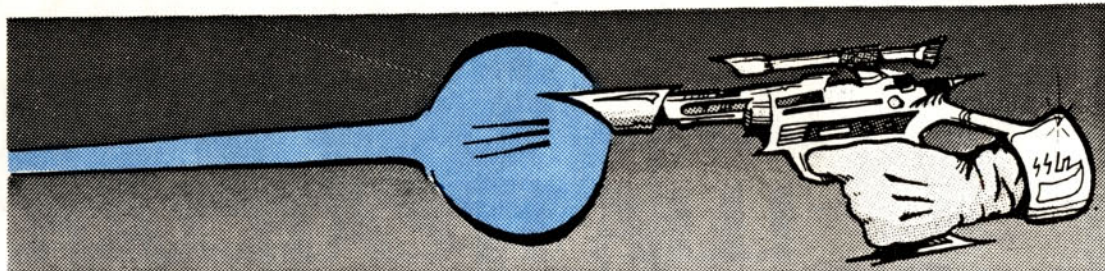
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WHERE WE'RE GOING



From now on, TSG is going to be a little more colorful. Each month, we'll be adding at least one spot color to the interior. This not only lets Denis do fancier illustrations . . . it also means that when we run a map or chart, we can make it more readable. We tried this a few times last year and got generally good responses; this time it's for keeps.

Another (possible) improvement: The TSG advertising picture is beginning to look better than it has for the last few months. There's a direct correlation between the number of ads we get and the number of pages in the magazine . . . more ads, more pages! So, if things continue well, we may be able to get some issues up to 48 pages this year. But you people are going to have to write some more good articles for us. We'd especially like to see:

(a) More "how-to-win" strategy and tactics articles. These always rate high (and they're a personal favorite of mine!) — but we don't get many.

(b) More articles on *Space Opera* and *Aftermath*. These are two popular systems . . . why aren't more people writing about them? The feedback survey shows you want to *read* about them.

(c) As always, more reviews.

More Games

We have a couple of games in line for TSG. The "complete game" concept didn't rate incredibly high in the feedback — but it was high enough to keep us working. One of them is a fantasy game designed by Allen Varney, who has been semi-patiently waiting for many months, occasionally writing us pathetic little letters to see if we've forgotten him. Yes, Allen, we have. (Allen has also sent us

some ideas for an ad campaign so distressing that we just might try it.) Anyway, what Allen has come up with is a game of wizardly combat . . . but it isn't like any of the piles of magic-battle games of the market now. It's peculiar, and playable.

The second TSG possibility is something I came up with very late one night. I won't give you too many details now (they might change) except to say that it is a multi-player game; it will probably annoy the capital-E Ecologists, but the rest of you will like it; and it is very, very silly. (The last draft had *one* rule that seemed realistic. We took it out.)

WTWIG

Which translates "Where *the whole industry* is going." That's anybody's guess — but it's become sort of traditional for this column to include an occasional wild guess about The Future Of Wargaming. The sheer mass of news, gossip, press releases, and (occasionally) games that come across my desk undoubtedly represents enough raw data to allow utterly precise predictions about the next five years — if I were just clever enough. But until I can afford an extra 32K of RAM for my cerebellum, I may just have to remain fallible.

Anyway, it appears that the dreaded "crunch" is coming. Gaming's pundits have been predicting a "shake-out" of the weaker companies for some time . . . but the field defied expectations by continuing to grow and spawn more marginal operations. I'm afraid that may be about over. The economy is catching up with us: some distributors are having slow-pay problems with their customers, which means that publishers' cash flows get

weaker. And *that* is what sends a marginal company to the wall. A drop in mail-order sales can hurt you — but several thousand dollars in distributor receivables, representing games you shipped *months* ago and haven't been paid for *at all* — that can kill you. And it may, indeed, kill some of the smaller companies and even one of the "majors." But the industry as a whole will survive. A case-by-case look at the industry, assembled from rumor, hearsay, and whatever hard facts I can pick up:

TSR. The Gygax empire is doing just fine; it is now so far ahead of the rest of the adventure-gaming pack that it's not even funny. TSR is diversifying into the crafts field and setting up overseas branches. Paradoxically, it may become less and less of a direct influence on the adventure (war) games market; the TSR strategy is to go for the "mass market," with games that are simpler than anything in the regular wargaming hobby. But TSR is here to stay — and a "mass market" wargame can still be good beer & pretzels fun.

Avalon Hill. AH, long the top dog among gaming companies, is still the spiritual leader of the over-20 set. By this I mean that, though it doesn't have D&D, it does turn out a few good, solid titles every year, and I expect it will continue to do so indefinitely; its market position is secure. AH was the first of the major game companies to go into computer games. Its first offerings, though playable, were a couple of years behind the state of the art even when released. Some of the newer crop (i.e., *Tanktics*) actually show a good deal of innovation, though others are remarkable mostly for their packaging. But AH has made a sizeable commitment to computer games, and they're likely to get much better.

SPI. Five years ago, it would have been heresy to suggest that SPI was in trouble. Now it's common talk. Having gone through a couple of staff purges, one boardroom turnover, and a drastic weeding of its line, SPI may be able to hang in there. But don't be surprised if there are some really big changes within the year.

What caused SPI's problems? Ironically, many of the same factors that helped it grow. It was a hobbyist group first

Next Issue

Our May issue will feature a complete game scenario for CHAMPIONS;

The return of Bruce Webster as our regular computer columnist;

Designer's notes for STAR PATROL; and

The survey results which we couldn't fit into this issue.

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MAY 1982

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

MEGASHIPS IN SPACE OPERA

SCENARIO FOR CHAMPIONS
MAGIC IN CAR WARS
1981 GAME SURVEY
HANDICAPS FOR TET CHARACTERS
WORLDS OF WONDER REVIEWED
THE COMPUTER AS FAMILIAR
STAR PATROL DESIGN NOTES
AND 8 PAGES OF REVIEWS

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THE SPACE GAMER

NUMBER 51 — MAY, 1982

IN THIS ISSUE

All right. So we lied. One of the articles listed in April's "Not In Next Issue" box was "Magic in Car Wars." If you'll check page 10, you'll find it. We probably ought to be ashamed of ourselves, but we're not. It's insane, but fun.

For you Fantasy Trip fans, we have "Handicapped Characters in TFT." Adaptable to any RPG, this concept lets you start with a more powerful character without ruining game balance, and encourages role-playing.

Our game supplement this issue is "School Holiday," by Aaron Allston. Designed for *Champions*, it turns supervillains loose in — a junior high school!

SF role-players will find two articles this time around: our cover story, on big ships in *Space Opera*, and Mike Kurtick's designer notes on *Star Patrol*.

—Steve Jackson

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Where We're Going

NEWS FLASH

As this issue went to press, TSR announced that it had bought out SPI! For details, see the May-June issue of our sister magazine, *Fire & Movement*, which will feature a four-page article on the takeover.

After 23 issues of hard work on TSG, Forrest Johnson is moving on to other things. During Forrest's tenure, TSG doubled in frequency, increased in size, and became steadily more professional... professional enough so that its editor got a good offer from the "big boys." Forrest is leaving us to accept a position as managing editor of the new *Softalk* magazine on the IBM personal computer. We're sorry to see him go — but the new job is a great opportunity, and we wish him the best. (This was supposed to be his good-bye column, but he tells me that he hates eulogies, so we'll change the subject now. Have fun in California, old friend, and write occasionally.)

Moving into the editor's position will be Aaron Allston. There should be no break in continuity; he's been on the staff for quite a while and has served as assistant editor for the last seven issues. Aaron's big interest is role-playing games; he's

possibly our best local referee, with a talent for strange situations. This issue features some of his work: a complete adventure for *Champions*. I believe I'll just give Aaron this column (next month) so he can talk about his own plans.

Box Day Arrives

At long last, we are in full production on the Pocket Boxes. The factory is turning them out, the labels are in, the shrink-wrapper is debugged... it all works. Unbelievable. All mail orders received to date have been filled, and wholesale orders are going out even as I write. And the boxes look good. I'm pleased, though right now everybody's too tired to celebrate.

Missing Persons

Does anyone out there know where we can find Roland Parenteau, Martin Halbert, or Timothy C. Weidel? When we sent out free copies of *The Ogre Book* to all the contributors, we couldn't find addresses for those three... our pre-independence files aren't as complete as we might like. If you have a clue as to their whereabouts, please let us know.

TSG Contest Prizes

Effective this issue, we're boosting the prizes on our contests, just as an experi-

ment. Not that this is going to turn into the Irish Sweepstakes... but the contests are fun, and if increasing the prizes will get more good entries, so much the better for everybody. The new prize structure will allow \$50 in merchandise credit to the winner, \$25 to second place; this is credit on any SJ Games product, not just TSG. This month's contest follows the "Magic in *Car Wars*" article — go to it!

PBM Ad Policy

The PBM field is growing, and we're doing our best to cover it. Unfortunately, a lot of companies get into the field before they're ready — sometimes with expensive and embarrassing results. While we can't police the whole hobby, we don't like to run ads that take our readers' money and return nothing but excuses. So:

(1) Effective this issue, we will accept no advertising from any new PBM game company until we are supplied with a copy of the rulebook, a couple of sample turns, and the names of several players who will substantiate that turns are, indeed, being received.

(2) You should be aware that all the PBM advertisers in this or the last issue (Schubel & Son, Big City, Flying Buffalo, Central Texas Computing, and GSI) are known to us to be reliable. Our "PBM Update" column is also a good indicator of which games are active.

PBM is fun; we're just trying to protect the gamers and the responsible companies from — shall we say, "overenthusiasm"? — on the part of new operations that could harm the whole hobby.

—Steve Jackson

GAME MASTER

GAME MASTER exists to answer questions on your favorite games. If you have a rules question or play problem, send it in. Questions to be answered will be chosen on the basis of general interest. They will be first referred to the game publisher or designer. If no response is received, *GAME MASTER* will offer its own interpretation of the rule. Sorry — no individual replies are possible.

High Guard

1. Several *Traveller* ship designs published by other (non-GDW) companies seem to exceed the limits set by the *High Guard* rules on weapons bays and turrets; a recent example is a 2000-ton ship with 3 weapons bays and 10 turrets, where (by my interpretation) it should be permitted a maximum of 2 bays and no turrets. Is a ship allowed one bay and 10 turrets per 1000

tons, or one bay or 10 turrets per 1000 tons?

2. The same company recently published two designs for ships under 1000 tons; both had weapons bays in addition to a full complement of turrets. Can vessels under 1000 tons ever have weapons bays?

—No Name

1. One bay OR 10 turrets per 1000 tons. The ships you saw were wrong.

2. No.

—John Harshman, GDW

Kung Fu 2100

Do the movement rules allow adjacent figures to switch places, or must one move and then the other? 4.6 is not specific.

—Randy Divinski

It is all right for adjacent figures to switch places, but one of them must end his movement with the switch... that is, he may only move one square that turn. The other figure may finish his move normally after the exchange of places.

—Steve Jackson

NEXT ISSUE

Now that *OGRE* and *G.E.V.* are available once again, it's time for a special *OGRE* issue. Next month will feature articles on basic *OGRE* defense, tournament *OGRE* / *G.E.V.*, *OGRE Squash*, and "The Lone *G.E.V.*," a fictional piece by Mike Stackpole, introducing two new units: a hovercraft missile platform and the Tactical Recon *Ogre*. Also in the June issue:

"More Organizations of Cidri," a *TFT* article;

Variant rules for GDW's *ASTER-ÖID*; and

A complete die-rolling program for programmable calculators.

JUNE 1982

NUMBER 52

\$2.50

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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THE SPACE GAMER

NUMBER 52 — JUNE 1982

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.

JULY 1982

NUMBER 53

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

STRIKER

Featured Review

**CREATURE THAT ATE SHEBOYGAN VARIANT
THE NEWCOMERS: ADVENTURE FOR TRAVELLER
A SUPER NAMED JOHN
MORE COMPUTER AS FAMILIAR
METAL: NEW FEATURE
AND 6 PAGES OF REVIEWS**



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THE SPACE GAMER

NUMBER 53 - JULY, 1982

IN THIS ISSUE

We couldn't manage to repeat our 48-page effort of last month, but this issue is still packed as full as our crowbars will allow. You'll notice two new items in the contents lineup: The first installment of "Metal," our column on the whys and wherefores of the miniatures industry; and "Scanner," which readers will recognize as the son of our venerable News & Plugs.

This issue also boasts an entertaining piece of superhero fiction, the wrapup to our Marischal Adventures scenarios for *Traveller*, a featured review of GDW's *Striker*, new options for the humans in *The Creature That Ate Sheboygan*, and much more. Happy hunting.

-Aaron Allston

ART IN THIS ISSUE

Cover: K.C. Ellis

Steve Crompton: 2, 24, 28. Nequi Dharsee: 32. J. Andrew Keith: 19, 21. Alf Klosterman: 34. Denis Loubet: 6, 7, 8, 9, 10, 14. Richard Mather: 15, 16, 40. Pat Mueller: mailer cartoon. George Webber: 25, 26.



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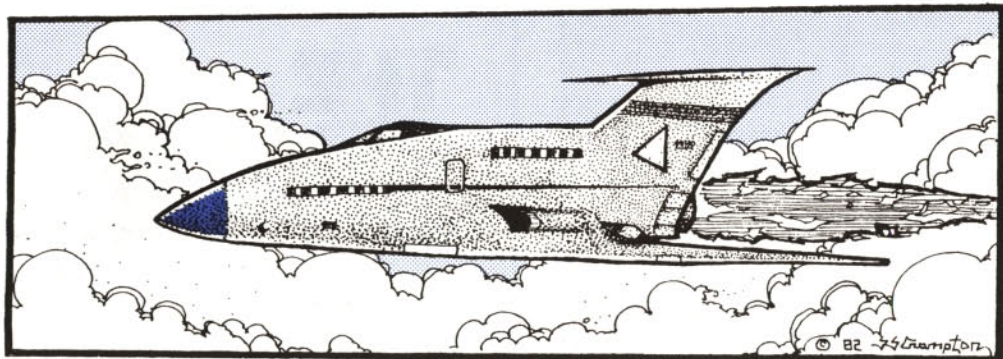
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Where We're Going



It's Origins Award time again. The final ballot for the game industry's "Oscars" has been prepared; the nominees are listed on page 39. Every year when award time comes around we hear accusations that the system is "stacked" toward the big companies (or the little ones, or the old ones, or the historical ones . . .). So I did a little analysis of the nominations. I've compared the number of nominations each company received with that company's total number of 1981 releases. (For data on releases, I'm indebted to Dana Lombardy, who graciously gave permission for me to reprint information he tabulated and presented in Issue 9 of the Proceedings of the Awards Committee, Academy of Adventure Gaming Arts & Design.)

| Company | R | GN | % |
|--------------------|----|----|----|
| SPI | 25 | 7 | 28 |
| Judges Guild | 19 | 0 | 0 |
| TSR | 16 | 0 | 0 |
| GDW | 16 | 4 | 25 |
| Metagaming | 15 | 1 | 7 |
| Yaquinto | 13 | 1 | 8 |
| Paranoia Press | 13 | 0 | 0 |
| FASA | 12 | 2 | 17 |
| Heritage | 11 | 1 | 9 |
| FGU | 10 | 1 | 10 |
| Chaosium | 9 | 7 | 78 |
| Mayfair | 9 | 6 | 67 |
| Flying Buffalo | 8 | 1 | 13 |
| Task Force | 8 | 1 | 13 |
| Group One | 8 | 0 | 0 |
| Avalon Hill | 7 | 0 | 0 |
| Simulations Canada | 7 | 0 | 0 |
| Reilly Associates | 6 | 0 | 0 |
| Eon | 5 | 0 | 0 |
| Gamelords | 5 | 0 | 0 |
| Games Workshop | 4 | 0 | 0 |
| Simulation Games | 4 | 0 | 0 |
| Swedish Game Prod. | 4 | 0 | 0 |

| | | | |
|---------------|---|---|-----|
| SJ Games | 3 | 3 | 100 |
| Hero Games | 3 | 1 | 34 |
| Midkemia | 3 | 0 | 0 |
| Dimension Six | 3 | 0 | 0 |
| Iron Crown | 3 | 1 | 34 |

(The following companies had one nomination each, from unknown, but presumably very small, numbers of 1981 releases: Empire Games, Adventure Games, and Quarterdeck Games.)

"R" is that company's total 1981 releases, as tabulated by Dana Lombardy. "GN" is new game nominations; I did not count "All-Time Best" nominations because these are not limited to 1981 releases. (I also did not count magazine nominations, since this would give an unfair advantage to the companies that have magazines. But note that TSR and Avalon Hill both get "on the board" if All-Time Best and magazine nominations are counted.) Computer games were also not included. "%" is the ratio of nominations to total releases.

These results were very interesting indeed. There is no strong correlation between size of company and number of nominations; SPI (a giant, at least in 1981) and Chaosium (medium-sized) are tied for greatest number of new game nominations. But the companies with the best *percentage* of nominations are SJ Games, Chaosium, and Mayfair — all medium to small operations. Furthermore, some of the biggest companies didn't make it at all with their 1981 releases. TSR had 16 swings and no hits. Judges Guild was 0 for 19! Even Avalon Hill went 0 for 7 this year. And other large operations only made it by the skin of their teeth; Yaquinto went 1 for 13, Metagaming 1 for 15. Most of the other "name" companies

picked up one nomination each, with GDW getting four and FASA two.

Conclusion number one: The nomination process is pretty fair. Since it's open to the public, and nomination ballots are run in most gaming magazines, everybody who wants to has a chance to vote, and nominations are likely to fall, as they should, to the more popular new games. (It's always possible to stuff the ballot box — and companies have blatantly done so in past years — but it's hard to do this *without* being obvious about it.)

Conclusion number two: If the nomination process is fair, then it presents a good picture of what gamers like — and *that* tells us something about the effectiveness of the game companies. It seems to me to be saying "smaller is better." Most of the big companies cranked out lots and lots of games . . . and earned very few if any nominations! Of course, many of the little companies had equally bad batting averages — but the ones that did well, did *very* well. A game mill can't match the output of a design team that *cares*.

Recommendation: Let's find out how to have the best of both worlds. Imagine a game company with the resources and production of TSR . . . and the consistent quality of Chaosium. Wouldn't that be something?

Nominations

The Space Gamer has once again been nominated for Best Magazine Covering Role-Playing Games. We'd sure like to turn that nomination into an award this time; cross your fingers for us. Our sister magazine, *Fire & Movement*, picked up a nomination for Best Magazine Covering Boardgaming — an award it's won for the last three years in a row.

On the game award front, we seem to have done pretty well; SJ Games released three new games in 1981, and got three nominations. *Car Wars* has been nominated for two awards: Best Miniatures Rules and Best Science Fiction Board Game. *Undead* was nominated as Best

NEXT ISSUE

In August's TSG you're likely to find:

Strategy and tactics for STAR FLEET BATTLES;
"Unnight," adventure scenario for SPACE OPERA;
Helpful creature information for WIZARD'S REALM;
An overview of Heritage USA; and
Several succubi.

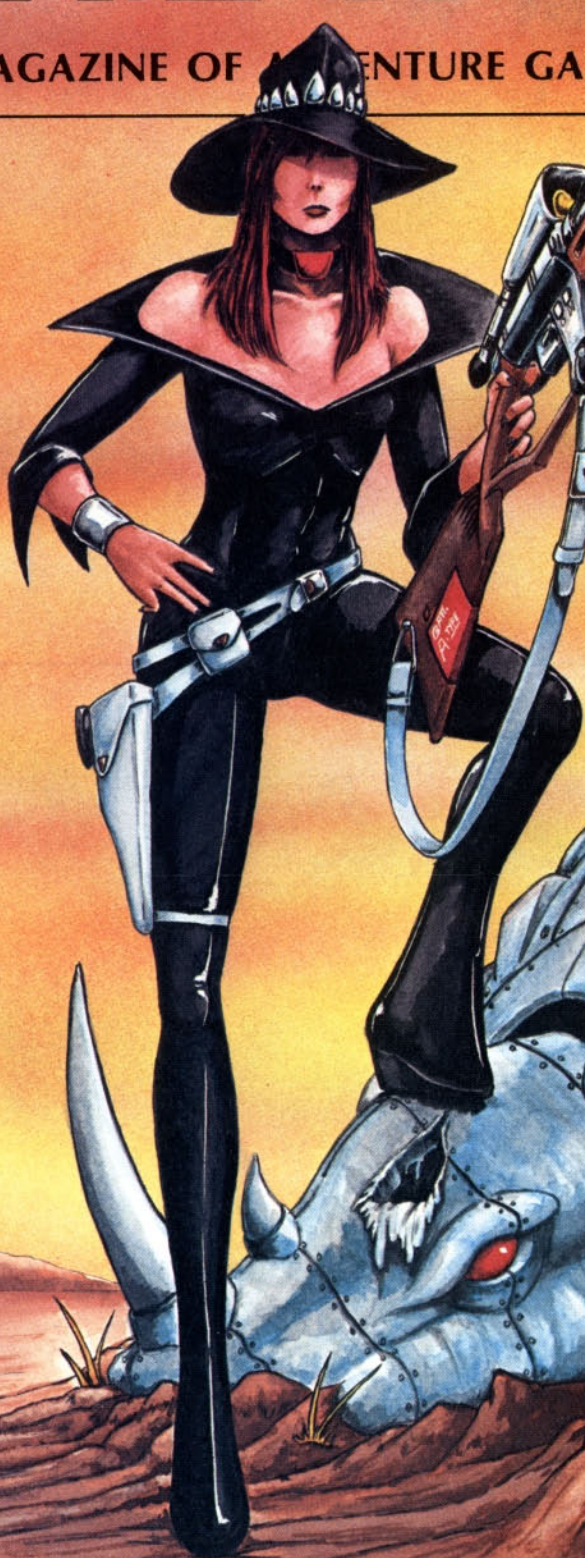
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AUGUST 1982

NUMBER 54

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



WINNING STAR FLEET BATTLES
THE CONJURING
MAGIC BACKLASH IN TFT
WARGAMING WIDOWS



WIZARD'S REALM CREATURE STATS
AND 8 PAGES OF REVIEWS

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THE SPACE GAMER

NUMBER 54 — AUGUST, 1982

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IN THIS ISSUE

The bad news is that the adventure game scenario originally budgeted for this issue — “Unnight,” for *Space Opera* — had to be bumped back a couple of issues so that we could make cosmetic changes. Look for it in issue 56.

The good news is that the rest of this issue should hold you for a while. We have strategy for *Star Fleet Battles* gamers, a magic variant for TFT role-players, a useful article for *Wizard's Realm* players, “The Conjuring” — fantasy fiction for fumblephiles, a few pieces on the human side of the hobby — game aids, gaming widows, and gaming overseas, and our usual barrowful of capsule reviews. And columns. And departments. Lots of departments. (*Shut up!*) (Right.)

—Aaron Allston

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Where We're Going

Barring major disaster, we now know exactly what we're going to have for Origins, and even how much it'll cost. We were actually able to meet all our deadlines, so there'll be a lot of new products:

Illuminati, our first \$6.00 Pocket Box game. When you see the (real!) deck of cards inside, you'll understand why the price had to go up. We had a choice between doing a rather scroungy \$5.00 edition or a beautiful \$6.00 one. We went for class (he said modestly).

Sunday Drivers. The *Car Wars* adventure from TSG 50 made the transition to separate publication very nicely, getting much more complex in the process. For \$5.00 (Pocket Boxed), the components include 160 color counters, the 32" by 42" (!) map, and 24 pages of rules. Now you, too, can shoot up Midville.

Car Wars Expansion Set 1. \$3.00, in a ziplock bag. 24 assorted road sections (straight, curved, Y, and crossroads), each with debris on the back. . . plus 120 black-and-white counters (oil, smoke, spikes, and all the other extras you want).

Cardboard Heroes Fantasy Set 8: Giants. 15 big figures, painted by Denis Loubet: storm giant, titan, fire giants, ogres (the live kind), Ogre Magi, etc.

Cardboard Heroes Fantasy Set 9: Dungeon Dangers. Three identical sheets of assorted nasties, each with 44 counters on it – 132 in all. Rats, snakes, bugs, and several different kinds of slimes and goops – some flat, some standing. Painted by Denis.

Cardboard Heroes Fantasy Set 10: Traps and Treasures. Three identical sheets of treasure chests, jewels, spilled sacks, man-traps, pits, weapons, armor, etc. . . plus a few assorted bodies and skeletons, all drawn by J. David George.

Traveller Set 2: Imperial Marines.

Three identical sheets, each with 19 Marines – an assortment of figures in both undress uniform and power armor, including officers. 15mm scale – approved for use with *Traveller*, painted by Kevin Siembieda.

Traveller Set 3: Zhodani. Three identical sets of 19 Zhodani each. Like their Imperial counterparts, these are divided between battledress and ship uniforms. Approved for use with *Traveller*; painted by Kevin Siembieda.

Cops, Crooks, and Civilians. 37 "Cardboard Normals" – for spy games, superhero adventures, or what have you. Police officers, assorted thugs, scientist types, businessmen (and women), teenagers, kids – even a punk rocker. Painted by Denis.

Autoduel Miniatures. We will finally have some of the official *Car Wars* miniatures out at Origins.

I'm going to quit now and turn the rest of the column over to Aaron. I didn't really intend to take that much space for a plug. . . but we seem to have an awful lot of stuff coming out. . .

