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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

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Articles

CONTEST RESULTS
Winners of the "SF Characters for Traveller" competition 4

SWORDTHRUST DESIGNER'S NOTES * Donald Brown
The creator of Eamon talks about his new game 11

DIPLOMACY VARIANTS * Lewis Pulsipher
An analysis of F&SF Diplomacy Variants 14

KILLER
More ways to slay your friends and loved ones 18

ORIGINS REPORT
Award-winning games and new releases 23

NON-HUMAN CONTEST WINNERS
Still more race contest entries for Traveller 24

Special Feature: Adventure Game Supplement

EXPANDED COMBAT FOR TRAVELLER * William A. Barton
Suggestions for man-to-man combat 19

Fiction

SWORD'S MAN * Timothy Zahn
A sword is a fighter's best friend – sometimes 6

Computer Gaming

DEUS EX MACHINA * Neil Shapiro
Adventure programs: Analyses of three state-of-the-art games 12

Reviews

SWORDTHRUST * Forrest Johnson 10

AFTERMATH * William A. Barton 26

CAPSULE REVIEWS 28

GAMES: *Attack of the Mutants, Champions, The Hammer of Thor, I.C.B.M., The Sword and the Stars, Thieves' Guild.* **SUPPLEMENTS:** *Dargon's Dungeon, Grimtooth's Traps, Handbook of Traps and Tricks, Into the Ruins, Operation: Rapidstrike!, Sorag, Thieves' Guild II, Weapons.* **PLAY AIDS:** *Fifty Starbases, Navigators' Starcharts, Starships, T&T Survival Kit.* **MINIATURES:** *Zhodani.* **COMPUTER GAMES:** *ABM, Galactic Attack, Galaxy Wars, Lords of Karma, Skiing.* **HISTORICAL GAMES:** *Alaric the Goth.* **PUBLICATIONS:** *Game Merchant, Magnetic Fantasies, Wyrms Footnotes.*

Departments

WHERE WE'RE GOING 2

GAME MASTER 2

CONTEST 18

PBM UPDATE 38

LETTERS 39

NEWS & PLUGS 39

CALENDAR 40

INDEX TO ADVERTISERS 40

THE GOOD GUYS 40

ART IN THIS ISSUE: *Virginia Campbell: 12, 13; K.C. Ellis: 26; Janet Jackson: 28, 32, 36; Paul Jaquays: 23, 38; Kerry LeRoux: 11; Denis Loubet: 6, 7, 8, 18, 19, 24, 34; Dave Martin: cover; Richard Mather: 14; Roger Stewart: 39; J.D. Webster: mailer cartoon, 16, 40; Kent Williams: 10.*

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.