

JULY 1980

NUMBER 29

\$2.00

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

Articles

- WELL, IT'S FINALLY OUT** * by Steve Jackson
Designer's Notes and Errata for THE FANTASY TRIP. 9
- PAINTING FANTASY MINIATURES** * Kevin Hendryx
Part I: The tools you'll need to do the job properly. 13
- GAME DESIGN: Theory and Practice** * Schuessler and Jackson
Third in a series: Recent history, SF and fantasy gaming. 14
- FANTASY AND SF GAME MAGAZINE SURVEY** * Steve Jackson
The publisher of TSG looks at the rest of the field. 20

Fiction

- THE TEMPLE OF LIFE** * by Lawrence Watt-Evans
A fantasy short story - with adaptations for TFT and AD&D. 4

Computer Gaming

- DEUS EX MACHINA** * by Bruce Webster
Concluding the series on computerizing hex-maps. 18

Reviews

- THE TRIBES OF CRANE** * by Forrest Johnson 17
- CAPSULE REVIEWS** 24
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.

Departments

- WHERE WE'RE GOING.** 2
- GAME MASTER.** 2
- ADVERTISERS** 10
- READER ADS** 12
- CONTEST.** 23
- LETTERS** 31
- NEWS & PLUGS.** 32
- CALENDAR** 32

ART IN THIS ISSUE:

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.

THE SPACE GAMER

Publisher: Steve Jackson
 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

THE SPACE GAMER (ISSN 0194-9977, USPS 434-250) is published monthly by The Space Gamer, 7207 Onion Crossing Dr., Austin, TX 78744. Second class postage paid at Austin, TX. POSTMASTER: Send address changes to The Space Gamer, P. O. Box 18805, Austin, TX 78760.

All material is copyright 1980 by *The Space Gamer*. All rights reserved.
Printed in U.S.A. by Futura Press, Austin.

Subscription rates, effective 5/15/80:

	US	Canada	Other foreign
One year	\$21	\$24	\$41
Two years	\$39	\$45	\$79
Lifetime	\$250	N/A	N/A

All prices are in U.S. dollars; payment must be in U.S. dollars.

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

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.

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