–Steve Jackson

The Editor Speaks

I was actually going to write this for issue 52, but time considerations bumped it. Today, two months later, Steve has flown off to Westercon to play among the buffaloes for a while, the Cardboard Heroes boards have just been dropped off at the color separators, the *Sunday Drivers* mapsheets have been taken back to the printers, and a period of relative calm (broken occasionally by fits of hysterical giggling) has fallen over the office.

The Space Gamer is sliding into a slow period of transition. The editorial

content is not going to change in its coverage of the gaming world – we're still focusing on reviews, strategy and tactics pieces, scenarios, and news from all over the SF&F gaming field. What we are going to do is work to boost the overall quality of what we publish, and publish more. We're looking for better articles, fiction, and art than ever before, and we don't want to make do with marginal items as we have occasionally in the past. For example, the adventure scenario originally budgeted for this issue was a good offering, but it still had a couple of holes in it. Rather than confront the reader with them, we pulled the scenario for more polishing. Keep your eyes open over the next few months and you'll see more polished and generally useful pieces than before.

Hopefully, we'll be giving you more pages than before, as well. Our page count is dependent on our ad base (the number of companies who advertise with us on a regular contract basis). And, even in these last months of economic recession, our ad base has grown. We managed 48 pages in June, and it's looking as though we'll be doing it again soon.

Other Changes

Another thing we're trying to do involves increasing the time and material devoted to our departments section. We just added a new column – "Metal" – and reader reaction has been uniformly favorable. "News and Plugs" was transformed into "Scanner" and has also been favorably received. The letters page was actually two pages in issue 52 and in this issue; people are writing in more and we're now able to respond on a more regular basis.

Uncle Sam Wants You

"Why don't you do an article on wom-bats in TFT?" "I want to see a Grand Prix scenario for *Car Wars*!" "Publish a tactical-level space game spanning the Milky Way, would you?" You've heard this from me before, and will continue to hear it until I'm satisfied with the flow of contributions coming into this office: If you have any writing skill, don't send in article recommendations, send in articles.

Por Fin

TSG goes in to the printers tomorrow, Mickey Mouse is still comfortably in his grave, and all's well. I hope to hear from you.

–Aaron Allston

NEXT ISSUE

In September's TSG, we intend to confront you with:

NECROMANCER, a complete tactical fantasy game by Allen Varney;

Featured review and designer's notes for **GRAV ARMOR**;

"The Splat Gun," mercenary weapon for **TRAVELLER**;

"Advanced Campaigning," two articles on game-mastering RPGs – one for SF, one for fantasy;

And metamorphosing monsters.

SEPTEMBER 1982

NUMBER 55

\$2.50

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE

**COMPLETE GAME
IN THIS ISSUE:**

NECROMANCER

ORIGINS REPORT
GRAV ARMOR: REVIEW AND DESIGNER'S NOTES
ADVANCED CAMPAIGNING: F&SF RPG ADVICE
MAGIC IN CAR WARS RESULTS
AND 6 PAGES OF REVIEWS

D. MARTIN
© 6/82

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THE SPACE GAMER

NUMBER 55 — SEPTEMBER, 1982

IN THIS ISSUE

Just like last issue, I have good news and bad news for you. The good news is that we made 48 pages again, and will probably be able to do it for next issue. More good news appears all through Steve's *Where We're Going*. The bad news is that I can't seem to get my Next Issue boxes right — two articles promised for this issue ("The Splat Gun" and Steve's piece on converting D&D critters to TFT) didn't make it because of space and time considerations. I'm taking steps in this issue's Next Issue box to keep from embarrassing myself further.

This issue, we have for you *Necromancer*, a complete pull-out game starting on page 19. SF boardgamers should look over our featured review and designer's notes for *Grav Armor*, which begin on page 6, and role-playing GMs should check out our two-part "Advanced Campaigning" advice article, which starts on page 13. And there's more for gamers of every orientation — so have fun.
—Aaron Allston

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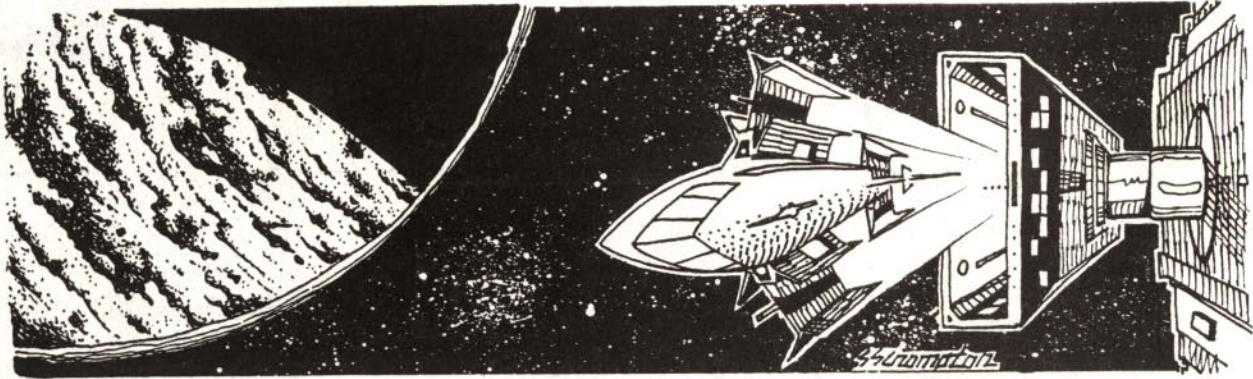
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WHERE WE'RE GOING



This issue is special; it's got a game in it. But it's not as special as you think. We've decided to make games a regular part of TSG.

No, not in every issue; we're not S&T. We'll be running four games a year. The next one, *Iron Men*, will appear in the January, 1983 issue. After that, we'll run one game every three months... for as long as you like them. The issues that don't have games will include complete supplements (adventures, scenarios, or whatever you want to call them) for ex-

isting games. Already on schedule are adventures for *Space Opera*, *Morrow Project*, *Car Wars*, *Champions*, and more.

Please let us know what you think of this issue's game, *Necromancer*, and of the game-plus-supplement format in general. It's your magazine.

Origins Report

First, I've got to get the really great part off my chest. *We won!* Actually, we won twice. *Car Wars* took the Charles

Roberts Award for Best Science Fiction Boardgame, and *Fire & Movement* won (for the fourth year in a row) as Best Magazine Covering Boardgaming. (There's a complete list of the winners in this month's Scanner, p. 47). Yea, verily, the whole SJ Games staff was walking on air after the award ceremony. Those plaques are going straight up on the wall, where we can look at them and grin every morning — and we all know whom we have to thank for them. So *thanks!*

It was an interesting convention in other ways, too. All hype to the contrary, Origins is the number-one gaming event of the year. A company's showing at Origins has a lot to say... not necessarily about its financial solidity, but about the amount and quality of the creative work it's doing. Origins releases are important; Origins is the place where a company puts its best foot forward.

So we all spent time walking the show this year, to see who was looking good and who not-so-good. First, a few of the booths that really impressed us:

Chaosium continues to make a strong showing; this is a company on the way up. Greg Stafford's crew not only got more award nominations than anyone else, they also got more awards than anyone else (three, in widely varying categories, and congratulations!). Their 1983 line promises to be interesting.

Flying Buffalo seems to be on the upswing. Their long-awaited *Berserker* game made it to Origins. I haven't played it yet, but it looks good. (Also looks a little like *Ogre*, eh, Rick? Nudge, nudge, wink wink.) And the new *City Book*, second in their "Catalyst" series, seems every bit as good as *Grimtooth's Traps*. If FBI hangs in there business-wise, they'll have some good stuff for us.

Iron Crown Enterprises is another rising star. They've scored quite a coup by getting the fantasy role-playing rights to

NEXT ISSUE

In our October issue, we'll probably be able to give you:

"Unnight," a planetary adventure for SPACE OPERA (this time for sure!);

A featured review of Yaquinto's PIRATES & PLUNDER (if all goes well);

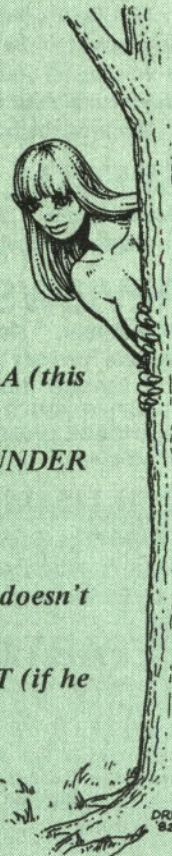
"The Splat Gun" (we hope);

Foreign Report: Gaming in Australia (if the dog doesn't eat the article);

Steve Jackson on changing D&D monsters to TFT (if he remembers);

"Submitting Your Game Design" (fingers crossed);

And a trip to Mars. Maybe.



the Tolkien "Middle Earth" mythos, and they had their first Middle Earth product — a beautiful full-color map — on display. I suspect that, while the market for new role-playing systems is very limited, the market for well-worked-out "universal" supplements is not.

FASA probably heads the "they were nobody last year and look at them now!" list. From a minor producer of *Traveller* supplements, they've grown into a full-fledged game company. They released *Behind Enemy Lines*, a World War II (!) role-playing game, at Origins. Coming soon is a licensed *Guns of Navarone* supplement. Good going! Another bit of news gleaned, not from the FASA people, but from author Harry Harrison: Apparently, FASA has bought the rights to do a game based on Harrison's popular *Deathworld* novels. Harrison expects the *Deathworld* game to compete directly with *Traveller*. Very interesting!

As for the big guys: *Avalon Hill* and *GDW* weren't making any big waves this year, but they had well-staffed booths, ran tournaments, and generally behaved the way you expect the "senior partners" in the game business to act: nice, solid reference points. There were rumors floating around about big new acquisitions by both companies — but nothing solid to date. *Avalon Hill's* new little brother, *Victory Games*, had a booth, but had only "work in progress" to show as yet.

Now a few of the disappointments . . . *TSR* didn't have a booth at all; they've dropped out of the Game Manufacturer's Association, which sponsors Origins, and they're concentrating support on their own privately-owned GenCon® conventions. In fact, there wasn't even a *Dungeons & Dragons* tournament. We understand that the Origins planning committee got a three-page letter from *TSR's* lawyers, explaining some of the things

that *TSR* might do if such tournaments were held . . . and the planning committee, which had enough problems already, simply gave in and cancelled the D&D events. Possibly because of this, the rank-and-file gamers' attitude toward *TSR* seemed to hit a new low at Origins. (By the time you read this, though, *TSR's* own convention will have come and gone, and their GenCon releases will have a lot to say about their new directions.)

Mayfair Games doesn't look too strong. There were no new Origins releases, and their vaunted Falklands Islands game isn't going over well. One distributor told us that he had bought the games at a 70% discount, and was still returning them . . . Looks like there's a need for more development before the next releases.

Gameforms may not be long for this world, which is a pity. Roger Damon's operation produced one good game and seemed to have a lot of promise. From what he said at the show, it's that old devil cash flow claiming another victim. Starting a new game company is a risky business, no question about it.

Metagaming had one almost-new release — a TFT supplement — and that was it. No new games, no tournaments being run, and no company personnel in sight (the booth was being run by a fellow on loan from *Martian Metals*). Better luck next year!

Judges Guild didn't have a booth this year. The persistent rumors of their upcoming demise (like within the week) seem to have been exaggerated . . . but they are definitely cutting back quite a bit.

Hobby Merchandiser is a magazine most of you have never seen. Retail store operators receive HM, and a couple of other publications like it, for free. They're supposed to be "industry" magazines, supplying unbiased news and advice to the retailers who need advice on game and hobby lines. At any rate, HM set some kind of new record with their Origins issue: *TSR* bought the front cover for an ad, and coincidentally, the lead gaming article was a GenCon writeup (third in a series of three!) by Mr. Gyax. However, there's hope; they did review one gaming product produced by a non-advertiser . . . if HM intends to stay in business, they need to work on their credibility. The hobby needs industry magazines, but it needs *believable* ones.

* * *

On the whole, Origins was a good convention — far from perfect, but much better than last year. Any "floating" convention, moving from city to city each year,

The Editor's Box

Not all of the convention news was product-oriented, nor was all of it normal. Some of it was . . . well, odd.

SJ Games and FBI Merge — Sort Of

The SJ Games staff and the people from Flying Buffalo, Inc., convoyed from Little Rock, AR to Baltimore. Several miles out of Knoxville, TN, a semi carrying a bulldozer abruptly pulled across two lanes of traffic, causing the Buffaloes' van to make an emergency stop and consequently causing the SJ Games car to run into the van. A third vehicle was also involved in the collision. Fortunately, no one was hurt, and all three vehicles still operated, but whiplash jokes were in vogue for the next several days.

Naked Elf Women Update

It had to happen — a stack of xeroxes of page 42 of the "Spaced Gamer" appeared mysteriously on our booth during the con. The page featured one elf woman perched atop a giant mushroom; there was also a half-page ad for Ground Zero Games, publishers of *Cults of Antioch*, *Attack of the Baby Harp Seals*, and High Velocity Dice (coming soon in Mag-

num, hollow-point, and dum-dum models). Our staffers had noticed the recent presence of Hero Games personnel where the page first appeared, and Hero's Steve Peterson, when confronted, admitted their cover was blown. The story has a happy (?) ending, though: SJ Games' manic alter ego, Good Taste Games, and Ground Zero Games may be collaborating on future items under the mutual auspices of Zero Taste Games.

New Groups

Our John Rankin, FBI's Mike Stackpole, and Heritage's Ed Andrews have formed the Manly Association of Wargamers (MAW), which appears to exist to introduce manliness to the industry. In response, SJ Games head typesetter Elisabeth Barrington seems to be recruiting for the Womanly Organization of Wargamers . . . The Association of Several Steves (Jackson, Peterson, and Crompton; Perrin will probably be contacted for membership) discussed creating themselves but will first probably work up another acronym, and the Secret Masters of Gaming would have met if they had figured out who they really were. All in all, it was a fairly normal event . . .

Aaron Allston

OCTOBER 1982

NUMBER 56

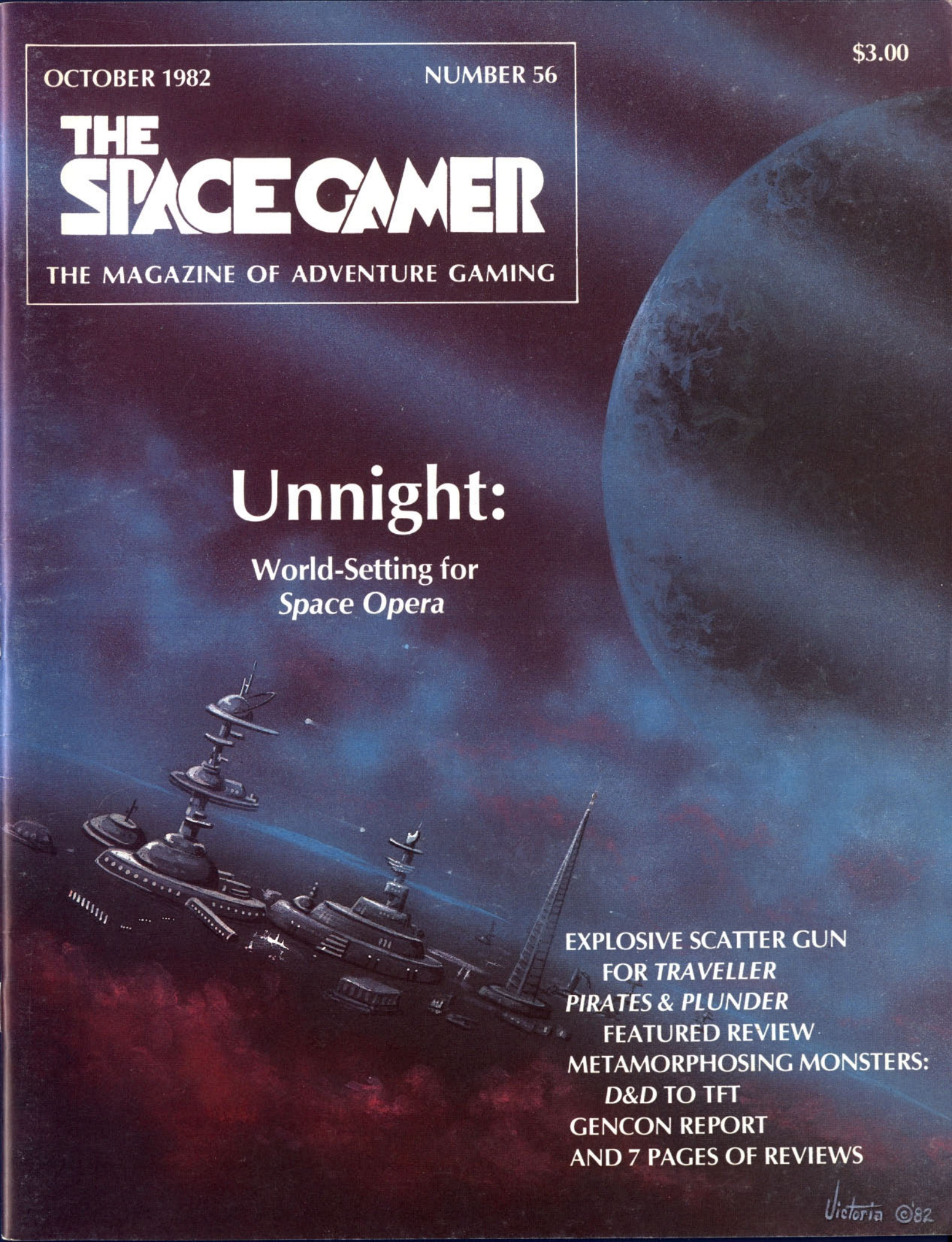
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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

Unnight:

World-Setting for
Space Opera



EXPLOSIVE SCATTER GUN
FOR TRAVELLER
PIRATES & PLUNDER
FEATURED REVIEW:
METAMORPHOSING MONSTERS:
D&D TO TFT
GENCON REPORT
AND 7 PAGES OF REVIEWS

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THE SPACE GAMER

NUMBER 56 — OCTOBER, 1982

IN THIS ISSUE

Seems I just can't win.

I had it made. This issue was going to have *every single article* I'd promised for it in the Next Issue box from issue 55. What happens? Along comes one of the best pieces of news we've had in a year: We can now return TSG to a slick-paper format. But I have to pull *two* of the promised articles . . . (whimper, scuffle, sniffle, sob)

This issue is heavily (almost exclusively) RPG material — not by editorial preference, but we got a lot in from contributors. TFT, D&D, Traveller, Space Opera, and (believe it or not) Pirates & Plunder are all heavily represented. For more news on the wonderful world of slick, check out *Where We're Going*, which starts on page 12, and also includes an overview of GenCon. *Metal* touches on many of the miniatures industry's Origins releases, and Scanner is as ~~usual~~ newsy as usual. Until next month . . .

—Aaron Allston

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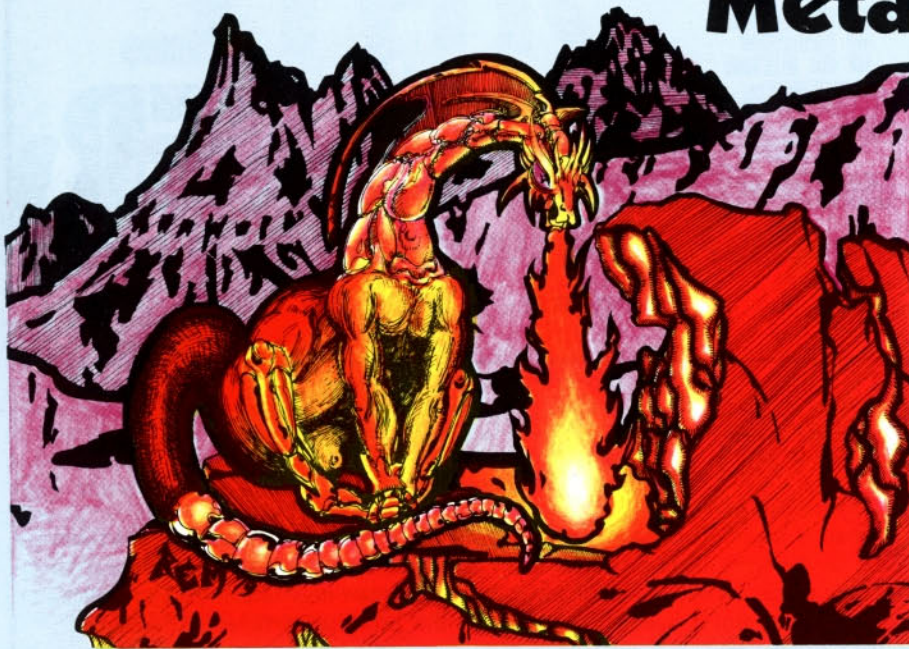
GAMES: Claw Law, Fantasy Wargaming, Supervillains. SUPPLEMENTS: Liberation at Riverton, RuneQuest Borderlands, The Solomani Rim, Trail of the Sky Raiders. ARCADE GAMES: Berzerk, Chopper Command, Taxman. MINIATURES: Elf Chariot, Zhodani Military/Sword Worlds Military/Imperial Striker Force. PLAY AIDS: Traveller Dice.

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Metamorphosing Monsters:

Adapting D&D Creatures to TFT by Steve Jackson

A lot of you RPG fans out there are laying *The Fantasy Trip*; according to *Game Merchandising*, it's currently the second most popular role-playing game in the U.S. But one thing TFT lacks, compared to almost every other major fantasy system, is a "monster book." GMs are limited to the creatures in the original *In the Labyrinth* book, plus a few introduced in various supplements.

However, TSR's *Dungeons & Dragons* does have a monster book — in fact, it has several. In addition to the official *Monster Manual*, there have been any number of privately published collections of beasties. The Manual itself has over 350 different creature descriptions . . . and while some of them are trite (giant frogs) or repetitions of standard fantasy material (men, dwarves, elves, orcs) there is also a lot of original material. Such creatures as the ankheg, bullette, gelatinous cube, and rust monster are purely *D&D* creations.

True, the descriptions in the *Monster Manual* are incompatible with TFT. But this is easily dealt with. This article will offer a system for "translating" beasts to the TFT system. The translation is not exact; creatures from the Manual may be more or less deadly when converted to TFT. But it's fairly close, and it will certainly provide you with a horrid new batch of beasties.

Note that I've written this treatment in terms of *Original D&D* and variants; armor classes and hit dice may have to be modified for stats in *Advanced D&D*.

To take the characteristics in the order they're listed in the Manual:

Frequency is self-explanatory. Page 5 of the Manual gives "official" percentage chances for each frequency classification, but there's no real reason for you to be bound by these if the structure of your world demands otherwise. If a certain swamp is crawling with catoblepas, so be it! But remember that any thick concentration of a normally-rare monster would probably be known to natives of the area, and would not come as a total surprise to adventurers who had bothered to inquire about local conditions.

Number Appearing is also a general guideline; use it or not, as you see fit. As a guide to the "social" habits of the creature, it's good. If you're slavishly rolling dice, that's not so good. Use your judgment!

Armor Class, in the *D&D* system, is a catch-all for physical protection, magical defense, and the innate difficulty-to-hit caused by a creature's small size or high dexterity. TFT handles this concept by using two different numbers: a subtraction from the attacker's DX (for a target that is hard to hit) and a subtraction from damage done (if the target is tougher than unprotected human flesh). To translate a creature's "armor class" into the two TFT stats, proceed as follows:

(1) Compare the creature's natural armor with the list below to get a "natural armor class." This is the armor class the creature would have if it had no magical defenses and did not move about. Read across from the natural armor class to the "hits stopped" column. This shows how many hits, in TFT terms, that sort of armor absorbs from each blow that strikes it.

| NATURAL ARMOR CLASS | HITS STOPPED IN TFT |
|--|------------------------|
| AC 9: <i>soft body without protection</i> | 0 |
| AC 8: <i>thin chitin or light fur or shield only</i> | 1 |
| AC 7: <i>leather armor, medium fur, or light scales</i> | 2 |
| AC 6: <i>leather + shield, or heavier fur or scales</i> | 3 |
| AC 5: <i>chainmail, or heavy reptile scales</i> | 3 |
| AC 4: <i>mail and shield, or medium dragon scales</i> | 4 |
| AC 3: <i>plate armor, or a shell</i> | 5 |
| AC 2: <i>plate and shield, heavy shell, or old dragon scales</i> | 6 |

(2) Take the difference between the creature's *natural* armor class and its *actual* armor class as given in the Manual. If the difference is only 1, ignore it. If it is more than 1, it will probably be due to either magic powers or great elusiveness on the part of the creature. Example: the Morkoth is shown as being vaguely octopoid; this would imply soft skin (AC 9). However, it is described as AC 3, which is much harder to hit. This difference of 6 must be accounted for. We do this by assessing a DX- on any attack against the creature. For every 2 points difference between the natural armor class and the "real" AC from the Manual, subtract 1 from the DX of any attack against it. Thus, the Morkoth, with its AC 9 skin and a "true" AC of 3 has a 6-point differential. Half of 6 is 3; any attack against a Morkoth in a TFT adventure will be at DX -3. However, the AC 9-equivalent skin means that no hits are stopped; if a sword hits home on a Morkoth, it's in trouble.

Move gives a distance in inches representing the creature's speed. The listings

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J. David George: 8, 31. Denis Loubet: mailer cartoon, 7, 10, 17, 18, 20, 24, 26, 27. Robert E. Manns: 2. Gavin Marmolejo: 4. George Webber: 12.



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THE SPACE GAMER

NUMBER 56 — OCTOBER, 1982

IN THIS ISSUE

Seems I just can't win.

