

JANUARY 1981

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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



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NUMBER 35 — JANUARY, 1981

## Articles

<b>SOLITAIRE OGRE</b> * by George Collins	
Humans against the Ogre — programmed to kill! . . . . .	4
<b>NOTES FOR NOVICE DUNGEON MASTERS</b> * by Lewis Pulsipher	
Finding and remembering good adventuring ideas . . . . .	6
<b>WINNERS OF THE CHARACTER CONTEST</b>	
Characters no one would want in a universe! . . . . .	8
<b>INSANE VARIANTS ON "STOMP!"</b> * by John M. Morrison	
Combining games — in rather off-beat ways . . . . .	10
<b>MORE PSIONICS FOR "TRAVELLER"</b> * by Kenneth Burke	
Expanded abilities for psionic-users . . . . .	14
<b>1980 GAME SURVEY</b>	
Your chance to cheer your favorites and shoot down the turkeys . . . . .	15
<b>GAME DESIGN: THEORY AND PRACTICE</b> * by Schuessler and Jackson	
Part IX: Deriving combat results tables . . . . .	20

## Computer Gaming

<b>DEUS EX MACHINA</b> * by Bruce Webster	
Play-by-phone games with computers . . . . .	12

## Reviews

<b>THE WAR OF THE WORLDS</b> * by Tony Watson . . . . .	19
<b>CAPSULE REVIEWS</b> . . . . .	22
GAMES: 4th Dimension, It, Knights & Magick, Laser Tank, Magic Wood, RuneQuest, Skull & Crossbones, Starfire II. SUPPLEMENTS: Apple Lane, Circle of Ice, The City of Carse, Encounters in the Corelian Quadrant, Mission to Zephor, Queen of the Demonweb Pits, Slave Pits of the Undercity, Tancred, The Toughest Dungeon in the World, The Village of Hammet. PLAY AIDS: Campaign Series Grid Sheets, D&D Player Character Record Sheets. COMPUTER GAMES: Beneath Apple Manor, Galaxy Invasion, North Atlantic Convoy Raider, Space and Sport Games, Super Invasion/Spacewar. HISTORICAL GAMES: Operation Pegasus. BOOKS: How to Sell Your Wargame Design.	

## Departments

<b>WHERE WE'RE GOING</b> . . . . .	2
<b>ERRATA</b> . . . . .	2
<b>ADVERTISERS</b> . . . . .	3
<b>GAME MASTER</b> . . . . .	3
<b>CONTEST</b> . . . . .	11
<b>ABBREVIATIONS</b> . . . . .	22
<b>LETTERS</b> . . . . .	31
<b>READER ADS</b> . . . . .	31
<b>CALENDAR</b> . . . . .	32
<b>NEWS &amp; PLUGS</b> . . . . .	32
<b>THE GOOD GUYS</b> . . . . .	32

ART IN THIS ISSUE: Virginia Campbell: 3; Corky Caraway: 2; Joanie Chladek: cover; George Goracz: 28; Janet Jackson: 2, 22; Denis Loubet: 10; Richard Mather: 25; Will McLean: 21; Patrick Owens: 8; Roman Scott: 4; Roger Stewart: 12, 31; J.D. Webster: mailer cartoon, 6, 32.

## 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

## THE SPACE GAMER

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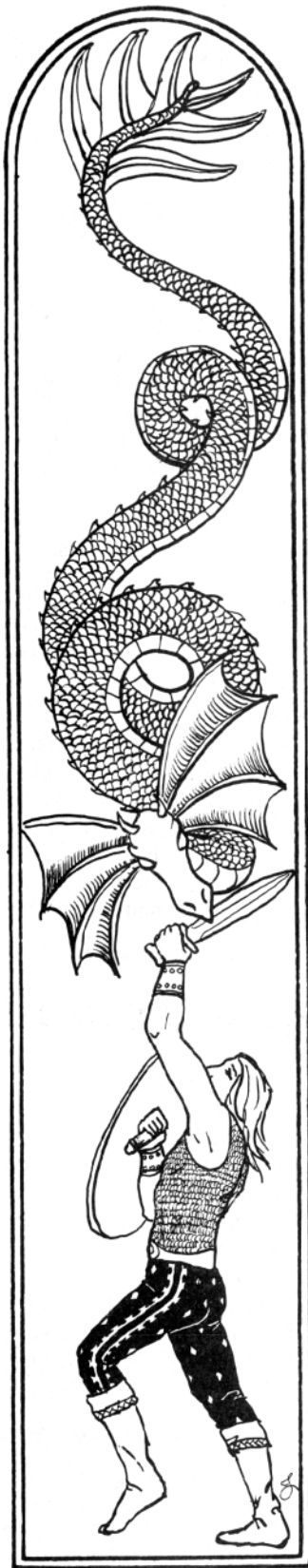
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## Errata

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.*

