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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.