I had it made. This issue was going to have *every single article* I'd promised for it in the Next Issue box from issue 55. What happens? Along comes one of the best pieces of news we've had in a year: We can now return TSG to a slick-paper format. But I have to pull *two* of the promised articles . . . (whimper, scuffle, sniffle, sob)

This issue is heavily (almost exclusively) RPG material — not by editorial preference, but we got a lot in from contributors. TFT, D&D, Traveller, Space Opera, and (believe it or not) *Pirates & Plunder* are all heavily represented. For more news on the wonderful world of slick, check out *Where We're Going*, which starts on page 12, and also includes an overview of GenCon. *Metal* touches on many of the miniatures industry's Origins releases, and Scanner is as ~~usual~~ newsy as usual. Until next month . . .

—Aaron Allston

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WHERE WE'RE GOING

It's celebration time. At long last, we have gotten *The Space Gamer* back onto glossy paper . . . and the better, cleaner printing that goes with it. We'll also be able to have more color on the interior pages. We hope you like the way the new TSG looks.

The new format will also allow us to print photographs inside the magazines with no risk of smearing or fuzziness. Thus, we'll be able to include pictures of

designers, box covers, convention scenes, etc. All in all, we think it's a big improvement.

The increased cover price is the worm in the apple (though we would have had to go to \$3.00 in a few months anyway). Subscription rates will stay the same for now. When we have to raise them, there will be enough advance warning to allow resubscriptions at the current rate.

Please send us your comments on the

new format, and your suggestions as to how we can best use it to improve TSG still more.

Where "Where We're Going" is Going

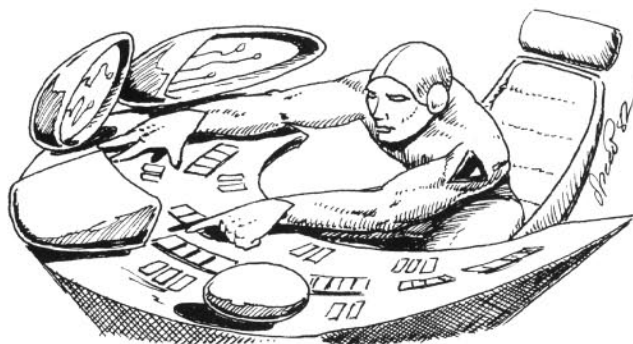
You probably noticed that this column isn't in its accustomed place on page 2. There's a good reason for that. Although SJ Games owns TSG (as well as *Fire & Movement*), neither magazine is a "house organ." But I use this column to talk about the magazine itself, upcoming SJ Games products, the state of the game industry, and anything else that crosses my mind . . . so "Where We're Going" is sort of a house-organ column within the magazine. And it's *not* the most important thing in TSG. So WWG is being moved farther back into the magazine, to leave the opening pages free for feature articles.

And, Speaking of House News . . .

Several new products are under way around here. *Truck Stop* will add 18-wheelers to *Car Wars*; several other *Car Wars* supplements are in the planning stages. *Iron Men* (or *Ironmen* or *IronMen* or something like that) is an *Ogre*-universe game I've been talking about for years, in which each counter will represent a single infantryman in powered armor. It will not be "compatible" with *Ogre* or *G.E.V.*, since the scale will be different . . . but *Iron Men* could be used to play out what happens within a single hex in *G.E.V.* when opposing infantrymen meet. It will appear in the January TSG, and will probably be released later (in expanded form) in a Pocket Box version.

We are also, at long last, beginning to work on a new RPG system. It's too early to say much about it; for one thing, we don't even have a name picked out. For another thing, the market is clogged with role-playing systems right now. I don't want to spend a lot of time and money publishing "just another RPG." I have some ideas I *think* will turn into the first true third-generation role-playing game. If a couple of months of playtesting bear that out . . . great! If not . . . forget it. I refuse to publish a mediocre game, or even a good one that contributes nothing new. We'll see.

We've also added a new member to the



NEXT ISSUE

I've had it. No more promises. If you get anything at all in next month's TSG, it'll be by sheer luck.

But if you do get an issue, it may include:

"Westway," a British campaign setting for CAR WARS;

"The Great Buffalo Hunt," a comparison/contrast featured review of CATACOMBS OF CHAOS and HEROIC FANTASY;

"Submitting Your Game Design" (What? But that trick never works!);

Treacherous PBM fiction from the man who brought you "A Super Named John";

And a twit, an angel, and a blivit. Good luck.

NOVEMBER 1982

NUMBER 57

\$3.00

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

THE WORM: PBM Space Fiction

WESTWAY: BRITISH CAMPAIGN
FOR CAR WARS

FEATURED REVIEW: *HEROIC FANTASY*
VS. *CATACOMBS OF CHAOS*
MORE HANDICAPS FOR TFT
SUBMITTING YOUR GAME DESIGN
NEW CHARACTERS FOR
COSMIC ENCOUNTER
AND 5 PAGES OF REVIEWS



© 1982

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K. C. Ellis: 7. J. David George: 12, 13, 14. Murray Lindsay: 8. Denis Loubet: 2, 3, 16, 18, 19, 23, 24. George Webber: 36. J. D. Webster: mailer cartoon.

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THE SPACE GAMER

NUMBER 57 — NOVEMBER, 1982

The simplest, quickest, and least imaginative way to write the In This Issue box each month is to play "throw the sops" — in other words, "for *Traveller* players, we have . . . for SF boardgamers, we have . . ." You're tired of that approach, right? Right. So, without further ado:

For *Car Wars* players, we're presenting *Westway*, a campaign setting based in London; it can serve as anything from a glorified arena to a full-fledged role-playing campaign. TFT players may find some use for the sequel to issue 51's "Handicaps" article. PBMers should enjoy both this issue's fiction ("The Worm," and interesting study in tactics) and the featured review (an overview of two PBM role-playing games, *Catacombs of Chaos* and *Heroic Fantasy*). Sops for potential game designers, *Cosmic Encounter* players, and those interested in the hobby overseas round out the issue.

—Aaron Allston

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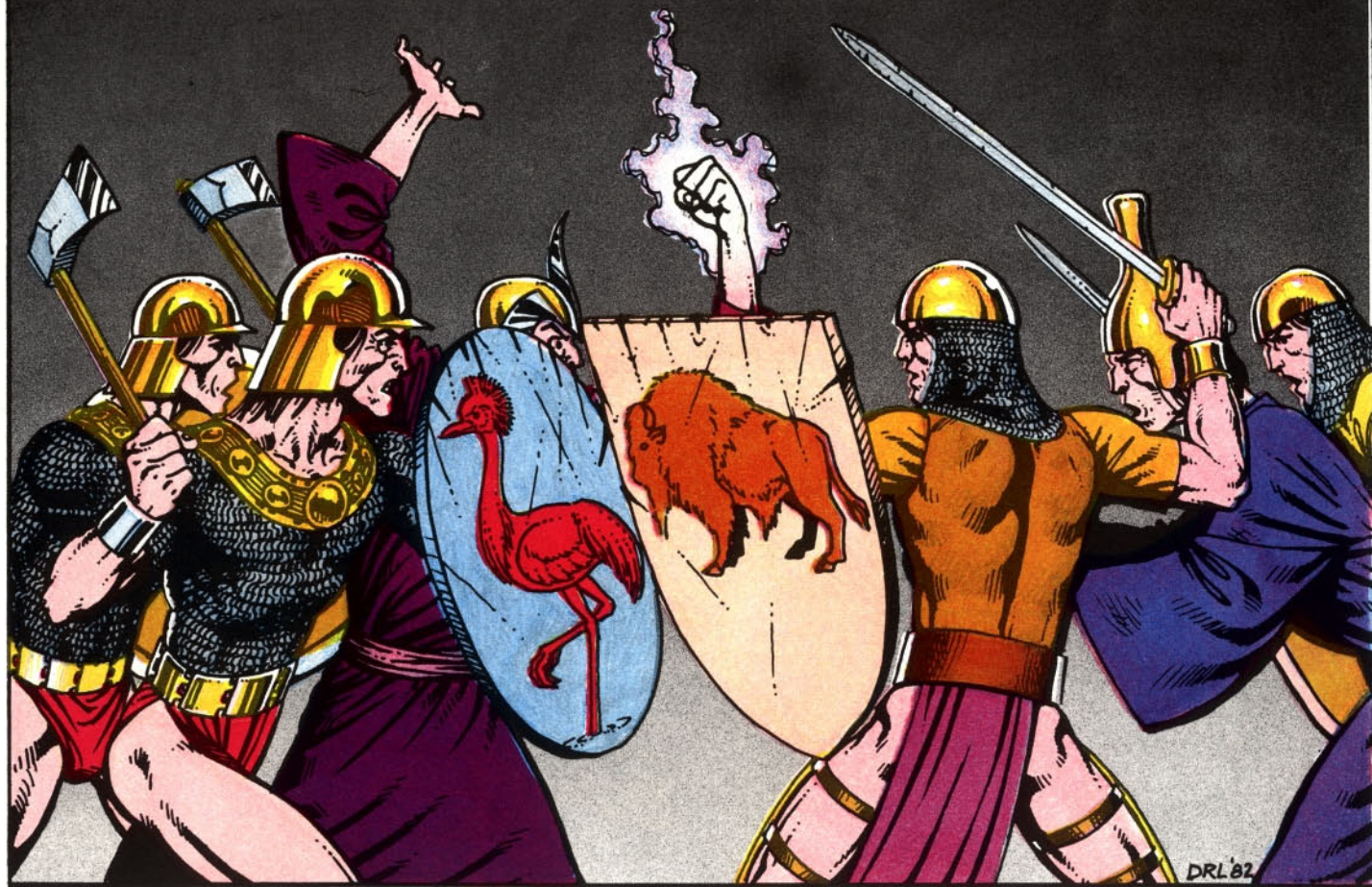
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The Great Buffalo Hunt:

Heroic Fantasy vs. Catacombs of Chaos

Featured Review by W. G. Armintrout



The long-awaited showdown is at hand.

In one corner . . . Flying Buffalo, the hoary old pioneer of play-by-mail gaming, the creator of *StarWeb*, *Nuclear Destruction*, and *Battle Plan*, the only company where the deadlines don't waffle when the wind blows . . . but what have they done *lately*? Is there life left in the old giant?

In the other corner . . . Schubel & Son, the upstart newcomer, the source of such famous games as *StarMaster* and *The Tribes of Crane*, a company full of new ideas, the self-proclaimed leader in second-generation play-by-mail games . . . the company that dares to call its products superior to Flying Buffalo's!

The war has been fought in advertising right here in the pages of this magazine. "Schubel & Son has gone buffalo hunting," read the advertisements for one side. In response, Flying Buffalo dedi-

cated an entire page of its house magazine to print letters from gamers disagreeing with Schubel & Son's claims.

But now the rivalry has come to more than a war of words. Within a few weeks of each other, the two companies have released rival fantasy role-playing PBM games: *Catacombs of Chaos* from Schubel & Son, and *Heroic Fantasy* from Flying Buffalo. This clash of games has led to seldom-seen excitement. Will Schubel & Son beat the Buffalo? After Flying Buffalo's debacle with *Space Battle*, are they still capable of putting out a decent game?

Catacombs of Chaos

Let's start with the product from Schubel & Son, *Catacombs of Chaos*. The premise is simple: Each player is in command of a team of characters entering the catacombs of a dead wizard.

To start, a player must choose a Quest

and design his characters. There are seven quests — Cleric, Undead, Plunderer, Seeker, Consumer, Terror, and Hunter — differing primarily by the type of treasure each is after. Some also get points for killing specific beings; Consumers just want to eat people.

As for characters, the player has 100 points to build his team. He can choose how many characters he wants (maximum of ten), and then use the points to make up those characters' attributes. There are seven attributes: strength, endurance, intelligence, agility, precision, magic ability, and protection level. Each attribute must have a value between one and nine. The original 100 points are also used to buy spells (costing 1-3 points each, maximum of five per character) and weapons (longsword, shortsword, dagger, and bare fists at one point each, maximum of one of each type for any character).

Where We're Going



There comes a time in the life of every writer when a column deadline is upon him — and he has nothing to report. That time is right now. The transition to slick paper was uneventful — the last issue looked beautiful, just like it was supposed to, and that was that. Nothing unexpected has happened around here, and everything that was supposed to happen came off right on schedule. Things are busy, but (for the first time in many months) not hectic. All the new projects are coming along well. So where do I get a column?

Traditionally, there are two choices in

a situation like this. The first and most common is to pick some entirely irrelevant subject and beat it to death with a stick, thus ensuring the proper number of column inches. It may be totally worthless, but the page is full. The second solution is to write a very short column and use the space for something else.

Of the two, the second idea seems better. See you next month.

— Steve Jackson

(Well, at least it was on time.

— Aaron Allston)

NEXT ISSUE

December's TSG will be our special **CAR WARS** issue, including:

"Massacre at Midville" (or, *Our Circulation Manager Goes Mad*), an adventure of duellists against a rolling juggernaut;

"Street Legal," entertaining fiction for the autoduelling set, and accompanying descriptions of new, um . . . equipment;

And non-CAR WARS items such as:

"Lair of the Fat Man," a challenging (if peculiar) **TOP SECRET** adventure;

A featured review of *Mayfair's ROLEAIDS*; and a lotta fairies.



Yaquinto Publications
NEW RELEASE

Pirates and PLUNDER™



Hoist the Jolly Roger and set sail with the morning tide. The whole of the Carribean waits to be pillaged and looted, and in **PIRATES & PLUNDER** you're just the person to do it.

PIRATES & PLUNDER is a totally new role playing game from Yaquinto that introduces you to the awesome world of the Golden Age Of Piracy, an age of hard men and harsh conditions in which only the toughest or smartest would survive and only the cream of these could hope to prosper. This is an RPG that gives adventure and action by the double handful because it is about pirates, their times, and their lifestyles. You can't find a topic with more concentrated doses of pure adventure.

PIRATES & PLUNDER offers you the unique opportunity to be a staunch and loyal pirate for the Queen, a swashbuckling buccaneer seeking personal glory and fame, or a degenerate scoundrel out for a

rowdy time. But more than anything, you are in it for the booty - mountainous, glittering heaps of it. Bags of gold and silver dust, plates, bars, coins, silverware, tablesettings, altar pieces . . . but all that glitters is not gold. Bags of emeralds, rubies, diamonds, pearls, magnificently wrought jewelry and many more exotic treasures are yours for the taking. **PIRATES & PLUNDER** gives you the chance for a shot at the gold. You will undertake the dangers and deprivations of sea voyages and shipboard life, the taking of a fat galleon in a savage hand-to-hand melee, the sacking of a rich Spanish town and the taking of captives to be held for ransom . . . or amusement. Trudge through dank and deadly jungles to ambush a mule train laden with riches and otherwise accumulate wealth and glory in a world where such things have real value.

After a long and prosperous cruise your ship heads for home, to Port Royal, called even in its own time the most depraved port in the world. The perfect place for pirate R&R. It might be a bit short on rest, but a great place for recreation what with rivers of flowing rum, friendly tavern-trashing brawls, duels, bouts of frenzied gambling, the revealing attractions of the slave market, besotted revelling and boisterous carousing with warm hearted wenches, and soul stirring events such as the Marriage Feast Of Jack The Peg (you have to be there to believe it).

PIRATES & PLUNDER comes complete with two dice, and three booklets containing all of the rules necessary to play the game, copious tips and helpers for Game Masters, and individual adventures so thoroughly written that a novice Game Master can tackle the most elaborate adventure with little or no difficulty.

It has been a busy day at the end of a hard working six weeks, and you've worked up a man's sweat. You've weathered the rigors of the sea, and now, behold, the galleon 'Santa Maria de Mucho Buckos' lies only a few feet away. She's your prize once you've dealt with the small matter of her crew. Nothing parches the throat like a brisk cannonade, a breezy exchange of musketry, a swift clamber up her side with a knife clenched in your rotten teeth, a cutlass locked in your fist, and six pistol butts protruding from your sash. After a short but stimulating clash, during which you threw the Spanish captain overboard, the fight ends and the gore spattered deck is yours . . . as is the treasure. A good workout like that can really crank up a man's thirst. Time to call it a day and head for home. It's Miller Time, and it doesn't get any better than this.

Pirates & Plunder \$19.00

Ordering Instructions: Send check or money order to **Yaquinto Publications, P.O. Box 24767, Dallas, Texas 75224**. Add \$1.00 for postage per order. Allow three to four weeks for delivery. Overseas orders add \$4.50 additional postage and handling per order. Sorry, no C.O.D.'s.

DECEMBER 1982

NUMBER 58

\$3.00

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

CAR WARS

Special Issue



MASSACRE AT MIDVILLE
STREET LEGAL
LAIR OF THE FAT MAN:
ADVENTURE FOR TOP SECRET
ROLEAIDS FEATURED REVIEW
WINNING HEROIC FANTASY
AND 8 PAGES OF REVIEWS

LOBRET '82

THE SPACE GAMER

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Joanie Chladek: 10. Steve Crompton: 36. Denis Loubet: 2, 12, 13, 14, 21, 29, 30, 31, 32. Pat Mueller: mailer cartoon. George Webber: 8, 16, 42.

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Welcome to the largest *Space Gamer* ever.

Actually, purists can argue that issue 26 was the same size — 56 pages self-cover — but 16 of those pages were a catalogue. We're glad to be able to offer the increased coverage, and it looks as though we'll be able to do it again in the near future.

This is a special *Car Wars* issue, by popular demand . . . Included are "Massacre at Midville" (anyone who can't figure out the subject matter from the cover painting needs to go back to bed), and "Street Legal," an ingenious piece of auto-duelling fiction, with its own accompanying article. Our centerpiece, though, is "Lair of the Fat Man" (*Top Secret* adventure in the grand tradition of, well, somebody).

And everyone be sure to check out "Where We're Going" this issue — there's a lot coming down the line you'll want to know about.

— Aaron Allston

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DAILY BULLET

MASSACRE AT MIDVILLE



County Disarms

...ch, NY (AP) - Moving to avert illegal hos-
between two local autoduel societies, the
Driving Safety Enforcement League yesterday
Stone County, NY to be a non-duelling zone.
al Gulch authorities, alarmed at recent out-
of duellist violence, contacted EDSSEL officials
days ago. EDSSEL enforcement patrolmen were
mediately moved into the city, quickly setting up
society fortifications and publicizing the call for
militarization. The Floral Gulch Autoduelling
society immediately disarmed in accordance with the
new regulations.

However, the Amoco Kids, an autodueling gang
from nearby Stone City, ignored EDSSEL regulations
and arrived in Floral Gulch in armed cars middy
yesterday. The Amocos attacked Gulch Autoduel
society vehicles immediately upon arrival, on State
road 2.

Professional defensive driving techniques,
duellists were able to elude the Amocos
enforcers could intervene. EDSSEL forces
Stone City duellists; one EDSSEL heil-
in a freak accident during the brief
enforcement officers were killed or

Security Guard Tests Taxes

...nch building of the Internal Revenue
oyed late yesterday when John M.
ville City Hall security guard, went
ooting spree with one of the hall's
cket launcher bunkers.
to police after the incident; he
ment to the press. Co-workers
been recently incensed by a 23%
stic energy tax, which may have
spree. "I knew something was
d up his statement mailing this
of the building screaming 'Kill,
orker Mark V. Ogre, 28.
building has been estimated at
s office has refused to comment

by Chris Smith

It had been six months since the brutal clashes
between the citizens of Midville and the notorious
Crusaders cycle gang; since then, Midville's reputa-
tion as the toughest unfortified town around had
that small war had drawn attention to the town, and
the federal government, anxious to cash in on anything
that would bolster its public image, magnanimously re-
established the area's long-abandoned army base. The
base's equipment and the area's reputation would keep
troublemakers away from the base until all its defensive
capabilities were repaired.

That was the theory, at least. But no one told the
Anarchist Relief Front.
The ARFs were a crack terrorist team devoted to
continuing the collapse of the federal government.
Skilled at infiltration, combat, and utilization of the
press to further their own ends, they could not resist
the challenge of Midville's reputation and the govern-
ment's interest in that area.

And so, one clear night, a team of ARFs stealthily
made its way into the army base, dropped fragmenta-
tion and smoke grenades to keep the personnel busy,
and noisily made off with the base's prized possession,
an experimental tank - the Dempsey XM-6.
Phone calls immediately went out to the Midville
officials. The base was a mere twenty miles away; the
townspeople had on the order of twenty-five minutes
to get out of town before the tank rolled in - hardly

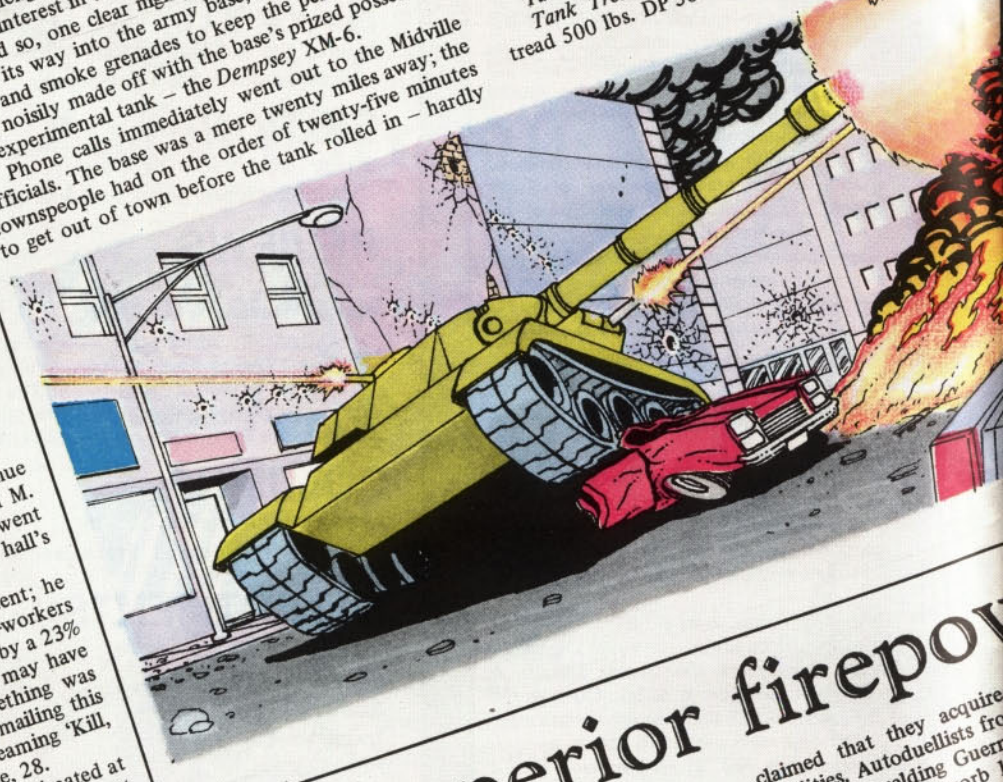
enough time, and there were simply not enough vehicles
to effect a mass evacuation. So the town's defenders
gathered on the south side of town, hoping to stop the
tank in its (ahem) tracks, while the nonvehicular towns-
people were removed as far north as was convenient,
to the city mall.
And the ARFs knew they'd driven into a hornet's
nest when they topped the final hill on the approach
to the town and saw the unmistakable smoke trails of
rockets and LAWs streaking toward them...

The Dempsey XM-6

The experimental heavy tank was a step forward in
the art of vehicular warfare. It was protected with
enough armor to stop approximately five shots from
its own main gun, which was one of the most effective
in existence. It was only capable of 60 mph, but could
sustain that speed over most terrains.

- Basic notes on the new components for the tank are:
- Tank Body.** \$5,000. 5,000 lbs. Max. load 16,000 lbs. 45 spaces. Armor cost/weight \$80/37 lbs per point.
- Tank Chassis.** Adds 210% to weight capacity. Costs 1000% of tank body cost.
- Tank Power Plant.** Costs \$20,000. 5,000 lbs. 20 spaces. 40DP. 15,500 power factors. Max. speed 60 mph.
- Tank Suspension.** Price is 200% of body cost. HC 5.
- Tank Treads.** Price per tread \$5,000. Weight per tread 500 lbs. DP 50 each. A tank requires two treads.

(continued on page 4)



... through superior firepow

... the Pious Plurality Church of Autoduelling, in an effort
to end this vicious sport" are sponsoring the First
and Son Autoduel Event. Cub Scout
armor will be awarded to the
... met today to
... astrians
... claimed that they acquire
liabilities. Autoduellists from
accused of welding Guerr
automobiles to absorb
prohibits the sale of L
the age of fifteen, and t
Plastic trashcans with
been banned from the
cereal containing
... been rem

WHERE WE'RE GOING

Okay. This month, I *do* have a few things to say. For openers . . . thank you, everyone who sent in the mini-feedback from the TSG 55 mailer cover. The numbers have gone through the computer, and are very interesting; the comments have gone through Aaron and me, and are more interesting still.

Based on the feedback data, we will be fine-tuning the content a little bit. No big changes were called for (thanks again!). But we see some room for improvement. For instance . . .

To nobody's surprise, reviews (both feature and capsule) continue to rate very high. The only complaint about reviews,

on the whole, is that they are sometimes not timely enough. We can help that by giving them a little more space in some issues; there's no reason a review should sit around the office after it's accepted. Some of that extra room can come from the ****LARGER ISSUES**** that we've been getting. Some of it will come from the pages devoted to the monthly contest. We're not canning contests entirely; we like them, and so do a lot of you readers. But it's not easy to come up with a good contest idea every single month. We're going bi-monthly on the contest; the extra space will go to capsule reviews.

Comments on the "game or scenario in

every issue" policy were mixed. A few of you don't like the idea at all. A lot of you do like it. A lot more say "it's a good idea, but can you keep up the quality?" Several readers pointed out the fate of past magazines (i.e., *S&T*, *Ares*) that attempted a game in every issue. All we can say is — give us a while. We're aware of the risks involved. We think we can avoid the "half-baked turkey in every issue" trap. If we can't keep up good material — we'll stop *fast*. Allen Varney's *Necromancer*, in issue 55, rated a 7.06 — not quite up there with the reviews, but pretty solid all the same. (Next time we *will* use heavier cardboard for the bind-in counters!)

We will continue to publish as many good variants and strategy articles as we can get. That's the hardest kind of material to find. Write some for us!

And, in response to a large number of queries, I am very pleased to announce:

The Return of Murphy's Rules

We lost our cartoon feature, *Murphy's Rules*, when Richard Mather ran out of time to draw it. For months, we've been looking for a new cartoonist. We've found him. Boy, oh boy . . . *have* we found him.

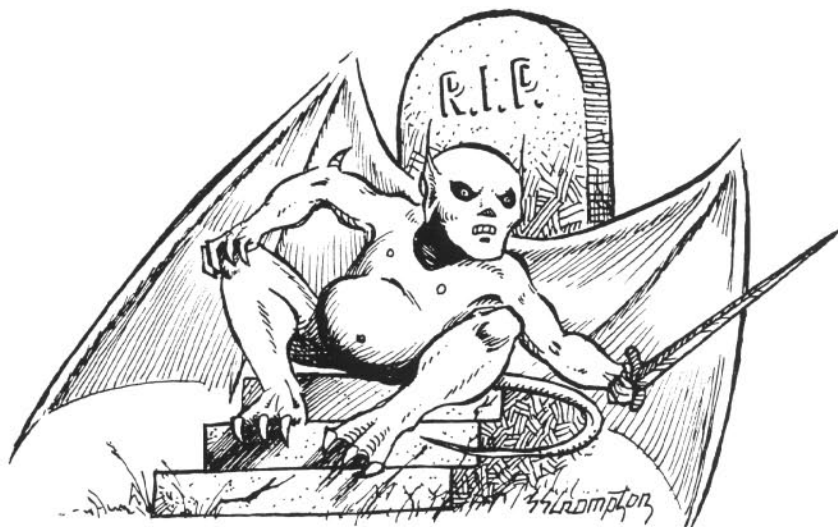
Ben Sargent is the Pulitzer-winning editorial cartoonist for the *Austin American-Statesman*. He is also an old-line Avalon Hill-type wargamer; in fact, he and his wife have designed a turn-of-the-century railroad game with a good deal of real business and historical simulation! And — starting next month — Ben is going to be drawing *Murphy's Rules*. Watch for it.

In general, readers seem to appreciate the extra effort we've been putting into art (both cover and interior) and on the mailer cartoons. I have three items relating to that.

(1) Usually, when we buy a cover painting, we buy all rights plus original. This issue, though, we only bought the rights. Denis Loubet is keeping the original. But he's willing to sell it . . . If you're interested in owning an original Loubet, send your bid to Denis c/o this magazine. His minimum bid is \$200.

(2) We have two new posters available. They will retail for \$1.00 apiece (same as the new price of the Demon poster). One is the *Iron Men* cover from issue 43 (15" x 22"). The other is the cover art from *Illuminati* (13" x 22"). They're both really good-looking (actually, they were designed as sales aids for stores). Note, though: any poster you buy from us *will* come folded to fit an 8½ x 11" envelope. Flat ones require mailing tubes, which are horrendously costly.

(3) We recently received a letter from the attorneys for TSR. It seems they feel



NEXT ISSUE

January's TSG will contain healthy helpings of:

"IRON MEN," man-to-man combat from the world of OGRE, by Steve Jackson;

The 1982 Game Survey (yep, it's that time again!)

"GRAV ARMOR +3," new scenarios for Dwarfstar's tactical armor game of the far future;

William A. Barton reviewing THE TRAVELLER BOOK;

The return of "Murphy's Rules";

The 1982 Origins ballot (yep, it's also THAT time again);

A featured review of SSI's Rapidfire line; and

The Post Office. (You can't escape it; it knows where you live.)

\$3.00

JANUARY 1983

NUMBER 59

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

GRAV ARMOR +3
1982 GAME SURVEY
MURPHY'S RULES RETURNS

FEATURED REVIEWS:
THE TRAVELLER BOOK
SSI'S RAPIDFIRE LINE

COMPLETE GAME IN THIS ISSUE:

STEVE JACKSON'S BATTLESUIT



MAN-TO-MAN COMBAT

FROM THE WORLD OF "OGRE"

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THE SPACE GAMER

NUMBER 59 — JANUARY, 1983

Normally, I use this space to talk about all the new stuff in each issue. Readers thereupon go through the table of contents to find out about all the new stuff in each issue. Seems a little counterproductive. I'll do it next month, too, but here I wanted to talk about this issue's centerpiece.

Actually, the *real* centerpiece this time is our 1982 Game Survey, but that's temporary, since we expect each and every one of you to fill it out and mail it in. This leaves *Battlesuit*, *nee Iron Men*.

The name change was prompted by the name's similarity to another power-armor figure which one can find for 60¢ at your local comic-book exchange. (Actually, it's a lot closer to the Howard Pyle novel *Iron Men*, but Howard Pyle just isn't licensed as heavily as most comic book heroes.) So we changed the name. Three days before deadline. (Sigh. All those posters.)

—Aaron Allston

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MAN-TO-MAN COMBAT FROM THE WORLD OF "OGRE" BATTLESUIT

Game design by Steve Jackson

Map and counter art by Denis Loubet

Playtesters: Chris Smith, Pat Mueller, John Rankin,
Gary Berg, David Ladyman, Jim Gould, Kelly Grimes

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1.00 INTRODUCTION

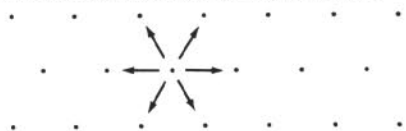
BATTLESUIT is a two-player game of combat between men in "powered armor" which greatly enhances their speed and combat ability. The infantry of 2085 use nuclear projectiles and electronic warfare devices . . . but they are still the units that take and hold ground when nothing else can.

Scale is 37.5 meters between adjacent points and 2 meters (vertically) between contour lines. Each turn takes 10 seconds.

Game components include one 11" x 17" map, 221 two-sided counters, and these rules. You will also need two 6-sided dice and a ruler or straightedge.

2.00 MAPSHEET

The map represents an area some 1.2 kilometers long by .8 km wide. It is divided by many "points," arranged in a hexagonal array, which govern movement and combat. Each point is uniquely identified by a letter and number according to the key at the top and side of the map. Each point is considered "adjacent" to the six points around it, as below:



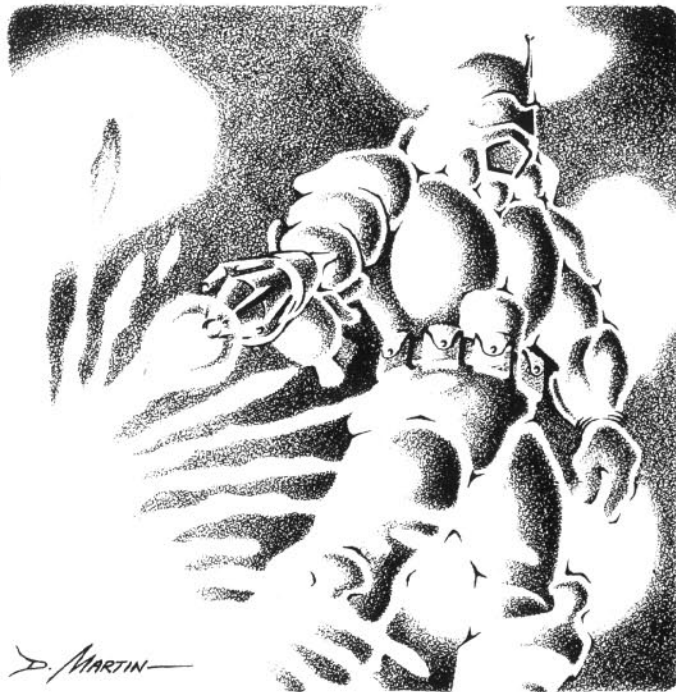
2.01 Contour lines. These lines on the map show relative height. The lowest area on the map is "level 1"; the highest is "level 6." Contour lines are two meters apart vertically; therefore, all level 6 areas are 10 meters above all level 1 areas. Contour lines are used to determine whether an attacker has a clear line of sight (LOS) to his target in cases where terrain or cover may intervene.

Contour lines do not run through the map points, but between them. A point between two different contour lines is at the level of the lower line; if the lines are at the same height (i.e., the large central map area) a point between them is at the level below that of the lines. When a line forms a closed loop with no other line inside it, or when a line and the edge of the map form such a loop, all points within that loop are at the level of that line.

2.02 Cover. There are three types of cover; they interfere with ground movement but offer protection from enemy fire. "Soft cover" (trees or bushes) is shown by a gray tree-pattern overlay. "Hard cover" (buildings or vehicles) is shown by a line drawing of the object offering cover. "Bunkers" are not drawn on the map, but are represented by counters.

Units move only on the map points; therefore, a unit is in cover if and only if it is on the ground (see Section 4.05) and on a point within a cover area as described above. No point is ever partly within cover; it is all or nothing.

All hard cover is assumed to stand two levels (4 meters) above the underlying terrain. Thus, when flying or tracing LOS over hard cover, treat it as two levels higher than the ground on which it is located. All soft cover stands 3 levels (6 meters) above the ground. Bunkers are flush with ground level.



If a hard-cover or bunker counter is placed in a soft-cover area, units on that point get the benefit of the cover counter but no extra benefit for the surrounding soft cover.

A man can stand on top of hard cover, gaining two levels of elevation but losing its protection. A man is always assumed to be inside cover unless the player states that he is on top of it. A man cannot stand on top of soft cover.

3.00 COUNTERS

Each counter represents a single man (with his powered suit, if any), building, wrecked vehicle, or item of equipment. "Chits" to show unit status are also supplied.



Unit type

Attack strength | ECM | movement

3.01 Infantry. Ten different kinds of infantry units are supplied. Four represent different models of armor, four represent armor that has suffered various degrees of damage, and two represent infantrymen without powered armor.

The front of each armored infantry counter shows that man in "normal" status; the back of the counter shows the same man in a state of shock (see Section 6.042).

3.011 Standard suit. This is the basic type of powered armor. It has an attack value of 8, an ECM (electronic countermeasure) value of 2, and a move of 5.

3.012 Assault suit. This is an improved model suit, more effective but more costly. It has an attack value of 10, an ECM value of 3, and a move of 6.

3.013 Command suit. This type is identical to the assault suit except in its increased communications ability (not directly shown in the game) and better ECM value. It has a combat value of 10, an ECM value of 4, and a move of 6. Infantry officers at and above platoon level use these suits.

3.014 Ranger suit. Another costly improvement on the standard suit, the ranger has improved myoelectric "muscles" and better jets, as well as extra "stealth" electronics; it is designed for raiding and reconnaissance. It has a combat value of 8, an ECM value of 5, and a move of 7.

3.015 Damaged suits. Four levels of suit damage are represented by counters ranging from "d1" (the least damaged) through "d4" (almost totally unserviceable). When a suit is damaged, it is replaced by a damaged-suit counter. No distinction is made between (for instance) a suit which was assault-

WHERE WE'RE GOING

It's Origins ballot time again. If you're a TSG subscriber, you can fill out the ballot on the inside back mailer cover and send it in. If you're not a subscriber, you will have to photocopy the ballot on page 18. (You could tear it out, of course, but if I ever find out you've been tearing up your copy of TSG, I'll be terribly hurt. So will you, when our Complaints Department catches you . . . you *do* remember about the Complaints Department, don't you?)

I'm not going to sit here and tell you to vote for everything we published. We're good — but not *that* good. But I do have a few suggestions:

(1) TSG for Best Professional Role-Playing Magazine. Always the bridesmaid and never the bride — that's been TSG. We always get nominated, but never get the brass ring. This could be our year, though. I admit I'm biased, but we've gotten even better over the past few months. Time to give our friends at the *Journal of the Travellers' Aid Society* a run for their money!

(2) *Fire & Movement* for Best Professional Boardgaming Magazine. That doesn't concern a lot of you. If you never read F&M, don't vote for it. It gets enough legitimate votes from the people who *do* read it — it's won for four years in a row . . . the only really serious competition was *Strategy & Tactics*, which has only had one issue in the last year.

(3) Best Role-Playing Adventure: *Sunday Drivers*. It's a good thing this category isn't divided into fantasy and science fiction, though, because I'd have no idea which one to put it in. Whatever it is, I think we did a good job on it.

(4) Best Science Fiction Boardgame: *Ogre*. No, I'm not kidding. Under the nomination rules, an older game can be eligible if it is reissued in a significantly different form. *Ogre* was out of print for a long time, and then came out in a very different form — one that reached a lot more people than the first edition did. It's up to the awards committee whether it can be eligible, but I think it is.

I'd put in a plug for *Illuminati*, but I have no idea what category it fits in, and I'm not quite egotistical enough to demand that the Origins people invent a

new one for it. "Best Totally Peculiar Game"? No way. Life is hard.

There are a number of good releases competing for 1982 honors; as long as I'm throwing plugs around, I might as well mention some of my favorites from other publishers. For openers, GDW's *Striker* has got to be the clear winner for Best Miniatures Rules, at least as far as our side of the hobby is concerned. It's probably got a serious chance at Best All-Time SF Miniatures Rules, too! And the Martian Metals *Traveller* miniatures ought to be a shoo-in for Best Vehicular Miniatures Series.

On the fantasy side, the *Fineous Phigures* are my favorite. There have been several good SF figure releases; I don't have a specific pick.

RPGs there have been this year, and in plenty . . . but nothing really exciting. Of the wholly new efforts, one of the better ones is TSR's *Gangbusters*, even though the theme has limited appeal. Overall, I'd give the nod to the revised and reissued *Champions*. It's different enough to deserve consideration again in 1982, and it's a heckuva good game. There have been enough good supplements that I have to name two that will give *Sunday Drivers* serious competition in that category: FBI's *CityBook I* and Chaosium's *Trollpack*.

The best fantasy boardgame for 1982 was probably Eon's *Borderlands*. That's a game that I predict will get more attention as time goes on. As for "Best Adventure for Home Computer" — tastes differ widely, but I'd put my money on one of SSI's new *Rapidfire* games. They're impressive.

Anyway — send in your ballot. This is a *nominations* ballot. If you want to vote on the final ballot, read the fine print in the first paragraph on the ballot instructions; you probably qualify.

Missing Persons

Occasionally we manage to lose track of somebody interesting. Experience proves that a good way to find these people again is to ask our readers' help. So: If you know anything about these folk, can you let us know?

Missing Person One: K. Allen Bjorke. A few years ago, he was living in Minneapolis, I have no idea where he might be now. He designed a game called *Salyut and Enterprise* and submitted it to Metagaming. It was rejected. For myself, though, I kind of liked it . . . If you're still out there someplace, Kevin, get in touch. I'd like to talk about that game.

Missing Person Two: Milo B. Shiff. Earlier in 1982 he was promoting a new game magazine to be called *Recreation*. He had what sounded like pretty good plans: he even went so far as to place some ads for subscriptions. He also invited me to do a column on *Ogre* and *G.E.V.* But he's not answering letters any more. Has anybody seen Milo? Tell him if he doesn't want that first column I wrote, I'd like it back — and if *Recreation* is still going to come out, to send us a press release for Scanner.

Missing Person Three: Not really a person except in the legal sense . . . "Sten Productions" of La Jolla, CA. They produced a game a few years back, called *Battle Sphere*. Very nice components, simple combat system; it got a couple of good reviews and then dropped from sight. So did Sten Productions; letters to them come back marked "not deliverable, unable to forward." Which is a pity, because somebody ought to put that game back in print.

Getting the Lead Out

As of mid-November, SJ Games is getting out of the lead miniature business. Oh, it made money, all right — in fact, we couldn't keep up with the demand. That's the whole problem in a nutshell. In order to do justice to the *Ogre* and *Autoduel* lines, we'd have to invest in more machinery, hire more people . . . in short, become a full-scale miniatures company. I'd hoped to do miniatures as a sideline, but it doesn't work that way. You've got to make a real commitment. Since we can't do miniatures properly without becoming a miniatures company, we won't do them at all.

That doesn't mean that our miniatures will become unavailable. Right now, we're negotiating with a couple of the largest and most respected companies — people who will do justice to the lines, keep up with demand, and deal fairly with both dealers and buyers. That will let us concentrate on games and magazines — which is what we *are* equipped to do.

I'm not sorry we got into miniatures; it was a lot of fun, and we all learned a great deal. Personally, I enjoy playing with miniatures (and my collection is a lot bigger now than it was before I had

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

Star Frontiers Featured Review



ROBOT SAFARI:

ADVENTURE FOR *FUTUREWORLD*

UNAUTHORIZED *BERSERKER* REPAIRMAN

MAN, *MYTH & MAGIC* REVIEW

PBM: STATUS REPORT

AND 7 PAGES OF REVIEWS

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THE SPACE GAMER

NUMBER 60 — FEBRUARY, 1983

We have a heavily review-oriented issue this month: In addition to our normal
slew of capsules, we have Steve Jackson's review, analysis, and repair kit for
FBI's *Berserker*, plus full feature review treatments of TSR's *Star Frontiers* and
Yaquinto's *Man, Myth & Magic*. Never let it be said we're not opinionated.

Other features this time include *Robot Safari*, a scenario for Chaosium's
FutureWorld (from the *Worlds of Wonder* system). *Robot Safari*, incidentally, is
the winner of our contest for TSG 54: "Write a scenario about our Huntress
cover," remember? Also included are a piece on character backgrounds for FRP
characters, notes on PBMin, the results of the "Car Wars Magic Items" contest,
a new column, and all our usual stuff.

By the way, those of you who played *Battlesuit* last issue probably noticed
that the counters provided were misregistered. We've given you some new ones
this time around.

—Aaron Allston

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ROBOT SAFARI



a big-game scenario
for *FutureWorld*

Welcome to New Tanganyika, homeworld of the famous Robot Safari! As a participant in one of our standard five-day hunting tours, you'll be facing the exciting challenge of tracking fierce and cunning robotic animals, wild game programmed to act and fight just like their live counterparts.

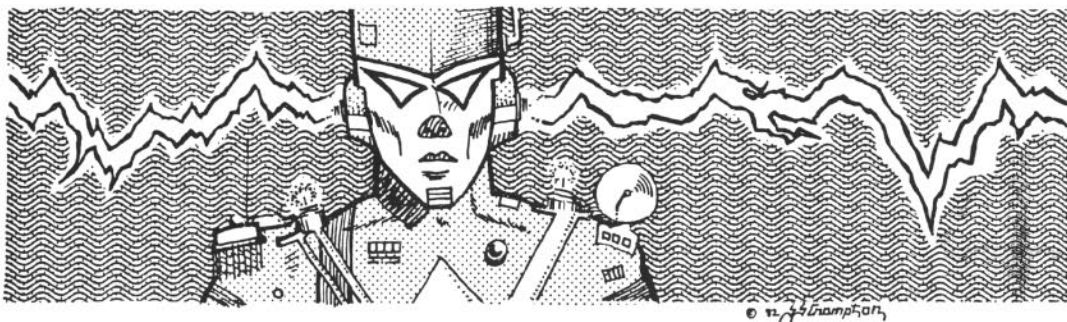
All your hunting needs, including arms, provisions, a hauler and a personal guide, are provided at no extra charge. So prepare yourself for the challenge of Robot Safari — and good hunting!

by Donald F. Harrington

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Where We're Going



This month, we have another "Where We're *All* Going" column — a look at the whole game business, rather than just TSG and SJ Games. But, looking through back issues of TSG, I'm reminded that predictions can be dangerous. So, before I get into the commentary and soothsaying, I'm going to run a scorecard on some predictions made in these pages in March 1978 — or, allowing for publication time-lags, five years ago. These were written by Howard Thompson, then publisher of TSG . . . and if some of them look a little strange now, it's a reflection on the way times have changed, rather than on Howard's predictive ability. Soothsaying is a risky business! Those 1978 predictions:

1. "By 1983 an existing game company will be over the \$10,000,000 annual sales mark in simulation products." No problem here; last year, TSR probably sold more than ten million dollars worth of *D&D* material alone.

2. "By 1983 there will be a national gaming tournament with over \$10,000 in cash prizes." Sadly, no. Everybody talks about this, and has been talking about it for years, but nobody does anything. I would guess that the cash prize budget for *Origins* — the closest thing to a "national game tournament" we have — was closer to \$1,000 than \$10,000 last year.

3. "By 1983 there will be at least two established 'family game' firms committed to wargaming." This has *sort of* happened. Howard anticipated an increase in popularity of "classical" hex-type wargaming, so that game companies like Parker Brothers and Milton Bradley would release similar games. Instead, *D&D* became popular, and several of the established game companies tried to jump on the fantasy bandwagon. Whether their products could be considered "wargames" is a very questionable point — but there was, in a manner of speaking, a wargame impact on the mass market.

4. "Computerized simulation games will be very popular by 1983. However, hobbyists will rip off illegal cassette, disk-

ette, and PROM copies of game programs so extensively that larger firms will eventually get out of the market altogether." Not so. The ripoffs continue, but the market is so good that the big companies can do very well by saturating distribution before the ripoff artists catch up. The losers are the small software companies — their distribution is less effective, and the pirates and users' groups can often get illegal copies out before the computer stores have the real thing.

5. "By 1983 at least two-thirds of the existing military miniature and simulation game firms will be defunct, moribund, or bought out." This seemed a reasonable prediction — everybody in the industry has been predicting a "shakeout" for years, myself included. And companies do fail. But the survival rate has been higher than anyone expected. I would guess that fewer than one-third of the companies extant in 1978 have vanished. This is good for the hobby — it means there is more variety available. In many cases (though by no means all), the companies which have failed were those that deserved to go under, due to bad management or terrible product. An industry needs turnover to weed out the turkeys . . . but we should all be glad that this prediction was short of the mark.

6. "By 1983 the World Science Fiction Convention will be awarding the Hugo for best SF&F game." If this has even been *considered* by the World Science Fiction Society, I haven't heard about it. Pity, that.

7. "By 1983 SPI, Avalon Hill, Minifigs, Heritage, TSR, and Metagaming will be the dominant companies." SPI is gone, Heritage is in Chapter 11; Metagaming and Minifigs have probably lost ground as far as industry share goes, AH is doing a little better, and TSR has better than half of the whole pie. Several companies could claim as much right as these to be considered "dominant", chief among them GDW.

The moral of that story: this is not an easy hobby to predict! A prognostication that seems reasonable when it is made can be blown away utterly by the passage of a

few years. Having thus attempted to cover myself, I'll attempt a few predictions of my own. These are all for a one- to two-year time period; my crystal ball gets really foggy after that.

1. The biggest growth in the game field will be home computer games. Wargames (or adventure games, if you like) will be a significant part of the computer game field, but nowhere near the majority. Home video-arcade machines will become comparatively *less* popular.

2. Role-playing games and adventures will continue to dominate the non-computer portion of the game industry. TSR will continue to have higher sales than any other company, but their market share will diminish, as their mass-market customers become sophisticated and abandon their products for better-designed competing games.

3. Minigames will increase in variety and availability. Inflation will fuel this trend. By 1985, there will be a lot of people buying \$7.00 minigames instead of \$20.00 "full-sized" games, especially if the minigame has equivalent or better play value.

4. Game companies will appear, die, and be bought out, as they always have. Figure on at least one new "star" appearing every two years, and at least one big, solid-looking company going under (*a la* SPI) every two to three years. Size is not always good armor. The yearly turnover will be 10 to 15%, but the total number of active game companies will remain about the same.

5. Play-by-mail will continue to grow; so will play-by-phone. But for every correspondence game that survives, three more will crater after the first few months.

6. The game industry, as a whole, will prosper even though the economy may not. The national game conventions will continue to grow and to become more professional. Cooperation between convention organizers may lay the groundwork for a national gaming society . . . which will probably never have more than 20 to 30,000 members, but will be a great convenience to those who do join.

MARCH 1983

NUMBER 61

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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

**Berserker:
StarWeb's
Creampuff**

**MICROFILM MADNESS: ADVENTURE
APPROVED FOR CHAMPIONS
STARLEADER: ASSAULT! REVIEWED**

**WINNING THE D&D WAR
ECONOMICS IN TET
AND 8 PAGES OF REVIEWS**

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THE SPACE GAMER

NUMBER 61 — MARCH, 1983

IN THIS ISSUE

We have a pretty straightforward issue for you in March: our usual mix of reviews, articles, scenario, and departments.

A featured review of Metagaming's *Starleader: Assault!* leads off the issue. (*Starleader: Warship* is due later this spring, so watch for a review in coming months). Our centerpiece is a scenario of urban madness for *Champions*, written by George Mac Donald, the game's co-designer. Articles on role-playing in general, economics in *TFT*, Berserkers in *StarWeb*, and more appear throughout, and our pages are rounded out with lots of capsules and our usual columns and features.

But I'm not sure I should be telling you this. Why? Because I've learned that I'm the only person of the TSG readership who looks at the "In This Issue" box. No one in the office does. No one I've spoken to at conventions does. The typesetters read it but don't keep it in memory. (Sniffle.) Can anybody hear me?

—Aaron Allston

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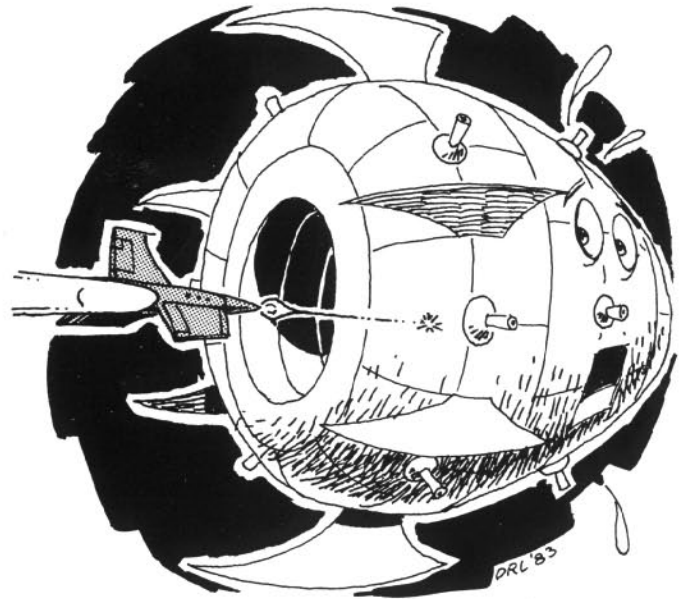
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Berserker: The Web's Creampuff!



Or, How to Beat the Bersks by A.D. Young

Well do I recall those halcyon days of SW84, when all was new and *StarWeb*'s many mysteries surrounded us. I played a Collector in that game, and early on met an Empire Builder who became a close ally. It was an alliance for mutual protection more than anything, for we were both threatened by that scourge of the Web, that fearsome tinthing, the Berserker.

Please understand that it was not that this particular Berserker had attacked us, or even looked like it might. As a matter of fact, he did not appear to be doing much of anything, but we were ready nonetheless. Apart from the usual opening pleasantries between players, my ally and I wrote long epistles on tactics, and were determined to meet this threat with all the force at our joint command. We swore eternal loyalty and mutual assistance and girded our loins, and never were the bios so prepared. The first sign, the very first sign of a Robot, and in we would go, boots and all, with no quarter given.

It is difficult to express the concern we felt over this dread fiend. I cannot now recall what convinced us of his cybernetic quality. In reality, he turned out to be a quite inoffensive little EB, who soon dropped.

I relate this anecdote, not only because it is true, but because the attitude exhibited is very common against inexperienced *StarWeb* players, if perhaps verging on idiocy in the case above. A casual reading of the rules tends to confirm the impression that Bersks are a bad lot. What chance for friendship, let alone rapport, can you have with a machine whose sole reason for being is to wipe you out? Talk about clutching a viper to the bosom. This scaly cad has the whip hand at 4:1 odds if your people fight its robots, and twice that when its ships are converted to

them. Who may stand against such odds?

Relax, you're getting perspiration all over the page. It's really not that bad. On the contrary, Berserkers are pushovers, militarily weak, vulnerable to the *n*th degree and no great threat at all. You don't believe me? Let us consider the facts.

The average winning *StarWeb* score is 7500 VPs and it is achieved, again on the average, at Turn 22. The standard deviation is about 1600 VPs, so that a final figure to aim at must be 8000 VPs at the very least. A figure of 9000 VPs would be wiser, but let us leave it at 8000, since this is a conservative estimate. A Berserker can score in the following ways:

- 2 points for each population killed,
- 5 points per turn for each world owned that is populated by robots,
- 2 points per ship destroyed, if the entire fleet is destroyed,
- 200 points for dropping a PBB,
- 5 points per turn for possessing each Titanium or Sword artifact,
- 15 points per turn for possessing the Titanium Sword,
- In addition, there are the other gains and losses associated with artifacts.

This article is about how to beat Berserkers in *StarWeb*. Let us concentrate on the two factors which are the most important for our discussion and which need to be clearly distinguished. These are (1) to be militarily successful, and (2) to achieve the highest possible game rating. There is a good deal of confusion between these aims, since (2) will often require (1). They are, however, quite distinct; as witness, the fact that many a player who has achieved military success has wound up with a lousy rating, and many winners have hardly fired a shot in anger, or even suffered military defeat.

WHERE WE'RE GOING

I can't believe it. We actually got all the new game material to the printers . . . almost on deadline . . . and nobody (quite) died. It was pretty weird around here for a while, though. One of these days we may learn that it's hazardous to our health to put out five new releases at once. I got to spend a lot of midnight hours on the pasteup table, and Pat Mueller got to fly to Kansas City on two days' notice to supervise the printing of the new labels, and David Ladyman and Jim Gould got to stay up all night working out a new crash/collision system for *Truck Stop* — which was so long that it didn't get used after all . . . So it goes.

But it's all under control now. The only real "glitch" in the whole batch is that *Truck Stop* has one component that's not listed on the back label . . . because at the last minute, rather than cut the rules to fit, we decided to put in a separate folder for record sheets, to leave room in the rulebook for everything else. It makes it a better game; it's just irritating

that we didn't decide to do it sooner.

That makes it time to start planning spring and Origins releases. This isn't final yet, but it looks like we'll have two or three new *Car Wars* releases (probably including a referee screen) in spring. There will be a new batch of *Cardboard Heroes* for either spring or Origins. Game releases at Origins will definitely include expansion sets for both *Ogre/G.E.V.* and *Battlesuit*, plus some new games (which ones, we don't know; there are still lots of possibilities).

And work continues (slowly) on our new RPG. Don't look for it any time real soon, but don't write it off.

Panic in the Mailroom

We had a little problem around here in the last months of 1982. The details are too disgusting to reveal (translation: I'm not going to raise my blood pressure by thinking about them long enough to type them out). But the *results* were that a large

number of direct-mail orders and subscription forms got filed as "entered" when they hadn't been. Fortunately, they were not *marked* as entered; the situation was salvageable.

Anyway . . . we think it's all fixed. But some of you folks out there are entirely too patient. So if it has been longer than, say, six weeks since you placed an order, and you haven't gotten it, please write us *now*, including a copy of your cancelled check, and we'll get right on it. I hate to have a situation like this come up, but it has, and the only thing to do is to be up-front about it.

ADQ Arrives

Now for some good news. The first issue of our new *Car Wars* magazine, *Autoduel Quarterly*, will be out by the time you read this. It's edited by David Ladyman; you may remember him as the author of *Kimberani's Tomb* in TSG last year, and Southwestern gamers know him as an experienced convention and tournament organizer. ADQ is a good-looking little magazine. Those of you who are into *Car Wars* will like it. Those of you who are *not* into *Car Wars* shouldn't touch it with a ten-foot pole. Fair enough?

Steve Jackson



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APRIL 1983

NUMBER 62

THE SPACE GAMER

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**GLOBBO: A COMPLETE GAME
FOR THE BRAVE OF HEART
BASIC OGRE STRATEGY
TROLLPAK REVIEWED
CHAINSAW COMBAT IN TRAVELLER
ANNUAL GAME INDEX
VILLAINS & VIGILANTES REVIEWED
AND 6 PAGES OF REVIEWS**

DAVID MARTIN

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It's April again, and we have a little foolishness to complement a foolishness-packed month.

Our chief lunacy is this issue's complete game: *Globbo*. There's these hideous exploding biting kids, see, and a cheerfully murderous Playroom Assassination Device, and — well, you'll just have to look it over for yourselves. Also included is a promotion for the Famous Game Designers' School, where you learn how to Make It Big in the game design business. However, we hold ourselves free of any responsibility if you follow the advice in the article . . .

More straightforward text comes in the form of advice for intimidating puny humans with the Ogre, plus featured reviews of Chaosium's *Trollpak* and FGU's Revised *Villains & Vigilantes*.

And there's a surprise in this issue's *Counter Intelligence* column (page 31). This is no April Fools, folks — you can take it seriously . . .

—Aaron Allston

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It's probably bad manners for me to admit this . . . but *Ogre* is still one of my favorite games. And I *know* it's bad manners for me to say *this*, even though it's true: I very rarely lose. Every so often I get to play a demonstration game at a convention and, much more often than not, I walk all over the other guy. *Especially* if I get to play the Ogre.

I'd like to think this is raw talent coming to the fore, but a much likelier explanation is that I've played the game ten times as often as the other fellow. Practice may not make perfect, but it certainly helps — *especially* with the Ogre. Some of the best tactics for the killer robot aren't obvious.

The Ogre's obvious advantages, of course, are its tremendous firepower and its near-invulnerability. Its less-noticeable advantages (the ones that your opponent may not be ready for) are its ability to pick its entry point and to set the pace of the game. In spite of appearances, the Ogre needs *all* its advantages. Against a competent defender, the Ogre that simply bulls toward the command post, mindlessly shooting at everything in range, will lose.

Choice of Entry

This is your first decision. If your opponent is smart, he will have set up his command post as far back as possible. It'll probably be centrally located. Wherever it is, you should probably enter in a fairly central location. Exception: If the CP is set up in one corner, with a tight knot of defenders around it, you should enter in the *far* corner, maximizing the travel time to the CP, to tempt the defender to "unknot" and split his force.

Once you enter, you don't have to move in a straight line. The Ogre is pow-

erful, but it shouldn't behave like a mindless juggernaut. Its mobility is better than many of its foes, and as good as all the rest except those pesky GEVs. By jinking back and forth a few times as it moves in, the Ogre can get an unskilled defender badly snarled up, and keep even a skilled defender from laying a trap. In some circumstances, you can lure your foes out toward the unobstructed end of the board, back up, and then charge right past them. If you are still moving at 3, they may never catch up!

Sideslip

A corollary of the "jinking" trick is the tactic of slipping toward the side of an enemy group. Faced with (for instance) a dozen heavy and missile tanks, the Ogre can do two things. It can charge into the middle of the group. If it has enough guns left, it may kill half the defenders; the other half will counterattack on their turn, and do serious damage. A likely result from six tanks attacking is two Ogre guns lost. This doesn't seem like much, but it adds up!

So . . . what does the smart Ogre do? Not retreat — just sideslip. Instead of moving toward the center of the enemy group, the Ogre goes toward (or past) the edge. It then attacks as many enemies as possible. Having fewer targets, it scores fewer kills — maybe only two or three. But few or *none* of the surviving enemy will be able to counterattack! True, not every defender will let you do this more than once. But even once in a game can give you an edge. And as long as your enemy is willing to feed you units a few at a time, you might as well take them. Your ammo is free, but you can't replace your guns. Which leads us to a very important principle —

Divide and Conquer

Whenever you can, you should seek to engage only part of the enemy's forces. He, in his turn, will seek to concentrate his force against you. Some cases:

(a) Faced with a defense built around the protective "umbrella" of two or three howitzers, hang back for the first few moves, jinking even more than necessary. Give those defending units time to come to you. If they do, you've split the force into "fast" and "slow." If you can deal with the faster units *outside* the howitzer umbrella, you'll avoid taking unnecessary hits.

(b) Another point when dealing with a howitzer umbrella: study it! If the opponent has carelessly divided his own forces by leaving a gap in the coverage — a row of hexes covered by only one howitzer, or even a path around the edge of the umbrella — use it!

(c) If the opponent takes no howitzers at all, "divide and conquer" is still important. Hang back as before, and encourage his fast units to come out to meet you. A player that doesn't believe in howitzers will often choose a very large number of GEVs. You *must* deal with these while you still have both movement and guns; your first objective should be to wipe out GEVs, even if it means moving sideways or backwards to pinch off isolated units. As long as the enemy thinks you're more interested in the CP, he may put GEVs behind you; you can shock him badly by turning around and wiping them out.

(d) In the endgame, when your Ogre's speed is down, you no longer control the pace of the game. This is the time for the Charge of the Extremely Heavy Brigade — grinding toward the CP. But this doesn't mean you must ignore enemy units. Quite

Where We're Going

If you haven't already read Aaron's *Counter Intelligence* column, you need to turn back to page 31 and catch it. Now. Otherwise, what you're about to read won't make much sense.

* * *

All right. Back with me? Good.

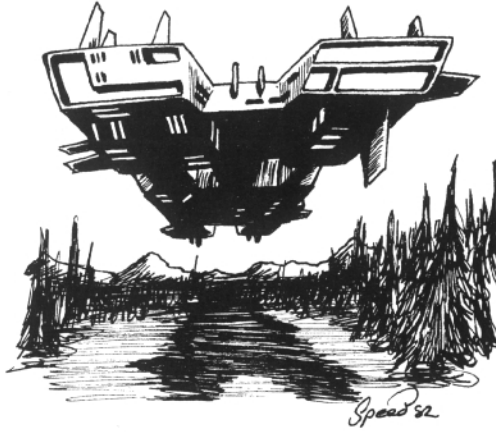
I'm actually looking forward to the new "twin magazines." I think it'll give us a chance to reach a lot more people — while keeping our long-time readers happy as well. Consider: If you like TSG the way it is now, you can subscribe to both magazines . . . and you'll still have one new issue a month, with a mix of coverage. You'll get all fantasy one month, and all science fiction the next. But it'll even out.

But the factor which really pushed us to make the change was this. Many gamers out there are "specialists." Maybe they're only interested in one or two games. Maybe they like several games — but all of the same general type. Let's face it: That kind of reader probably won't buy TSG as it's currently published. Why should he subscribe to a magazine that carries only one or two interesting (to him) articles and reviews each month? No . . . he'll read it at the newsstand, buying the occasional issue that concentrates heavily on his own interests.

But with the new "twin" format, the science fiction fan will be guaranteed six issues a year that he *really* likes — all the way through. So will the fantasy fan, because they'll be different magazines! We expect the combined circulation of the two magazines to be well over current TSG levels in a year. More readers means more participation, more interesting material, and more pages . . . so we all win. I hope. It seems like a good theory, so we'll give it a try.

Spring Releases

Now available are *Cardboard Heroes* red bases, just like the black and white plastic ones we offer now; \$3.00 per set. Four other items are in the works as



planned "spring releases." I can't give dates for any of them yet, though . . . and some of them may spill over into the Origins release package. We'll see.

Car Wars Expansion Set 2: East Midville is two 21" by 32" street maps that fit to the Midville maps from *Sunday Drivers*. If you thought the *Sunday Drivers* map was big when you got it, just wait until you see what the expansion does. This set also includes scenarios and — by popular demand — one full-color "wreck" counter for each of the 16 original cars in the *Car Wars* set. \$3.00.

Car Wars Expansion Set 3: Armadillo Autoduel Arena is two 21" by 32" maps forming a giant-sized arena. Also includes

a two-sided cardboard "turning key" to make maneuvering easier (subscribers saw this on the mailer cover a few issues back) and several new vehicles and arena scenarios. \$3.00.

Car Wars Referee's Screen — all the charts and tables you need for *Car Wars*, plus a new, more detailed system of simulating crashes and collisions . . . all on one cardboard screen with three 8½" by 11" panels. If we can find a way to get the cost down, we'll also include a pad of vehicle planning and record sheets. Probably \$5.00.

Cardboard Heroes Fantasy Set 11: Player Characters II is 40 more player-character figures from the demented minds of our staffers and the skilled hand of Denis Loubet. \$3.00.

See You Wherever . . .

A final note: We're stepping up our convention participation in 1983. We are going to try to make it to more conventions — both wargame and science fiction cons — than ever before. We'll be hitting medium and large conventions regularly, and for smaller cons, though we may not be able to come, we can usually sponsor tournaments and offer prizes.

—Steve Jackson

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Star Mail: Three Space PBM Reviews



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GENERIC FRP ADVENTURE
TOP SECRET DAMAGE VARIANT
SOLITAIRE SF GAMING
INTERVIEW WITH TSR'S KEVIN BLUME
1982 GAME SURVEY RESULTS
AND 7 PAGES OF REVIEWS

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THE SPACE GAMER

NUMBER 63 — May-June 1983

IN THIS ISSUE

We've got a nice grab-bag issue for you this month: solitaire SF boardgaming, spy RPG, fantasy RPG, PBM featured reviews, survey results, and more. Since next month (as you probably all know by now), *Space Gamer* will be bi-monthly and feature only science fiction gaming material — alternating with its sister publication, *Fantasy Gamer*, which will concentrate on fantasy gaming pieces — we decided to give you as even a mix as possible this time.

Of particular interest to you industry watchers this month will be John Rankin's interview with TSR's Kevin Blume (learn all about conventions, miniatures, GAMA negotiations, bendable toys, and more) and this issue's *Scanner*. (There are times when I wish for a dull month to come along . . .)

—Aaron Allston

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STAR MAIL:

Three New PBM Space Games

by W.G. Armintrout

Galactic-scale science fiction games seem to do well in play-by-mail. There certainly have been a lot of them, and many are among the best games the PBM field has to offer. The past few months have seen the debuts of three exciting new space games, all different.

In alphabetical order, they are:

Galactic Conflict

From Flying Buffalo, Inc. \$5 set-up fee, \$3.50 per turn. Designed by Charles Gaydos. Moderated by computer. At least two players per game; monthly, biweekly and weekly turn-around times are available. (Weekly is possible only if you can get access to the Source computer network and there's a 50¢ charge per turn.) Game length is random but at least 15 turns. Begun 1982.

Galactic Conflict must be the "ugly duckling" at Flying Buffalo. There has been little advertising for the game. Turn-sheets haven't been printed. No one at FBI seemed enthused when Schubel & Son suggested a comparative review between this game and *Star Venture* (the people at Flying Buffalo carefully explained that *Galactic Conflict* was an "outside" rather than an "in-house" design).

Therefore I didn't expect much when I entered the game. Fortunately, I was surprised — *Galactic Conflict* is one of the best little science fiction games I've seen in a long time.

Each player starts out with a photocopy of a computer-drawn hex-map of the galaxy, and a computer print-out listing his possessions: one homeworld (worth 10 Economy points), 30 Attack Forces, 20 Defense Forces, 10 Probes and 100 Fortifications.

The goal is to have the most points at the end of the game. Civilian Projects produce one victory point per turn for their current owners (and do nothing

else). There are three ways to get them: find them on neutral worlds, build your own, or (of course) steal them from your neighbors.

A player's strength can be measured by the Economy ("econ") points he can muster. These points may be used each turn to build military forces: Probes, one-way ships which provide data on unowned worlds; Fortifications, immobile static defensive units; Defense Forces, mobile defense units; and Attack Forces, mobile but expensive units which both attack and defend. Econ points may also build Civilian Projects or, if left entirely idle, may raise their world's econ value by one.

All units except Fortifications and Civilian Projects may travel from world to world. Forces travel three hexes per turn, and may not change their course en route. There is no way to intercept moving forces, so there is no such thing as a perimeter defense in the game. Units which move to a world owned by another player are captured, unless they are Attack Forces specifically attacking that world.

Combat is simple, but with a twist. The number of Attack Forces is compared to the number of all defending forces. The greatest number wins the battle. All losers are destroyed. But here's the rub: the winner's losses are figured by squaring the number of losing units and dividing by the number of victorious units. Ten Attack Forces would win against six Defense Forces and three Fortifications, but the victor would lose $(6+3)^2/10 = 8$ of his attackers! In short, you need good odds to avoid being whittled away — and the higher the number of enemies you expect, the higher the odds you'll need.

Other details: Econ points may build a one-way, one-turn Gate to any other star. Players may destroy their own Civil-

ian Projects and Econ points to keep them out of enemy hands. Diplomacy, essential to win, is done on 3x5 cards ("diplomatic messages") exchanged between players (who can also trade telephone numbers and addresses for faster communications). Players may also choose any eight-letter label as their player name.

Each turn's instructions are sent to Flying Buffalo in a simple, easily learned code. "M,27,231,A,3" translates as "Move three Attack Forces from world 27 to world 231."

Flying Buffalo then responds with a plain but serviceable print-out listing the player's overall forces, status of each world owned, probed or fought at, and a listing of players met and their current scores.

Galactic Conflict is a homely but elegant game of science fiction conquest. There is a masterful blend of options in production, military campaigning and logistically structuring an empire. I give it my highest recommendation — particularly for those who have never played PBM before. I do wish the price were lower.

Starlord

From Flying Buffalo, Inc. \$5 set-up fee, \$2.50 per turn. Designed by Mike Singleton. Moderated by computer. Up to 50 players per game; turn-around time two weeks. Open-ended game. Begun 1983 in America.

From ugly duckling to Cinderella. *Starlord* is the game, originally run by Mike Singleton in England, which I raved about in TSG 49. Flying Buffalo is now running the game in this country. From the 22-page crystal-clear rulebook to the color computer print-outs, this is obviously the game Flying Buffalo is pushing.

Each player represents a starlord in the days of a dying "empyr." The eventual goal is to capture the Throne Star and become the Emperor, after which you get to play for free and receive a 5' square galactic map printout. Until someone else dethrones you, that is.

The game is built around each player's "Command Ship." Each player receives each turn, a computer-drawn map (not a list!) of all stars within seven astrals of his Command Ship, and detailed information on his forces and worlds within that range. Ships within range of the Command Ship may move and attack, but cannot move further than seven astrals from the Command Ship. If the Command Ship runs out of fuel, none of the little ships may move.

All of this means that the player knows *nothing* beyond seven astrals of his Command Ship! To conquer, he must

Where We're Going

Over the last few years, wargaming (or adventure gaming, or whatever you want to call it) has been increasing in popularity. One welcome side effect has been the increased recognition that the world of science fiction fandom has given to the gaming hobby. Science fiction gaming is now an accepted part of fandom; almost every convention has a couple of game tournaments, and some SF cons are now inviting game designers and publishers as guests.

The science fiction media are responding to this increased interest, as well. An occasional mention of games in a science fiction magazine is nothing new . . . but we have now hit the big time. The two top magazines in the science fiction field — *Analog* and *Asimov's Science Fiction Magazine* — have started regular coverage of SF games.

Both magazine's columns are written by Dana Lombardy, the designer of *Streets of Stalingrad* and associate publisher of *Game Merchandising* magazine. Incidentally, though both SF magazines are owned by Davis Publications, the two

columns are not "clones" — Dana writes new material for each magazine each month. Sometimes the columns deal with things that any *Space Gamer* reader is likely to know — i.e., an explanation of game conventions — but more often they consist of reviews and commentary that you don't want to miss.

I encourage all of you to pick up both *Analog* and *Asimov's* to take a look at these columns (the rest of the magazines read pretty well, too). And, if you're already a faithful reader, you might want to write to the editors, thanking them for covering games and encouraging them to keep it up.

Autoduel Quarterly

The first issue of *Autoduel Quarterly* went to the printers a few days ago (as I write this, that is). By now, it should certainly have reached subscribers' mailboxes, and probably your local hobby shop, as well. I apologize for the delay. We had originally planned it for late January . . . we changed that to February

to keep it from interfering with the schedules of the other magazines . . . and its actual debut will be late March. Oh well . . . the next issue (Summer, 2033) is scheduled for late May, and should really come out about that time. The 2033 dating? Simple. The *Car Wars* universe is 50 years in our future — so *ADQ* carries a date 50 years ahead of the present one.

Speaking of *Car Wars*, we're about to go into a third printing. The new rulebook will have a number of changes — mostly small ones — to make the game run more smoothly. There will also be (hallelujah!) an index, so that you don't have to buy a new rule set (unless you want to). We'll be collecting the changes to run in *ADQ*. *Ogre* is about to be reprinted, as well, but there will be no changes at all.

A Trip to L-5

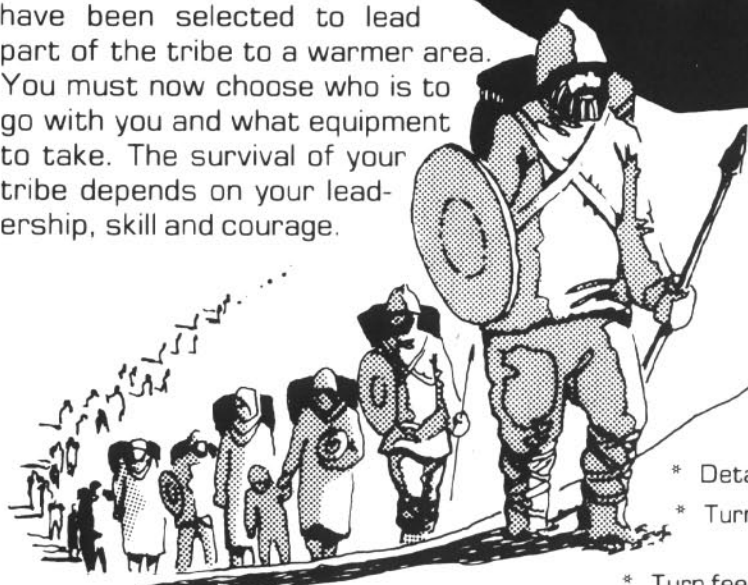
As this issue goes to press, I'll be leaving for the L-5 Space Development Conference in Houston. Some of the topics to be discussed there include Private Enterprise in Space, Military Space Systems, Terraforming, and Interstellar Migration; if it's as interesting as it promises to be, I'll report on it in a future *Where We're Going*.

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Space Gamer

The Magazine of Science Fiction Gaming



BIG LIZZIE:

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**GOLIATH: AN EXPLOSIVE NEW OGRE
THE ANDY CHERNAK INTERVIEW
THE COMPOSITE COWBOY
AND 6 PAGES OF REVIEWS**

Star Trek: The RPG



Review & Designers' Notes



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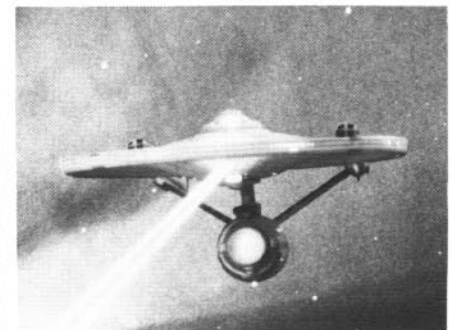
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FASA's *Star Trek: The Role-Playing Game* has entered the field with a big splash. Review and designers' notes start on page 2.

Past Phasers and Pointed Ears:

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The Story of *Star Trek:* The RPG

by Guy W. McLimore Jr. with Greg Poehlein and
David Teepool — Fantasmulations Associates

I remember exactly where I was the evening of September 8, 1966. If Perry Mason ever asks, I have my alibi ready. After 12 years of growing up with Tom Swift, Heinlein's Luna City, and Rocky Jones, I was more than ready for *Star Trek*.

As it turned out, it was just what I had wished for. From that time until June 1969, I rode along on every voyage of the U.S.S. *Enterprise*. After the last new episode was aired, there were reruns, then syndication, then an all-too-brief flirtation with an animated cartoon series. *Star Trek* grew more after its "death" than it ever did in life.

Since David Teepool, Greg Poehlein and I first met in the 1970s, our usual topics of conversation have been games, military history, heroic fantasy, and science fiction. *Star Trek* always figured prominently in that last category. Greg had been "trivia master" of a local STAR TREK interest group. Dave bemoaned the fact that no local station had showed *Star Trek* in a number of years, and that his young son Jason would grow up without the memories of the final frontier.

Back then, it never really occurred to any of us that we might have a chance to take a small part in the *Star Trek* legend. (I'm a dreamer, but I don't usually

dream quite that big . . .) For that reason, we were delighted when Jordan Weisman and Ross Babcock of FASA Corporation asked us to take a shot at turning *Star Trek* into a complete role-playing game universe.

To Dave, Greg and me, *Star Trek* was not and could not be just another game project. We had come to love *Star Trek*. We were most fortunate that Jordan and Ross felt the same way. They understood the importance of *Star Trek* to its fans, and knew that a casual exploitation of the name simply would not suffice.

On the other hand, *Star Trek* scared us a little. (A little? A lot!) Fantasmulations was a small company, established by the three of us as an independent design group. Our intent was to offer a complete design package on a job-by-job basis. FASA had already rejected the efforts of four previous design teams, and becoming Number Five would do nothing for our reputations in the industry.

Moreover, even if we could please FASA, could we please the legions of *Star Trek* fans? Never has a popular entertainment had such an active, organized, or vocal group of enthusiasts. The *Star Trek* community, by its acceptance or rejection of a *Star Trek* role-playing system, could make or break the system, the company, and the designers.

Ego and greed overcame fear. (How's that for honesty . . .) We took the assignment.

The design of *Star Trek: The Role-Playing Game* is not very representative of how such things are normally done. We faced the same time pressure and adaptation problems as did the designers of such efforts as *Call of Cthulhu* and *Thieves' World* (two game adaptations we much admire, by the way). Working on *Star Trek* made us appreciate the time and effort that goes into adapting someone else's visions and dreams into numbers, counters, and rules.

Star Trek presented its own problems as well. FASA is based in Chicago, while our Fantasmulations Associates group works out of Southern Indiana. Often, graphics and production work at FASA had to start on a section of the rules before the rules draft of that section was finished. This necessitated a change in word processing systems from TSR-80 to Apple II (for compatibility with FASA's equipment) and long hours on the telephone almost every night.

Jordan and Ross had several basic assumptions about the game from the beginning. They wanted a simple movement/combat system for man-to-man operations, absolute authenticity in all details of the *Star Trek* universe, and —

Where We're Going by Steve Jackson



(Into Space, I Hope)

Well, sure enough, I made it to the L-5 Space Development Conference. It started on April 1, but it was definitely no joke. The conference combined the camaraderie of an sf or wargame con with an enthusiastic and businesslike atmosphere . . . a desire to buckle down and work. If this keeps up, we will be living in space.

Among those in attendance were authors Robert Heinlein and Dr. Jerry Pournelle. They, along with about a thousand others – students, engineers, writers, entrepreneurs, military men, and all sorts of “interested parties” – met, talked, and heard presentations on a variety of subjects. As at any convention, some panels were better than others. I had been looking forward to the “Military Space Systems” talk, for instance – but a large part turned out to consist of blurry, typewritten slides showing a proposed chain-of-command for a U.S. space force. But most of the lectures were worthwhile, and some – such as writer Harry Stine’s “Space Programs Around the World” and Dr. Eric Jones’ “Interstellar Migration” – were truly excellent.

A bit of opinion here: I think it’s absolutely necessary, for both the U.S. and the human race, that we learn to develop space *soon*. The energy and resources available to us out there are effectively unlimited. The solutions to all our worst problems are in space. Just waiting. All we have to do is go and get them. And the L-5 Society is helping to mobilize the resources to do just that, both through increased funding for the national space program, and through private development of space. After all, where you have unlimited energy and resources, there’s a lot of money to be made.

I’ve been a passive L-5 member for a year or so; I subscribed to their newsletter, thought “That’s a good idea” when I heard their lobbying proposals, and didn’t take the group too seriously. That’s changed. The L-5 Society is obviously a group with a great potential to affect our future – and they’re working at it *now*. I don’t have much free time these days, but some of what I have will now be spent at meetings of the Austin L-5 chapter.

The most hopeful note of the entire conference was struck at the closing ceremony. SpacePac, the pro-space lobbying group (which shares a lot of members with L-5) is trying to get a pro-space initiative proposal on the California ballot. The catch: It’ll take at least \$40,000. After hearing various “We could do this, if only” remarks, Robert Heinlein called on the audience to back up their talk with action . . . and started the “kitty” with a thousand dollars of his own. Dr. Pournelle, next to him on the podium, pledged another thousand – and the ball was rolling. Within the next hour, pledges for over \$15,000 had been collected. That space initiative is on its way!

If this interests you – and I hope it does – you can get more information about the L-5 Society by writing them at 1060 East Elm Street, Tuscon, AZ 85719. Membership is \$20 per year. And for those who want to join Heinlein and Pournelle (and myself, for that matter) in contributing to SpacePac, they can be contacted at 331 62nd Street, Oakland, CA 94618. I think the time has come when we can actually win some financial support for the space program by talking to (i.e., lobbying) our elected officials; I’ll get back to that some other month.

Battlesuit Miniatures

We have licensed Masterpiece Miniatures, of Salt Lake City, to produce 25mm metal figures for *Battlesuit*. They will be making intact and damaged suits for each type – and different styles for the two sides – plus drones. The sculpture will closely follow the counter and cover artwork, and the figures will be playable on the actual *Battlesuit* map . . . no more looking for a large hexsheet to use your figures. I’ve seen one figure prototype, and it is *nice*. Some of the figures will be on display at Dallcon, and most (if not all) of the line will be released at Origins.

Car Wars Supplements

I need to update the information I gave here a couple of months ago; we have reshuffled the material to be released this year in *Car Wars* supplements. *Supplement 2* will be released soon; it contains the Turning Key, as well as three counter sheets – one duplicate each of the *Car Wars*, *Sunday Drivers*, and *Truck Stop* counter sets. *Supplement 3* will be “East Midville,” with a 32” by 42” map that links to *Sunday Drivers*’ “Midville,” and new vehicle counters. *Supplement 4* will be “Armadillo Autoduel Arena,” with a 32” x 42” map and a set of 16 wreck counters – one for each vehicle in the original *Car Wars* set. *Autoduel Champions* will be a supplement (produced under agreement with Hero Games) for combining *Car Wars* with *Champions*. We intend to do still more supplements, but what and when are still hazy. The *Reference Screen* is also coming up soon; it will *not* include a pad of vehicle sheets (too expensive) but *will* include several new record sheets (including a larger-sized vehicle record form) which you may copy.

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The Magazine of Science Fiction Gaming



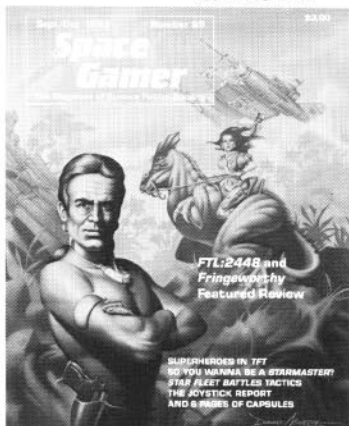
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Featured Review**

**SUPERHEROES IN TFT
SO YOU WANNA BE A STARMASTER?
STAR FLEET BATTLES TACTICS
THE JOYSTICK REPORT
AND 6 PAGES OF CAPSULES**

DAVID MARTIN
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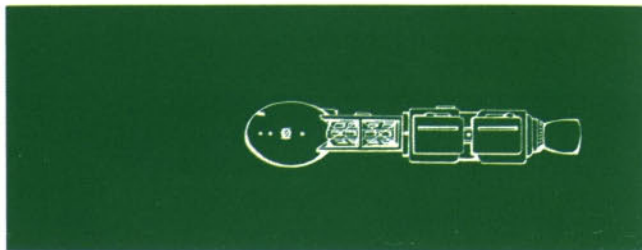
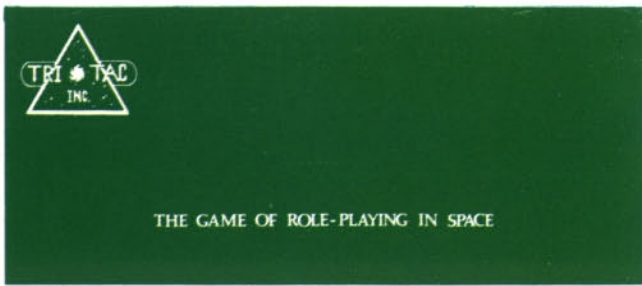
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With Metagaming's loss and the delay of *In the Name of Justice*, we're not likely to see TFT superheroes soon right? Wrong — try page 19...





Featured Review:

**Diamond
in the
Rough?**

**FTL:2448 and
Fringeworthy**

**by
William A.
Barton**

Most gamers I know enjoy playing several different role-playing systems from time to time. Unfortunately, most RPGs use such different systems that new characters have to be generated for each campaign. Except for Chaosium with their interlocking *Basic Role Playing/RuneQuest*-based games, Hero Games with the *Champions / Espionage* system and, to some extent, FGU with the *Aftermath / Bushido / Daredevils* RPGs, most game companies seem to overlook this cross-over tendency on the part of gamers.

Enter Tri-Tac, Inc. "Who?" you might say, if you're not from the Midwest area and thus have never heard of Tri-Tac).

To enlighten those not in the know, Tri-Tac, Inc., is a small Michigan game company founded by Richard Tucholka, one of the designers of the excellent *Morrow Project* after-the-holocaust RPG.

Tri-Tac has produced a line of inexpensive, off-the-wall games with names such as *Escape from Westerville State*, *Geriatric Wars* and *Pteroducktyl*. These are games that are simple, wacky, and fun. No frills, no apologies, just a half-hour or so of crazy enjoyment each, usually costing \$1.50 or less. Tri-Tac doesn't have big budgets, flashy production techniques or worldwide distribution. It only has gamers (the company is manned completely by gamers, not slick businessmen or PR hypes, etc.) – gamers who know what makes a good game and can produce items that companies such as TSR or GDW don't find profitable. They've got a sense of humor, which spills over into their games. Best of all, the folks at Tri-Tac, being gamers, have a pretty good handle on what gamers will like and find useful – such as RPGs that use the same basic systems, so that one doesn't have to waste a whole lot of time

learning a whole new system when he wants to play another type of game.

Over the past year, Tri-Tac has released RPGs which use the same basic systems for character generation, combat and other overlapping areas: *Fringeworthy* and *FTL: 2448* (a third, *Stalking the Night Fantastic*, geared to finding and stopping monsters in modern times, is due for release before this review sees print). *Fringeworthy* and *FTL* are notable in that they make use of the same game systems for ease of play and interplay, though each one should be considered a major new RPG.

Since they do share so much in common, however, they will both be covered in this review, with discussions of their joint systems and the differences due to the themes of each. To briefly note their subjects:

FTL: 2448 is a science fiction game of star travel, exploration and discovery of

enable him to use any knowledge Talent at +1 IQ for the subsequent minute.

Firefighting (2); only (1) if the character also has Climbing Talent. The character, given access to sand, water, chemicals, etc., can extinguish a megahex of fire or less per melee round on 3d6 vs. IQ.

IQ 11 Talents

Gambling (2): The character knows both cheating techniques and odds at games of chance. The skill allows +1 on any sort of dice roll used to determine outcome of a gamble.

Detective (2): The character can use principles of criminology and observation, on 3d6 vs. IQ, to identify suspicious or contraband items, similarities or ambiguities of physical evidence associated with a suspect, etc. It's similar to the *TFT* Naturalist Talent, but for use on people.

IQ 12 Talents

Gadgets (2); only (1) if the character has Mechanician Talent. This skill allows use of specific weapon or "gadget" which is not commercially available, on 3d6 vs. IQ; it does not confer the ability to fix or modify the object.

Cryptography (3): This is the ability to decode secret writings, ciphers, etc. on 3d6 vs. IQ.

Escape Artist (2); Prereq: Sleight of Hand: The character can escape ropes on 3d6 vs. DX. Escaping handcuffs, jail cells etc. requires 5d6 vs. DX+IQ.

IQ 13 Talents

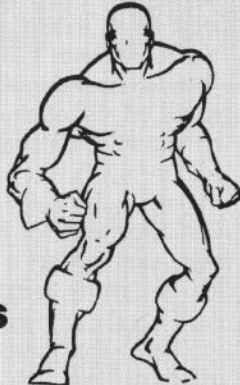
Lawyer (3): When the legality of a character's activities is called into question, or when he is confronted by hostile law enforcement officials, a character with this Talent can avoid the confrontation by recourse to legal knowledge and a convincing speech on 3d6 vs. IQ.

Eidetic Memory (3): On 3d6 vs. IQ, character will remember anything he has read or been told. He must have made the effort to commit the info to memory; it is not automatic. However, the memory is permanent thereafter.

IQ 14 Talents

Interrogation (3): If the character has an uninterrupted 12 turns to question someone who is not inclined to answer a question, and makes a 3d6 vs. IQ roll, he will obtain the answer by techniques of interrogation (subtlety, misdirection, deceit — not torture). The victim may save vs. his own IQ, as per resisting a Control Spell; however, the interrogator may continue the questioning another 12 turns.

Ambush/Assassination (2); Prereq: Silent Movement and Tracking, or Disguise. When striking from ambush, with victim unaware he is under attack, a character with this talent is +4DX and does 2 additional pips of damage with any weapon or U.C. Talent he has.



V. Powers

There are three categories of superpowers: Personal, Ranged, and Enhancement.

The superhero uses *personal* powers when exercising paranormal abilities which do not expel some sort of energy over distance. Such powers include Healing, Flying, and Shapechanging. Each personal power costs six Creation Points to buy; allotment of an additional six "doubles" the power, as explained for each individual power. To use a personal power, a superhero activates the power in the Movement Phase of a combat round, either in lieu of or together with actual movement (depending on the power). To activate the power entails rolling 3d6 vs. the relevant characteristic specified for the power.

Personal powers may be continued indefinitely, without loss of ST, by rolling against the relevant characteristic in the same phase as wizards renew their spells. If the attempt fails, the superhero may then attempt to renew the power in the Movement Phase of the same round. If a power such as Flight "fails", does not activate, it does not mean that the flier suddenly drops like a stone, but rather that he cannot fly in any specific direction until he regains control.

If a referee wishes to limit the capacities of personal powers, he may specify that they can only be used a number of times per day equal to the relevant characteristic.

Ranged Powers are those which allow superheroes to hurl energy across distances. They operate similarly to *TFT* Missile spells, except that they do not deplete the superheroes' ST. They require a 3d6 roll vs. the relevant characteristic to activate; the roll occurs in the Action Phase, when the character uses the power. If a referee wishes to limit the use of ranged powers, he may require an expen-

diture of 1 ST each time the Ranged Power is used; the ST would be recovered at the same rate as the Wizard's ST lost in spellcasting, and excessive power use would have the same damaging effects as ST lost through spellcasting. If the activation roll fails the power does not activate this round. Purchase of a Ranged power requires the allotment of eight Creation Points.

Enhancement powers do not need to be activated; they usually multiply the effectiveness of a hero's characteristics. Each enhancement requires the allotment of 12 Creation Points; they may have increased effects through the allotment of additional Creation Points, depending on the individual power.

Personal Powers

Shadow: Allows the superhero to duplicate the ability of the legendary radio show character of that name. If the superhero has one combat round to concentrate (in other words, a round when no one attacks him), and succeeds in his 3d6 roll vs. the relevant characteristic, he can move unseen as if using the *TFT* Invisibility spell. Doubling this power confers actual invisibility, usable against animals or mechanical light sensors as well as people. IQ is the relevant characteristic.

Light: The character can glow, as per a *TFT* lantern. Doubling confers the equivalent of a Dazzle spell for each turn the power is activated. ST is the relevant characteristic.



Where We're Going by Steve Jackson



Curse me. Revile me. Put dead bats on my head.

A few issues back I swore solemnly that we would have certain things as Origins releases — including the very-long-awaited *Ogre/G.E.V.* supplement. Well, guess what isn't out yet.

The reasons are simple: SJG is suffering from growing pains. It's harder to keep a 30-employee company organized than it is a 10-employee company. And I'm spending more time managing and less time designing. I'm not our only designer. I'm not even our only *in-house* designer. But I'm still the prime source of design and development work — and when I'm too busy to play games, new releases get delayed.

In the long run, what I have to do is find someone who has management talent, understands games and the game business, and is *interested* enough in this business to work for (face it!) a lower salary than he could command from Uncle Sam or the oil companies. When I find that person, I'll go back to full-time game design. In the meantime, things will move more slowly than they did last year.

We did have three "pre-Origins" releases. *Cardboard Heroes* Fantasy Set 11 was another Denis Loubet set of "generic" player characters. Fantasy Set



12 was painted by Robert Charrette and comprised 36 assorted Japanese figures. Not much use if you don't want to run an Oriental adventure — invaluable if you do. Finally, *Car Wars* Expansion Set 2 included duplicate sets of the *Car Wars/Truck Stop/Sunday Drivers* counters, plus a turning key. These are all \$3.00 items.

Our actual Origins releases number only two, but they're both major works. The *Car Wars* Reference Screen is self-explanatory. It's cardboard, with three 8½" x 11" panels, and includes a copiable set of large-sized vehicle and pedestrian record sheets. It sells for \$5.00.

The other release is something of a coup — a combination supplement for both *Car Wars* and Hero Games' *Champions*. You want autoduelling in the world of superheroes? You want super-powered characters in your *Car Wars* campaign? You've got 'em.

As far as I know, *Autoduel Champions* is the first supplement ever produced to *seriously* combine two different game systems, from two different publishers, in two different genres . . . and it even works! It's in two sections; you do *not* have to have *both Car Wars* and *Champions* to use *Autoduel Champions*, because it works with *either*. It includes a large-sized double-sided map and an 11" x 17" bind-in sheet of full-color counters in both *Car Wars* and *Champions* scales.

I'm really pleased with this booklet; Aaron Allston did a good job on the rules (carefully watched over by the Hero Games folks and myself to insure that everything stayed true to the parent systems) and Denis Loubet did his usual great job on the cover and counters. I know — I'm waxing a bit enthusiastic. Hype, Stevie, hype. But this one really is a lot of fun. Let me know what you think about it.

Probably the Last Word on *The Fantasy Trip*

Last month in *Fantasy Gamer* I mentioned that, knuckling under to popular demand, I had contacted Metagaming about a repurchase of the *TFT* copyright. I didn't want to see the *TFT* system die, and a lot of you didn't, either.

Unfortunately, it appears that their asking price is a lot higher — a *whole* lot higher — than anything I could justify as a reasonable offering price. (And if I *did* have a quarter of a million dollars to spare, I might find something else to spend it on . . .) At this point, I'm afraid republication of *TFT* is unlikely.

However, your letters have impelled me to get back to work on a new RPG system — the one I've been mentioning here for the last year or so. In my copious free time, I'll see what I can do. I might be able to get the character generation and basic combat rules ready before too much longer, if all goes well. (Ha!)

Computers Again

Some time ago, we gave up on the idea of producing computer games ourselves, and began semi-covert talks with a number of larger computer companies. Object: license *them* the games. Twice, these talks got as far as contract drafts before breaking down. (In both cases, the company's stock plummeted shortly afterwards. This is only coincidence . . . I think.) Anyway, we are now working on a deal with a new software company: "new" as in "not operating yet," and "software" as in "they don't sell computers, only programs." This one looks pretty good; I'll talk more about it when it's final, but it's just barely possible that you could see *Car Wars* and *Ogre* for the Apple, Commodore(s), and/or IBM by Christmas.

Nov/Dec 1983

Number 66

\$3.00

Space Gamer

The Magazine of Science Fiction Gaming

TWO
Complete Games
In This Issue!
ORBIT WAR
SHUTTLEWARS



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STAR TREK —
THE CORRESPONDENCE GAME
INTERSTELLAR WARS
ABERRATIONS IN COSMIC ENCOUNTER
THE FINAGLE FIASCO
STARWEB — SECRETS OF THE WEB
AND 6 PAGES OF CAPSULES

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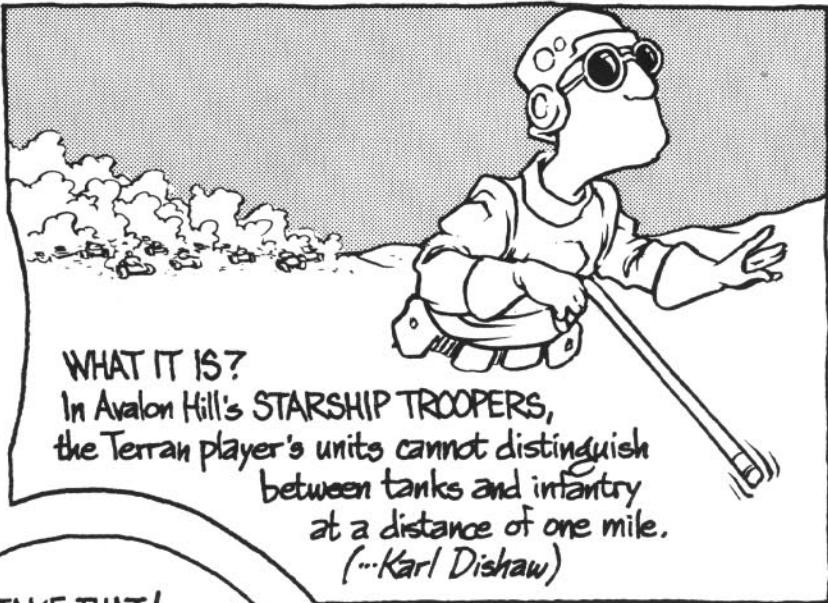
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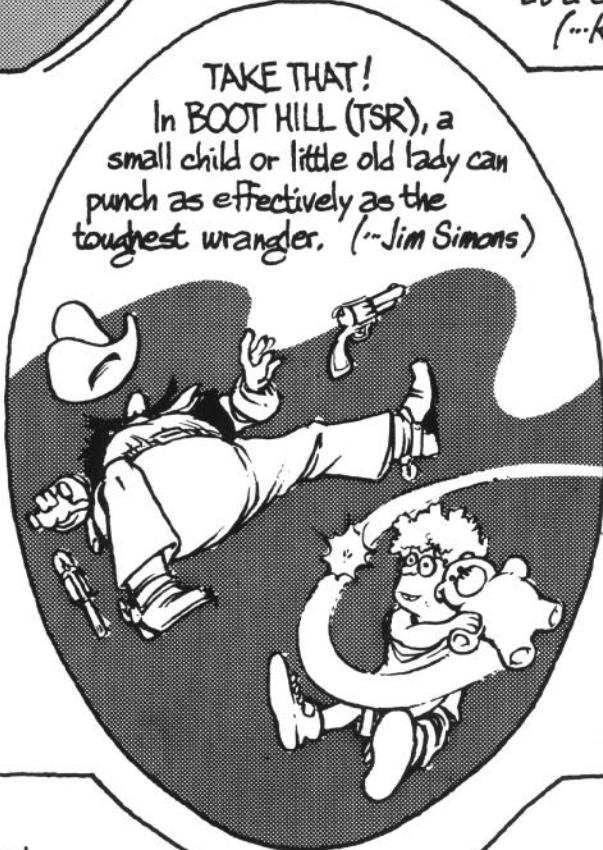


WHAT IT IS?
In Avalon Hill's **STARSHIP TROOPERS**, the Terran player's units cannot distinguish between tanks and infantry at a distance of one mile.
(...Karl Dishaw)

TRY A FIRECRACKER...
In TSR's **TOP SECRET**, it usually takes three grenade explosions to kill the average player-character-agent.
(...W.G. Armintrout)



TAKE THAT!
In **BOOT HILL (TSR)**, a small child or little old lady can punch as effectively as the toughest wrangler.
(...Jim Simons)




QUICK STOP ...
In **CAR WARS** (Steve Jackson Games), a car can go from 30 mph to an instant stop with only a 50 per cent chance of skidding.
(...Chris Smith)

BLAST AWAY...
The fastest spies in Hero Games' **ESPIONAGE** can load, fire until emptied, and reload their Uzi submachine guns three times in 12 seconds.
(...W.G. Armintrout)



BEN SARGENT



DON'T MESS WITH ME...
In Yaquinto's **BEACHHEAD**, a single Japanese commander has four times the firepower of a 10-man squad.
(...Karl Westerholm)

PBM Update

Adventures By Mail

Company News: This year we attended ORIGINS '83 in Detroit. In addition to exhibiting at the PBM display booth we held two Adventures By Mail seminars and participated in the PBM panel discussion with several other PBM companies and Rich Buda of the magazine *Nuts & Bolts of Gaming*. We would like to thank all of our players who attended. We enjoyed the feedback and discussions immensely. All totalled we met about 50-60 of our players there. Naturally *Beyond the Stellar Empire* was the most discussed game. This was especially true since many high level players from the Imperials, GTT, AFT, SSL, FET and SMS attended. We'd especially like to thank Alan Binkow who arranged a special party for all BSE players, at his own expense.

Beyond The Stellar Empire

A large IAN fleet was defeated recently after attempting to remove the Flagritz base on OWL's Lair in the Applecore System.

In retaliation for Community attacks against the starports of GTT Bome and GTT Hypso, the GTT has retaliated by attacking the Community home base of IND Yert's Glory. The GTT Valka, GTT Iron Maiden and GTT Grundy County were all lost in this attack but Yert's Glory was heavily damaged from the bombardment.

LCDR Baldwin of the ISS Relentless has reported to the CPT that the planet EKILL in the Texas System has an atmosphere containing a previously unknown hydrocarbon and that it should be treated with caution.

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Merger talks between the QFP and SMS have ended in failure but rumors abound of an impending WCE-QFP merger.

The new Spaceliner class starships are destined to arrive in the Capellan Periphery shortly. It is expected they will be assigned to the Capellan Periphery Passenger Service immediately upon their arrival.

The Emperor announces the end of the special bonus for colonization of three or more systems beyond the Capellan System.

Schubel & Son

The Tribes of Crane

Crane I: After a year and a half of civil war the once-proud city of Xenia at last may have achieved peace. The Grand Union's High Kinglord had long been concerned about the events in Xenia, and early in the fighting had dispatched his envoy, Pragan, to observe the actions of the participants. With his observations complete and the war once again escalating, Pragan contacted the faction leaders to end the fighting and to hold a formal court of inquiry.

Pragan has decided that Kinglord Baser will become the new city leader; Wandering Shaman Lytol will retain his present position with a reduction of his powers; and War Shaman Vongar will be reassigned to the nearby city of Zadar. Sygmata Khan was asked to renounce his claim to the city leadership and withdraw with his forces from Xenia and Pragan, in turn, supervised the removal of barricades and the withdrawal of hostile forces before turning over the city leadership to Baser. The Xenian civil war is finally over!

Crane II: For over a year the forces of the Cult have battled those of Toucan, renegade Shaman, formally of the city of Seam. Meanwhile, the Cult forces have suffered numerous defeats, most notable of which was the rape of Warak and the sack of Decca. The Cult's only remaining base in the area was the small city of Zey and its city leader, Marcus, knew that he must strike a killing blow at Toucan's forces or the city would surely fall.

Marcus, sailing north with the Cult fleet, spotted Toucan and six allied tribes, less than half his fleet! The Cult forces immediately attacked, eight tribes in a frontal assault, two tribes attacking the flanks and two raiding forces attacking the rear, with three tribes in reserve. What resulted was the greatest naval clash in the history of Crane II. In the end, the Cult fleet was victorious. Continued fighting is expected as both sides rush in reinforcements.

StarMaster

In the 4th Dimension, the well known Valkyrian Empire is once again on the rampage, apparently attempting to conquer the entire dimension! Their first victims were the Chronometric Humans of Chronos #3, who were completely destroyed. The next Valkyrian target would be Chronos #2, home of the Red Gammau Cybernauts.

The Gammau Cybernauts are a strange life-

form that is a fusion of protoplasm and machine. They build themselves into hundreds of diverse shapes to perform any task. Several hundred years ago the Gammau Cybernauts attempted to invade the 3rd dimension in an attempt to end incursions into the 4th dimension; their invasions were disorganized and unsuccessful.

In the first attack on Chronos #2 a terrible battle ensued; only a single War Globe, the Gammau flagship, survived.

The Valkyrians attacked before the Cybernauts could rebuild their defenses. Chronos #2 is now free of space defenses, virtually defenseless; only Chronos #1 remains free of Valkyrian dominance.

Starventure

In the Ulysses system the destroyer Got-Ya-1 has been wreaking havoc with its newly equipped space fighter. The Got-Ya-1 recently attacked the destroyer Asgard and damaged the destroyer Eric and the medium freighters Moire and Shenandoah. Elsewhere, in the Procyon system the destroyer ASP IX attacked and captured the light freighter Rubscrub and in the Ptolemy system the ground party SWAT attacked and captured the small, lightly defended colony UNKNOWN.

Capps & Capps

Galac-Tac

Just a reminder: The *last* number in your account number tells what galaxy you are in!

Galaxy I: A couple of ship battles have occurred and meetings for negotiations are being set up.

Galaxy II: There are rumors of a large fleet taking up three quadrants. There have been lots of hit and run ("HIDE & SEEK GAMES") between several empires. One quadrant remains very peaceful and quiet.

Galaxy III: There are some "peaceful" meetings in progress. A few empires have sent more ships out to explore the stars!

Galaxy IV: The party is underway! Nearby, a small battle happened and there are rumors that prisoners were taken. This incident has alerted a few Commanders to be more, say, cautious.

Galaxy V: There are some empires that did not waste any time in building up forces and there have been several attacks and little exploring of the galaxy.

Galaxy VI: Things are very quiet. No action in the skies yet.

Galaxy VII: The Supreme Commanders of the different empires are busy building ships, training cadets at their Academies, assigning and Welcoming ministers and a little exploring has begun.

Galaxy VIII: Closed out on June 20th, 1983. Just received their rule books and during August will be setting up their worlds and having their first turn.

Galaxies IX through XIV: OPENED FOR PLAYERS!

Galaxy XV: (A big maybe) If there is enough response to the invitation this galaxy will exist. This game is the "overseas" game that has been requested by several players! It is recommended for those that are in the services, CANADA, ENGLAND - anywhere overseas and for those with little time for two turns a month. If we get enough responses, the players will choose between a four week or a six week turn-around time. *There must be at least eight players for this 'game to be.'*

-War Mongrel

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Space Gamer

The Magazine of Science Fiction Gaming

CAN YOU SURVIVE THE
*Interdiction
Station...*
A GENERIC SF-RPG
SCENARIO

ORBIT WAR
ADVANCED RULES AND
DESIGNER'S NOTES

FEATURED REVIEWS
JAMES BOND 007
MSPE
ESPIONAGE!
NEW PBM COLUMN —
"KEEPING POSTED"
AND 5 PAGES OF CAPSULES



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PBM Update

Adventures By Mail

Company News: At Origins '83, there was considerable discussion of the problems faced by Canadian players of U.S.-based PBM games. To solve some of these problems, we are very interested in starting an "all Canadian" game of *Capitol* with one turn per month (instead of three). In order to begin such a game, we need help. Any Canadian players interested in joining such a game or in helping us recruit other Canadian players should write us for more information.

GAMES Magazine chose *Beyond the Stellar Empire* as one of the top 100 games of 1983. It was the only PBM game so honored.

Beyond the Stellar Empire

The USS Second Fleet engaged the most powerful Flagritz fleet ever encountered. Twenty-one USS ships attacked two baseships, a scout and a captured human ship. The terrible results: Six USS ships destroyed plus several severely damaged. The Flagritz lost the captured human ship, saw their scout crippled but not captured, and their baseships took a tremendous amount of damage, yet were still functional. The USS fleet has returned to its home port for repairs and R&R.

The FET colony LORIT was vanquished by natives, possibly aided by some unknown entity. The FET Marduk, first to arrive on the scene, is picking up the pieces.

SSL colony Korlus is being investigated by the ISP on allegations of genocide. Emite the Clean, Head Squeek Of All The Burrows, estimated that the Lemites killed numbered in excess of 100,000. "If I don't get that murderous governor, my pups will!" Emite said.

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Capitol

Game 1: IVAKA's position of first place is quite solid. ZXY and SLEEN are in second and third respectively, but are not close to catching IVAKA. PI VI CE, CHATAN, ALDRYAMI, GROGNARDS, and CHITIN are expanding rapidly.

Game 2: The WEEBLES are in first, but just barely. All 12 races are quite active, with several minor skirmishes occurring. The ETTINITES look tough.

Game 3: Setups are being processed.

Warboid World

The number of shutdowns is rapidly increasing in the first and second groups of games. In fact, several games have had about half of the players shut down and at least one player has shut down two enemy STIC's in the same game.

Schubel & Son

Company News: We are pleased to announce the opening of our fourth *StarMaster* galaxy, the Southern Galaxy, and that work has begun on *StarMaster II*, which will be an updated and improved variant of the original *StarMaster*. The release of *StarMaster II* is expected in late 1984.

StarMaster

In the Central galaxy, the might Yarki Theocracy attacked the homeworld of the Shi'ar Divine Meld. After defeating the planet's naval defenses, the Yarki telepaths landed a force of 20 Fanatics, 10 Sorcerer-Guards and 10 of the advanced Biologist units. The Yarki planned to systematically sweep the planet with their Fanatic and Sorcerer-Guard units and call in their elite Biologist units to crush enemy strongholds. The Shi'ar defending units, 34 Warrior-Guards and 27 Legionnaire-Guards, were quickly located and eliminated by the Yarki after heavy fighting. With the fall of the last defenders, the Shi'ar leadership detonated their stockpile of 50 Hydrogen bombs and 10 Cobalt Fusion bombs. The terrific explosions that followed destroyed 100 megacities and two Yarki Sorcerer-Guards. The planet had fallen!

—Duane Wilcoxson

Central Texas Computing

Company News: First, another major rules expansion has just been completed. The Etuel may be able to help players who ask for specific items. Second, rising costs have forced us to increase fees, effective January 1, 1984. Setup (including two turns) will be \$11.00, and each succeeding turn will be \$3.50. Last, but not least, you can expect Quadrants IX–XII to begin opening in the first quarter of 1984, due to demand.

Universe III

Quadrant V: The Etuel appear to be introducing new equipment to make colony operation less dangerous. Rumors abound of a major battle over an inhabitable planet on the west side of the quadrant. It is not clear whether this is a

limited action or part of an all-out inter-alliance war, but none of the alien races appear to be taking part at this time.

Quadrant VI: Several colonies have begun large-scale production of military equipment. It is not clear at this time whether this production is for defensive purposes or whether it presages some form of aggressive action against other Terran colonies.

Quadrant VII: Several alliances are placing beacon nets to cover the quadrant. According to the Etuel, these beacons are used to track the presence of starships virtually anywhere in the quadrant, and will be a vital part of any future conflict here. No player has yet succeeded in finding and destroying a beacon.

Quadrant VIII: The Alar continue to reject attempts to contact them, as do the Regajians and Muar. There is much speculation over whether or not these races have found a way to hide entire star systems. If so, it is unclear when or how they intend to make their presence known. If not, where are they?

Clemens and Associates

Company News: While there are still openings in quadrants I through IV for players who wish to join their friends who are already playing *Universe II*, we have added a new quadrant, XXI, and it is completely different from the others. The first ships have just been assigned in this new space.

We have made arrangements to start an entirely separate game of *Universe II* for players in Australia and surrounding areas. They will compete only with players having the same postal times to the USA. Any players interested may contact: Chameleon Games, G.P.O. Box 2302, Sydney, 2001, Australia.

Universe II

Quadrant I: The war between the Regajian Empire and the Unity Alliance is in a stage of regrouping. Both sides seem to be preparing for a decisive battle. In the Harris area, the ILOC forces counter-attacked with devastating effect. One UES ship was completely destroyed. The sacrifices by the brave UES commanders have enabled the Etuel to complete the defensive force fields around Harris, Merga and Alkaid.

Quadrant II: The Ixtli attack on the Etuel star system of Alula has again been broken. One outlaw ship, the Falcon, was virtually destroyed by the UES Knights defending Alula. Reinforcements for both sides are arriving. Regajian Empire ships have been sighted in the Zosma area. Their presence raises many questions.

Quadrant III: The Unity Alliance is also at war in this quadrant. Pitched battles are raging around the star system at AM42, with the Unity ship Wahoowa scoring the first kill on an Order of Lafitte ship. Meanwhile, colonization activity proceeds at a rapid pace in the Nocer area. Little conflict has been reported in this area.

Quadrant IV: There are unconfirmed reports that the Triad Alliance bases have been attacked by LOTDP forces. It is unknown if this was only a raid or the start of a major war. STA ships have begun probing the perimeter of the Unity Confederation. In the Muar Empire, MSS ships have succeeded in driving most of the UES ships from their Empire.

Quadrant XXI: Starships have begun trading at Gysarme. Nearby, starship 4066D (*Starling*) was the first to discover an uncivilized star system in this quadrant. It is reported that starships belonging to the Cetusville Alliance have been sighted near Putjor.

—Jon Clemens

March/April 1984

Number 68

\$3.00

Space Gamer

The Magazine of Science Fiction Games

Rescue
the Captives
on the . . .

Island of Entellope

A Generic Post-Holocaust Adventure

The Ogres are Under the Ice!

ICEPICK

An *OGRE* Scenario with new units
by Craig York and Steve Jackson

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NUCLEAR ESCALATION

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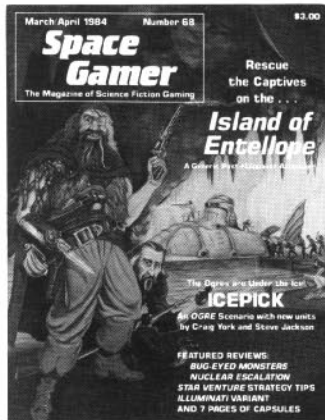
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and several alliances are being formed. The most prominent new alliance appears to be the Terril alliance based in the southern part of the Greater Plains. The Terril alliance appears to support efforts to eliminate the hated Xlashe and their human allies but their exact relationship with Terran Command is uncertain.

Global Supremacy

In Game #1, heavy fighting continues in the western hemisphere. In South America, a powerful Brazilian division invaded Venezuela, heavily supported with chemical and tactical nuclear weapons. The Brazilian force attacked the vast military-industrial complex at Cumana. The Venezuelan defenders were well prepared and easily withstood the initial armored and chemical attacks, forcing the Brazilians to unleash their nuclear arsenal! The effect was devastating and quickly the defenses crumbled, as well as much of the cities' buildings and factories.

—Duane Wilcoxson

Clemens & Associates

Universe II

Quadrant I: One Unity Alliance ship has released a Sing Nahrev doomsday machine within the Regajian Empire and another Unity ship is at the edge of the empire with four more. This is a major escalation of the hostilities at a time when peace talks between Unity and the Regajians were in process. Rumors abound that the Ixtli Empire is planning an invasion of the Regajian areas.

Quadrant II: The Ixtli Empire fleet of the Unity Alliance which was successful in their attack on Alula has started to move toward Zosma. The expansion of the Ixtli forces is

causing concern among the United Etuel Starships, as is the rumor that there are Ixtli spies within the UES membership. It will require a massive effort by the UES members to stop the invasion.

Quadrant III: In the war between the Order of Lafitte and the Unity Alliance, damage to the OL ships has been spread evenly, while Unity ships Wahoowa and Stormqueen were heavily damaged. Elsewhere, the UES Tortuga has attacked and destroyed the UTSC Universal. This may be a diversion to keep the UTSC Alliance from intervening in the Unity/OL war.

Quadrant IV: It is rumored that the UES Zhukov has picked up secret senior system equipment at Hydra and is attempting to take this equipment to Quadrant I. This equipment could have a significant effect on the balance of power in Quadrant I. In the Muar Empire, there is considerable activity in the area near Circinus. While no major wars are in progress, most factions continue to probe the areas controlled by their enemies.

Quadrant XXI: Starships of the STA Alliance have been seen frequently at Gysarme. They seem to be making this their base of operations. Meanwhile, members of the Starfarers Guild have moved toward Eyess. On the far side of the quadrant, the Regajian Empire celebrated the arrival of the ships belonging to the Cetusville Alliance.

—Jon Clemens

Central Texas Computing, Inc.

Company News: First, another major rules expansion has just been completed. The Etuel may be able to help players who ask for specific items. Second, rising costs have forced us to increase fees, effective January 1, 1984. Setup

(including two turns) will be \$11.00, and each succeeding turn will be \$3.50.

We have recently moved to a larger office space. Since we are in the same building, our mailing address remains the same, but we are changing over to a post office box and will keep you advised.

We're also in the process of hiring an independent software designer to move *Nomads* to the Lisa and to do new mapping and graphics for us. This will (unfortunately) delay the release of *Nomads*, but when you see it, you'll agree the detailed results are worth it!

Universe III

Several players have taken damage and crew loss through the use of propulsion pods. The Etuel claim to be unable to prevent this at present, but are rumored to be working on a device to prevent this damage.

Quadrant VI: Alliances in Quadrant VI appear to be making a concerted effort to eliminate rogue Terran ships who prey on their companions from Earth. There are rumors of large purchases of Sing Nahrevs, the robot battlewagons, but no one seems to know who is buying these or to what use they are to be put.

Quadrant VII: Colonization has stepped up with the discovery of new habitable planets, some of which are inside the border regions of alien empires. There are no reports of any alien reaction to date, but the Terran colonists appear to be fortifying against possible attacks.

Quadrant VIII: Several colonies have begun underwater mining ventures, with notable success. New equipment purchased from the Etuel seems to be lessening the impact of natural disasters, but the losses at some colonies are still high.



Feudal Lords

The first pbm game of economic development, military conquest, and medieval intrigue

FEUDAL LORDS is a computer-moderated correspondence game in which up to 15 players vie to become King of Arthurian England.

You, as head of a fiefdom, have 30 types of military, economic, and diplomatic orders available.

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— You can acquire vassals and influence through force or diplomacy

— You can spy on other fiefdoms.

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ENTRY: \$10.00 for the rulebook, set-up, and first three turns; \$2.50 per turn.

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Each unit represents a single fighting man in his powered armor. Extra-large counters are provided for four types of suits, four levels of damaged suits, and three types of drones. "Panic" and "jump" chits are also included. Six scenarios are provided, ranging from a "training" combat to full-scale battles. **BATTLESUIT** introduces a new tactical system of mapping and movement. Either player may interrupt enemy movement with "reaction fire." But if a unit doesn't take its reaction fire soon enough, it may not get the chance — it'll be dead! \$5.00

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MAN-TO-MAN COMBAT IN THE WORLD OF **OGRE**

May/June 1984

Number 69

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Space Gamer

The Magazine of Science Fiction Gaming

A
Motorcycle
Combat
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Junkyard Hogs



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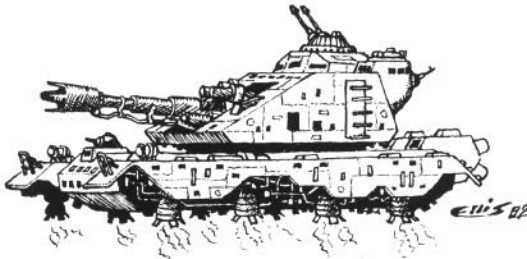
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are: an Officer pointing, a Medic, two Firing, a Plasma Gunner, an NCO with night laser, two Assaulting, and one Firing While Kneeling. The tiny booklet enclosed includes a description of an officer character, a situation involving tech-12 mercenaries, and a sketch map of Trachon Starport.

The nine standing figures are appropriate for a squad. Details of the figures' elbow and knee joints, helmets, weaponry, and backpacks are well defined. The base of each figure is marked with an identifying number which corresponds to the picture enclosed in the box. Only about three points in the whole set of twelve figures have excess flash — quite frankly, the least I have ever found in a set of figures. The scenario enclosed sets up an action that is logical even for the small scope of the few pages presented. The page of figure illustrations included in the box is a real plus. In addition to the gaping

hole in the chest of the Casualty figure is a look of bewilderment in the figure's eyes, as seen through the slot in his helmet.

The 25mm figures require redrawing from scale maps because there are no approved-for-Traveller maps at this scale. However, the difference in the ease of painting 25mm figures and the greater detail possible make this particular problem worth overcoming.

Getting picky, one can find two minor flaws. The first is that the prone figures have no detail on the bottom of their feet. The second is the lack of detail at the top of the 'Firing' figure's backpack, detail which is present in the other figures.

If you want 25mm figures for Traveller, other SFRPGs, or just to paint and display, then this set from Grenadier is well worth \$10.

—Ed Edwards

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Feudal Lords

The original medieval pbm game of economic development, military conquest, and political intrigue.

Feudal Lords is a computer-moderated play-by-mail strategic game of power politics set in Arthurian England.

Each player is the lord of a medieval fiefdom seeking to become King against up to 14 other players and over 30 non-player lords controlled by the computer. To accomplish this task, a player may select from over 30 types of military, economic, and diplomatic orders each turn.

- The game is processed entirely by computer for fast, accurate, and impartial results.
- A two-page computer printout details each turn's economic results and reports all major battles fought.
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The Magazine of Science Fiction Gaming

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Feature Review



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A Super-powered Adventure

**COMPUTER FICTION
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AND 14 PAGES OF CAPSULES**

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Victory Leads Origins Awards

Victory Games and Blade/Flying Buffalo took the major awards at Origins '84 on June 23 in Dallas, Texas. Victory took Best Roleplaying Rules for *James Bond 007*, as well as Best Pre-20th Century Boardgame and Best 20th Century Boardgame. Blade won its awards for Best Roleplaying Adventure and Best Science Fiction Boardgame. Nova Games' *Lost Worlds* won the Best Fantasy Boardgame Award. A complete list of winners:

Winning the H.G. Wells Award for Excellence in Miniatures and Roleplaying: Best Historical Figure Series, *25mm Siege Equipment* (RAFM); Best Fantasy/SF Figure Series, *25mm Call of Cthulhu* (Grenadier Models); Best Vehicular Series, *25mm Dwarf Steam Cannon* (Ral Partha); Best Miniatures Rules, *Johnny Reb* (Adventure Games Inc.); Best Roleplaying Rules, *James Bond 007* (Victory Games); Best Roleplaying Adventure, *Stormhaven* (Blade/Flying Buffalo); Best Professional Miniatures Magazine, *The Courier*; and Best Professional Roleplaying Magazine, *Dragon*.

Winning the Charles Roberts Awards for Excellence in Boardgaming: Best Pre-20th Century Boardgame, *The Civil War* (Victory

Games); Best 20th Century Boardgame, *Am-bush!* (Victory Games); Best Science Fiction Boardgame, *Nuclear Escalation* (Blade/Flying Buffalo); Best Fantasy Boardgame, *Lost Worlds* (Nova Games); Best Professional Boardgaming Magazine, *Fire & Movement*;

Best Adventure Game for Home Computer, *Knights of the Desert* (SSI); Best Amateur Adventure Gaming Magazine, *Journal of 20th Century Wargaming*; and elected to the Adventure Gaming Hall of Fame, Dave Arneson, co-designer of *Dungeons & Dragons*.

Only games released in calendar year 1983 were eligible for this year's awards.

New & Upcoming Releases

Nova, Ral Partha Team Up

Nova Game Designs has teamed up with Ral Partha to produce a boxed introductory *Lost Worlds* set that will include miniatures and scenarios. The sets will replace the current two-book sets being produced, Nova president Jim Rosinus said.

The set will include a three-dimensional terrain board, four lead figures (two of each combatant), six accessories such as tables, swords, and other furniture, two *Lost Worlds* books, and another booklet with suggested scenarios. Current plans are for one set to feature the "Man in Chainmail" and "Skeleton" books, and the other to use the "Goblin with Mace" and "Dwarf with Axe" books. Suggested retail price is \$16.95.

Plans down the line for Nova include *Tall Ships*, a picture book game of fighting sailing vessels; and *Wing Leader*, an *Ace of Aces*-style picture book game of World War II air combat. Planned releases in the *Wing Leader* line include a Spitfire vs. a ME-109, a P-51 vs. a FW-190, and (tentatively) a Corsair vs. a Zero.

Hero Games Plans *Espionage* Revision

Hero Games, publisher of *Champions* and the new *Justice, Inc.*, is now working on a total revision of its modern-era spy roleplaying game, *Espionage*.

"We're ripping it apart and putting it back together again," designer Steve Peterson said. The revised game will even have a new title — *Danger International*. It will include additional game backgrounds, new art, and some additional rules. Owners of the *Espionage* game, Peterson said, will be able to get the new and changed material in *Danger International* for a small fee.

Other releases from Hero Games include *Trail of the Gold Spike*, the first *Justice, Inc.* adventure (with accompanying statistics for *Call of Cthulhu*, *Daredevils*, and *Mercenaries, Spies and Private Eyes*) released at Gen-Con 17; *Enemies III*, a supplement for *Champions* due out in October; and *Organizations Book II*, another *Champions* supplement, due out in November.

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Convention Calendar

Cleveland, OH — NOWSCON '84, Sept. 29-30. Napoleonics, Micro Armor, other miniatures, boardgaming, and auction. Contact Northern Ohio Wargaming Society, Box 29116, Parma, OH 44129.

Minneapolis, MN — U-CON 2, Oct. 5-7. Gaming con held on the campus of the University of Minnesota. Contact U-Con 2, 262 Sherburne Ave., St. Paul, MN 55103.

Schenectady, NY — TENTH ANNUAL COUNCIL OF FIVE NATIONS, Oct. 5-8. Gaming con. Contact I.M. Lord, SWA 10th Council, 1639 Eastern Parkway, Schenectady, NY 12309.

Mile End, Australia — SAGACON, Oct. 6. Gaming convention way down under, on the campus of Adelaide University. Contact SaGaCon, c/o Homer Zeitzy, 2 Cowra St., Mile End S.A. 5031, Australia.

Lincoln, NE — LIN-CON VI, Oct. 12-14. Gaming con. Contact Lin-Con VI, c/o Hobby Town, 134 North 13th St., Lincoln, NE 68508.

Denver, CO — CRUSADER CON IV, Oct. 19-21. Game tournaments, computer room, more, on the campus of Metropolitan State College. Contact The Auraria Gamer's Club, Box 13395, Denver, CO 80201-3395.

Columbus, OH — COGACON '84, Oct. 20-21. Gaming con on the Ohio State campus. Contact Paul T. Riegel, c/o War Game Designs, 6119 East Main St. #202, Columbus, OH 43213.

Amherst, MA — U-MASS CON, Dec. 1-2. Gaming convention on the University of Massachusetts campus. Contact U-Mass Con, U-Mass Grenadier Society, Box 117, Amherst, MA 01002.

Seattle, WA — RUSTYCON II, Jan. 18-20, 1985. SF con with some gaming. Contact Rustycon, Box 47132, Seattle, WA 98146.

Houston, TX — CONTEX II, Feb. 15-17, 1985. SF con with some gaming. Marion Zimmer Bradley is Guest of Honor. Contact CONTEX II, c/o Friends of Fandom, P.O. Box 772473, Houston, TX 77215.

#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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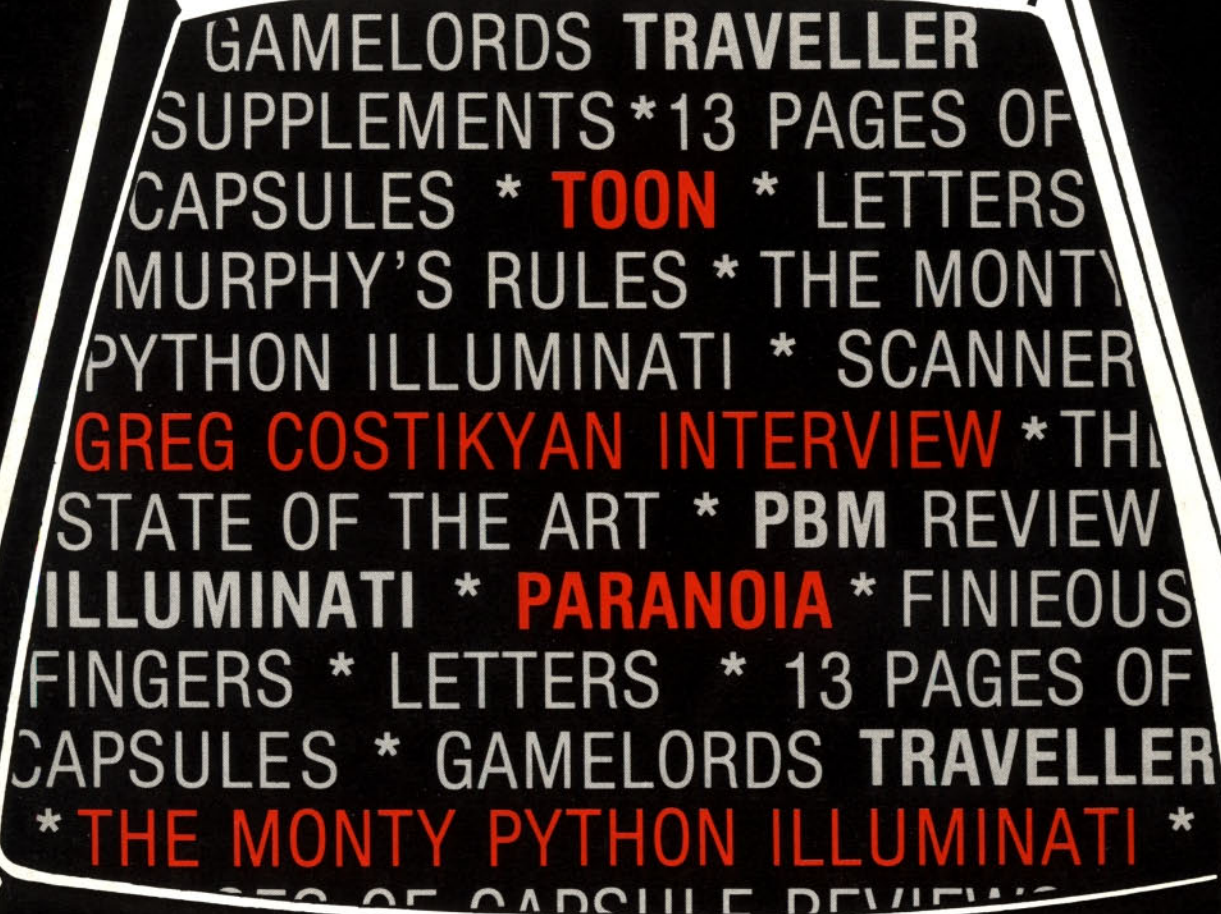
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Illuminati

SJ Games' ever-popular conspiracy continues to provoke devils little articles, as well as a play-by-mail game and yet another expansion set. The machinations begin on page 20.

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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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THIEVES' GUILD/HAVEN



ROLEPLAYING TOLKIEN



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SPECIAL SECTION

Cities

They're neglected sites for your fantasy roleplaying scenarios. An in-depth article and a featured review of one major city-in-a-box help you grapple with the urban environment. We don't say it will keep you alive on New York's subways, but . . .

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New & Upcoming: 1985

Here's a rundown of the 1985 publication plans for most of the major companies in the adventure gaming industry:

The Avalon Hill Game Company: In spring AH is publishing two modules for its *Dune* game, both designed by the Eon (Future Pastimes) team: *The Duel* (\$14) and *Spice Harvest* (\$10). *Stellar Conquest*, formerly from Metagaming, will be republished by Avalon Hill in February (\$24). *Perilous Lands* (\$20) and *The Book of Tables* (\$10) are supplements for *Powers & Perils*; *Omegakron* (\$8) is a supplement for *Lords of Creation*. For *RuneQuest*, *Monster Coliseum* (\$16) will also be available in spring. An ambitious software publishing schedule includes *Beastwar* (\$25) for the Apple, described as "like chess played on a dartboard"; *Incunabula* (\$30) for the IBM-PC, a game of the dawn of civilization; and a computer version of *Circus Maximus* (\$25), also for the IBM.

1984 was a "good year" for Avalon Hill, according to Jack Dott, although it was also "a rough year" and AH didn't do "as well as projected." Dott was optimistic about 1985.

Fantasy Games Unlimited: According to Scott Bizar of FGU, 1985 will see *Flashing Blades*, an RPG of the *Three Musketeers* period (\$12), plus at least one supplement (*Parisian Adventures*, \$5). Also planned is *Mad Dogs and Englishmen*, an RPG covering the entire Victorian era, with emphasis on the 1880s and '90s. Bizar plans to publish 10-12 adventures for *Villains and Vigilantes*, FGU's bestseller; these will include licensed supplements based on the *DNAgents*, *Thunder Agents*, and *Elementals* comic books, which will be illustrated by the artists associated with each of those series. (Bizar noted that the delays in publication of *V&V* modules were due to his freelance artists being hard-pressed by other work.)

FGU also hopes to publish several new atlases for *Space Opera* (\$6-7 each), a "lost worlds" supplement for *Daredevils* (\$5), and adventures for *Aftermath*, *Other Suns*, and *Psi World* in 1985. Bizar is "hoping for" one or two *Bushido* adven-

tures, because the game is doing very well; but he hasn't received as many submissions as he'd like.

1984 was "break-even with 1983" for FGU, according to Bizar.

FASA: Fifteen new *Star Trek* roleplaying products will appear in 1985. *The Triangle* (\$12) and *The Triangle Campaign* (\$10) deal with a "demilitarized zone" of space bounded by Federation, Klingon, and Romulan territories. Eight adventures and four more *Ship Recognition Manuals* are also planned, as well as a large cardboard play aid called *The Tricorder* (\$10). Using four cardboard wheels and a red film strip (which deciphers blue words overprinted in red), the Tricorder gives data read-outs according to a character's skill in using it.

FASA will also release ten plastic models (\$4 each) for its *Battledroids* robot combat game, which is "selling like crazy," according to Forest Brown of FASA. In addition, four "book modules" of rules and scenarios will appear in 1985.

In March comes a licensed *Doctor Who Roleplaying Game* (\$15). Described as being "introductory level," the game will be followed by up to six modules, 20-30 25mm figures, and eight pewter "collector figures" 54mm high.

Even simpler than *Doctor Who* is the *Masters of the Universe* RPG, coming in March (\$15). Designed for 8-12 year-olds, the game's rules are in comic-book form (produced by First Comics).

The beginning of 1984 was "the pits" for FASA, according to Brown, but in summer things picked up and "sales have been great, fantastic." FASA is doing "much, much better than a year ago."

Flying Buffalo: More solo adventures for *Tunnels & Trolls*, adventures for *Mercenaries, Spies, & Private Eyes*, and *Grimtooth's Traps* (sic). No, there hasn't been a *Grimtooth's Traps Three*; the skip from *Too to Foe* will be explained in the latter. Buffalo is also programming a new level (the fifth) for their nine-level *Heroic Fantasy* PBM, and is considering updating *Nuclear Destruction* — their first PBM, which has been running unaltered for 15 years.

Game Designers' Workshop: Since *Twilight: 2000* is "selling like crazy," according to John Harshman of GDW, 1985 will see "lots of stuff" for the new post-WWIII RPG. The first adventure modules are *Free City of Krakow* and *The Ruins of Warsaw*.

Traveller Book 7 is *Merchant Prince*, with rules for merchant characters, trade, and commerce. There will be more alien modules for *Traveller: Zhodani, Solomani, Hivers*, and *Droyne* are in the works.

Liegelord will be an RPG of the feudal Dark Ages with "very little magic — like *Chivalry* and *Sorcery* except a lot simpler."

Harshman said GDW's sales were up in 1984, "definitely" due to increased advertising. "We figure more people will buy a game if they've heard of it than if they've never heard of it in their lives," Harshman said.

Gamelords: Temporarily in "a holding pattern" until sales pick up, Gamelords has several products ready to go to the printer as cash becomes available: *Rand Survey* (\$6.95) and *A Pilot's Guide*

To the Caladon Subsector (\$5.95) for *Traveller*, and *Thieves' Guild 11: Triple Cross* (\$5.95). A new boxed supplement for *Haven* is *Intrigue on the North Bank* (\$12.95). Possible boxed games compatible with *Thieves' Guild* are *Naked Sword* and *Paths of Sorcery*, both using "The Fantasy System" introduced in *Thieves' Guild*. *Rogues in Space: Letter of Marque* is a possible boxed *Traveller* supplement with rules for space privateering and piracy.

There was not much of a sales response to the thirteen new products Gamelords published in 1984, according to Kerry Lloyd of Gamelords. Sales were "break-even" with 1983; "we're paying bills at the moment."

Hero Games: 1985 will be the year of the much-delayed *Fantasy Hero* RPG, according to Hero's Steve Peterson; it's scheduled for release at Origins. Another delayed game, *Danger International* (the revision of *Espionage!*) should appear in March. Other products: *Champions Ready Ref Screen* (including a reissue of the old *Island of Dr. Destroyer* adventure); *Organizations Book II* for *Champions*; a *Lands of Mystery* supplement for *Justice Inc.*; *Super-Agents*, a supplement combining *Champions* and *Danger International*; and in late summer, *Terror on Skywatch One*, an 80-page adventure for *Champions*. Supplements for *Fantasy Hero* are planned for summer and late 1985.

Iron Crown Enterprises: A very ambitious schedule includes no less than six Campaign Modules, five Adventure Modules, and three boardgames in the Middle-earth series in 1985. Highlights include *Minas Tirith* (\$10), *Erech and the Paths of the Dead* (\$6), *Riders of Rohan* (\$10), and *Moria II* (second of three parts, \$10). The boardgames are *Pellenor Fields*, *Conquest of Middle-earth*, and a new edition of "the infamous" *Riddle of the Ring*, originally produced without a license by a South Carolina company.

Other releases from I.C.E. include *Future Law*, a science-fiction RPG based on *Rolemaster* and compatible with *Rolemaster* and *Middle-earth Role Playing*. Both boxed (\$30) and book (\$10) editions will be available, and adventure modules are planned. *Creatures & Treasures*, a bestiary for *Rolemaster*, will be available in February or March (\$10).

The year 1984 was "tremendous, our sales doubled," according to sales manager Chris Christensen, and she said "1985 is already great" just two weeks into it. Christensen attributed the increase in sales directly to the Middle-earth/Tolkien license: "I sincerely believe it's the most important license anybody could have."

Mayfair: Bill Fawcett of Mayfair says they'll continue to produce one *RoleAids* module a month for *AD&D*; coming up in '85 are another *Monsters of Myth & Legend*, *Fantastic Treasures*, a special book on dragons, and licensed modules based on Andre Norton's *Witch World* series, Robert Adams' *Horseclans* novels, and the "Morgaine" books by C.J. Cherryh. A new series of *D&D* modules, publishing monthly beginning in April, is by *D&D* co-designer Dave Arneson. The series is based on Arneson's Blackmoor campaign, the very first *D&D* campaign ever run.

In early spring Mayfair will finally publish its

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Space Gamer

OGAE

**New Scenarios
New Units
New Rules**



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SPECIAL SECTION

Ogre/G.E.V.

The giant cybernetic tanks of 2085 are now just 100 years away. The "ante-centennial" of the very first minigame is observed in a battery of articles, beginning on page 24.

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TSR Sale Pending?

A Beverly Hills investment group has filed a letter of intent to "acquire a major position" in TSR, Inc., according to Dieter Sturm in TSR's public relations department. A second group has also expressed interest in "a major position" in TSR. Neither group has concluded its negotiations; Sturm said the situation may be resolved in late March or April. Sturm could not say what the negotiations would entail or what the "major position" would mean, but did not rule out an outright sale.

A letter of intent is not necessarily a firm offer, but Sturm characterized it as "very serious intentions pending definitive agreement." The letter involves certain dollar figures and conditions of sale, which Sturm did

not describe. He did not identify the groups involved; unconfirmed rumors have mentioned officials of the Lorimar television production company (Dallas), or former Lorimar employees. But Sturm said, "I know for a fact that it is not Lorimar" which filed the letter of intent. Another unconfirmed rumor says film director Steven Spielberg is one of the interested parties.

TSR has laid off 36 employees from all areas of the company except the design departments. Sturm cited a "continuation of decline in sales volume" for the layoffs. Although information was sketchy at press time, reports are that two of TSR's top executives, Brian and Kevin Blume, have also left the company or have been bought out. The only confirmed

fact is that Kevin Blume, the acting Chief Executive Officer at TSR, has "removed himself" from executive duties, which will be taken over by new CEO Richard Koenigs.

The decline in sales, said to be severe, has led TSR to change its marketing focus. "More attention will be paid to the hobby trade, as opposed to the mass market," Sturm said. "I think you'll see a lesser number of products 'cranked out' overall" from TSR, "but there will be ample supplies [of them] that have high quality standards — in materials and also in content. Mass market will still be important to the company; mass market provides opportunities to introduce people to roleplaying games — that, in turn, will create hobbyists."

In other TSR news, *60 Minutes*, the television news magazine, is preparing a feature story on the public outcry against *Dungeons & Dragons*. The story may air in April or May.

Sturm said sloping sales at TSR are possibly due to market saturation. But though sales of the basic *D&D* sets are off, modules and accessories continue strong. There are high expectations for the new *D&D Master Rules*, due this spring, and for two new hardcover *AD&D* volumes by Gary Gygax, due later in the year.

Convention Calendar

Austin, TX — WHO-TEX, April 26-28. Dr. Who convention. Contact Who-Tex, c/o Jim Zepeda, 841 Airport #49, Austin, TX 78702.

Denver, CO — ALTI-EGOS, April 26-28. SF con featuring Anne McCaffrey. Contact Alti-Egos, P.O. Box 261000, Lakewood, CO 80226.

Omaha, NE — CONTRETEMPTS 4, April 26-28. SF con with gaming, featuring Vonda N. McIntyre. Contact Contretemps 4, P.O. Box 45, Omaha, NE 68101.

Billings, MT — TREASURE CON III, April 26-28. SF con with some gaming, featuring George Takei and Phil Foglio. Contact Treasure Con III, P.O. Box 22111, Billings, MT 59104.

*Saskatoon, Saskatchewan, Canada — THE WIZARD'S CHALLENGE '85, April 26-28. Gaming convention in the Great White North, with Steve Jackson as special guest. Contact the Wizard's Challenge, 1137 Elliott St., Saskatoon, Saskatchewan, Canada S7N 0V4.

Spokane, WA — GAME FAIRE '85, April 26-28. Gaming con. Contact Game Faire '85, c/o Book & Game Company, West 621 Mallon, Spokane, WA 99201.

Milwaukee, WI — MILCON, April 27-28. Gaming con. Contact MilCon, c/o Louis Mengsol, 5616 W. Cairdel Ln., Mequon, WI 53092.

Pompano Beach, FL — GOLD CON III, April 27-28. Gaming con. Contact Gold Con III, Broward Community College, North 1000

Coconut Creek Blvd., Pompano Beach, FL 33063.

*Tulsa, OK — CON-JURATION II, May 10-12, SF and gaming Con, featuring Mike Resnick and Scott Haring. Contact Con-Juration II, P.O. Box 690064, Tulsa, OK 74169.

Middleton, NY — MADNESS '85, May 11. SF, comics, gaming con — proceeds benefit local charity. Contact Madness '85, 34 South St., Middletown, NY 10940.

Winnipeg, Manitoba, Canada — KEYCON 85, May 17-19. SF and gaming con. Contact Keycon 85, P.O. Box 1378, Winnipeg, Manitoba, Canada R3C 4E6.

Honolulu, HI — HAWAIICON, May 17-19. Gaming con. Hawaii. Vacation package offered. **CANCELLED** HawaiiCon, Box 25445, Honolulu, HI 96825.

Bowling Green, OH — FALCON 85, May 24-26. Gaming con on Bowling Green campus. Contact FalCon 85, Conference Office, University Union, Bowling Green State University, Bowling Green, OH 43403.

Hamilton, Ontario, Canada — MIGS VI, May 26. Gaming con, featuring historical miniatures. Contact MIGS VI, c/o George M. Bawden, 11 Veevers Drive, Hamilton, Ontario, Canada L8K 5P6.

Astoria, IL — CAMPCON III, June 1. Gaming con. Contact CampCon III, Box 833, Astoria, IL 61501.

*Dallas, TX — DALLASCON '85, June 1-2. Gaming con. Contact DallasCon 85, 3304 Crater Ln., Plano, TX 75023.

Danbury, CT — HATCON 3, June 7-9. SF, art, and gaming con. Contact HatCon 3, 108 Park Ave., Danbury, CT 06810.

Steve Jackson Games will attend those conventions marked with an asterisk.

Corrections

In *Space Gamer 73* we incorrectly reported that the science fiction fandom computer bulletin board recently started in Austin, Texas, was sponsored by the Fandom Association of Central Texas (FACT). In fact, the board is an independent entity run by system operator Earl Cooley III, and is not associated with FACT. We regret the error. The phone number given is correct: (512) 836-SMOF.

In the description of Mayfair Games' 1985 schedule, the author of the *James Bond Q Manual* is Greg Gorden, not "Burden." Our apologies.

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#75

The Magazine of Adventure Gaming

\$3.00

Space Gamer

STARSHIPS
IN CHAMPIONS



Also in this issue:
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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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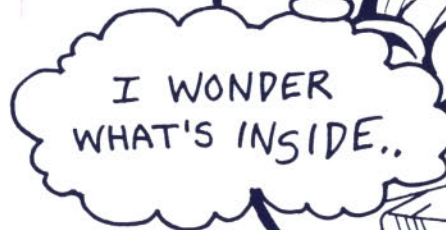
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Space Gamer

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SPECIAL SECTION

Mastering the Games

Specific roleplaying systems call for specific advice to the referee. Three offbeat games represent special gamemastering challenges, which are dealt with in articles by expert GMs.

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FBI Selling Much of Blade Line

Blade, a division of Flying Buffalo Inc., is selling "some of [their] more popular products" to other companies, according to Buffalo president Rick Loomis. Negotiations for the sale of *Nuclear War*, *Mercenaries*, *Spies*, & *Private Eyes*, and the "Catalyst" series of roleplaying supplements are under way. Blade will probably retain *Tunnels & Trolls* "for various complicated contractual reasons," Loomis said.

"We are NOT going out of business," Loomis wrote in late June in a letter offering Blade's line for sale. The letter was sent by electronic mail to several adventure game companies. "One of the reasons we are doing

this is because our play-by-mail business is doing so well it is keeping me too busy to pay proper attention to . . . the Blade line," Loomis said in the letter.

In other FBI news, the publishing and play-by-mail divisions have moved to a new location in Scottsdale, AZ. "It's lower rent — I own the building," said Loomis. The new phone number is (602) 945-6917. Flying Buffalo's retail game store remains in the old location in Tempe, AZ.

Sorcerer's Apprentice magazine, which has not published an issue in over a year, is now officially defunct. Subscribers will receive a copy of Adventure Games' *Pentanta-*

star boardgame in compensation — "and we'll give refunds as well to customers who aren't satisfied with that," Loomis added. "We don't have time to work on [*Sorcerer's Apprentice*]; magazines don't make money."

Buffalo has *Pentantastar* because Adventure Games effectively became a division of Flying Buffalo earlier this year, when company founder Dave Arneson (co-designer of *Dungeons & Dragons*) was sent on a one-year religious mission to San Francisco. Arneson "will be able to continue writing game materials," Loomis said, but could not keep up with a publishing operation. Buffalo is warehousing and selling Adventure Games' entire line (*Pentantastar*, *Adventures in Fantasy*, and several historical games). Blade is publishing a scenario pack for AG's *Johnny Reb* miniatures game late this year.

Loomis is now able to run *Starweb* tournaments at conventions, though "it would be expensive." Interested convention organizers should contact him at the number above.

News in Brief

Hurricane Hits Zocchi Warehouse

"We lost 13,000 copies of *Battle of Britain*, most of *Swords & Glory*, and many back issues of *Space Gamer* — now there may be gaps in the run," said distributor-publisher Lou Zocchi, whose Gulfport, MS, warehouse was hit by a hurricane September 2. The storm ripped off four sections of the roof and water-damaged many games, magazines, and other products. Zocchi estimated losses in excess of \$30,000, but "I don't know just what it is yet."

Business operations have relocated to 1512 30th Avenue, Gulfport, MS 39501. Since much desk paperwork and "a private order or two" were destroyed, customers who placed orders with Zocchi around August 25 to 27 are urged to "reestablish contact" to determine whether the order has been lost.

Insurance will cover the damaged products, Zocchi said, but the three-week interruption in business is not covered. However, contrary to rumors and speculation, Zocchi is

still in business: "We're here, we're coming back," he said.

Zocchi took pains to point out that the hurricane will not delay release of the Zocchi-hedron, the new 100-sided die. "It should be out by Christmas," he said.

Another Unusual License

Pacesetter, Ltd. has signed a licensing contract with Elvira, television's Mistress of the Dark. Under terms of the contract, Pacesetter will produce a 96-page perfect-bound book titled *Evenings of Terror with Elvira*.

Elvira is a syndicated horror-movie hostess appearing in 50-60 national television markets.

A press release from Pacesetter says: "*Evenings of Terror with Elvira* includes nine game adventures for use with Pacesetter's *Chill* roleplaying game. Elvira introduces each adventure with a photograph and short narrative. Each adventure is suitable for use as an individual evening of entertainment or as an episode in an ongoing campaign.

"*Evenings of Terror with Elvira* will be released in mid-October, 1985, in time to reach retail shelves by Halloween. It will retail for \$10."

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PBM News Briefs

Play-by-mail rights to *Advanced Dungeons & Dragons* have been purchased by Entertainment Concepts, Inc. (*Silverdawn*, *Star Trek — The Correspondence Game*). Sign-up packages were being offered at this year's Gen Con in Milwaukee, Aug. 22-25. Other PBM news, relayed to us by *Space Gamer's* PBM editor, Bob McLain:

● *Offworld* is apparently defunct. Three correspondents have reported cashed checks but no turns. *Skaal* is also out of action, according to McLain. "Viking Games is still dead," he adds, "and still promising a 'rapid comeback.'" The company operated *Manifest Destiny*, *Prokhoravka*, *Ancient Campaigns*, and *High Tide*.

● *Angrelmar, Court of Kings* (reviewed in *SG 71*) is still in business. The company was apparently on hiatus but has now resumed operations, albeit with due dates three months apart.

● *World of Velgor* has changed hands. Now known as *The Melding*, it's being run by Kelstar Enterprises (Box 455, Zephyrhills, FL 34283). The original moderator, Bruce Abrahams of Comstar Enterprises (Box 601062, N. Miami Beach, FL 33160), has begun an enhanced version of *Velgor*, called *Venom*.

● And lastly, *Midgard*, a new PBM, will be the first in this country to be moderated by a Japanese company.

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