The Computer is your friend. See page 12.
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SPECIAL SECTION

Illuminati

SJ Games' ever-popular conspiracy continues to provoke devious 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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The State of the Art

Welcome to the new, improved Counter Intelligence. This is the editorial page, where we examine the big picture rather than the individual product. Each issue one of us here at Space Gamer, or one of you out there, will have the opportunity to climb on the soapbox and address issues of importance to the gaming community. SG Assistant Editor Allen Varney leads off with his views on the "state of the art" in roleplaying. Let us know what you think.

—Warren Spector
Editor-in-Chief

"State of the art." This nebulous term occasionally springs up in game reviews. In that context, it refers to some design or game mechanic which represents a benchmark, an advance beyond previous efforts in the form—it's more playable, more "realistic," what have you. All other games of the type are compared to it. What follows is my opinion of what currently constitutes "the state of the art" in one area: roleplaying games.

With the proliferation of RPGs recently, we can see many examples of strong design elements—and many more (too many) of weak ones. All this variety gives us plenty of choices in deciding what works best. My criterion is simply player satisfaction: not "realism" or simplicity (except incidentally), but how enjoyable the roleplaying experience becomes with these mechanics. With this subjective "fun quotient" in mind, here's what I think belongs in a state-of-the-art design:

Customized character generation. This is apparently still an issue in the hobby, but to my mind random character creation is passe. Point allocation of characteristics may not be more realistic, but it's certainly more fulfilling—unless you like the challenge of trying to turn a string of random numbers into a believable personality. Me, I want to shape a character for optimum wish-fulfillment—and not take any guff from dice that tell me otherwise.

No character classes, no alignments, no levels. These are archaic and silly concepts.

Concise attributes and minimal number-crunching. The redundancy of characteristics in most RPGs is depressing. You can convince me that "Dexterity" is really different from "Agility," for example—but not that it makes any measurable difference in gameplay. Likewise "Intelligence" and "Wisdom." Yet numerous designs distinguish these—and provide entirely superfluous number-scores for education, personality, and—woe betide!—"charisma." These are matters of roleplaying, not of numerical values. I say a good design should need no more than four or five attributes, clearly defined and comprehensive.

By "number-crunching" I mean the appalling formulae some games require for figuring hit points, carrying capacity, and similar secondary attributes. I suppose Powers & Perils, the recent The Avalon Hill Game Company game, is the quintessential shameful example. Formulae should be relatively simple or—even better—absent.

Functional mechanics: clear style; sensible organization.

Six-sided dice. This is a chancy statement and an extreme minority opinion—but I feel polyhedral dice are a Bad Idea. They're bulky. They encourage lazy number-crunching design mechanics (witness most TSR releases). They're not widely available except in our own small hobby, and they alienate the general public ("What are those things?"). I like Euclidian solids in math books, where they belong.

Six-siders, though, are immediately accessible, elegant, and have millennia of tradition behind them. They call for robust game mechanics, based on the (pardon my rhapsodizing) profound beauty of the bell curve. There is nothing remotely faddish about them.

As for games that use both six-sided and various polyhedral dice—well, that's just effete.

Adaptability. A state-of-the-art roleplaying system can no longer content itself with one background or era. It's just not practical any more for a group of players to learn yet another complex system every time they want a change of venue; the same system that served them well in ancient Atlantis should support their adventures in Dodge City, or in a comic-book metropolis, or in post-holocaust America, or amidst the rings of Saturn. The design should encompass anything the players feel like doing.

Now this can be handy if you want to transfer a character from one campaign world to another—to let your superhero wipe out an entire Napoleonic regiment, for example—and I suppose this can lead to some offbeat adventures. It would be senseless to discourage such flamboyance. But for me the prime argument for "universality" in an RPG is mere utility: You can play in a whole new world with the minimum of effort and culture shock, because you already know the system. Some fine-tuning may be needed, but how much less aggravating that is than having to wade through still another rulebook!

Obviously a publisher, too, has some interest in promoting a universal system: Each new "world" for the system will have a built-in audience of players from the previous worlds. Releasing non-compatible games means a publisher must start over with each new design. Fantasy Games Unlimited is an instructive example: With fourteen mutually-incompatible roleplaying systems now available from FGU, you have to wonder what's going through the publishers' minds.

Support. The ideal benchmark system should have numerous supplements by talented professionals, published frequently, and a variety of adventures, modules, and useful play-aids. Some kind of magazine providing articles and scenarios for the game would be nice.

Judged by these criteria, most entries in the RPG sweepstakes may be eliminated out of hand. (Note, for instance, that most TSR releases utterly botch every point but the last.) The Chaosium system, based on RuneQuest, is an admirable achievement despite its random character generation and lumpy polyhedra, but requires constant and extensive tinkering from release to release; the Chaosium's games aren't compatible and don't attempt to be. Ragnarok's To Challenge Tomorrow "generic" system takes a novel and attractive approach to character generation, but has lots of formulae, spotty support, and horrendous production values. About Avalon Hill, the less said, the better. Most other publishers don't even pretend to the state of the art.

In my thinking I have returned repeatedly to Hero Games. The small San Mateo company has produced three RPGs to date (Champions, Espionage!, Justice Inc.), all working on the "Hero System" of point allocation, six-sided dice (in large quantities), sharp mechanics, adaptability with minor tinkering to several milieu, and admirably clear writing and organization (though I'll never understand why we're told how to throw things in the middle of the character-creation section).

Support for the Hero line has been irregular but is improving, and the Adventures Club magazine, now edited by former SG editor Aaron Allston, is looking better. So are the games themselves—though in a lot of ways Hero remains a bush-league operation (see the Justice Inc. review in the capsule section). There are more attributes than necessary in the Hero System, and I can never remember the formulae. But it surpasses the rank and file in so many important respects that I have no misgivings about declaring the Hero System the state of the art.

For now, anyway.
1977: Ogre
    Melee
    Wizard
1978: G.E.V.
1980: In the Labyrinth
1981: Car Wars
1982: Illuminati
1983: The Adventure Gaming Hall of Fame
1984: Designing his biggest project ever . . .
1985:

Steve Jackson’s

GURPS

Generic Universal Role Playing System

coming this summer from
STEVE JACKSON GAMES
A Speedy Response

Dear Mr. Varney,

While I agree in principle with many of the comments you make in your Counter Intelligence column (SG 72), I think there is another side to the story. There can be no denying the necessity of "player satisfaction" in one's evaluation of a game, but what satisfies you may not satisfy others. I'd like to run down your list of state-of-the-art RPG characteristics and comment on a few:

Customized character generation: Implicit in your statement "I want to shape a character for optimum wish-fulfillment" is the assumption that wish-fulfillment is the primary function of roleplaying. I find the joy in roleplaying lies in other areas: interacting with other players and making the best of whatever die rolls give me. And yes, I enjoy the chance of turning a string of numbers into a believable personality. When I roleplay, I'm an actor as much as a gamer. How the numbers get on the paper really doesn't matter — as long as I get to handle up a character.

No character classes, no alignments, no levels: I've had my finest roleplaying experiences with Dungeons & Dragons, which pioneered each of those concepts. It would be hypocritical of me to speak ill of them. In theory, I agree: These are a little silly. In practice, and in combination with random die rolls, they can be valuable aids to roleplaying.

Concise attributes and minimal number-crunching: Amen, brother, amen — as long as you don't go to the ridiculous extreme of a system like The Fantasy Trip. A little variety — even if it's arbitrary variety — is necessary. And what of those poor souls who don't have the wit or charm to roleplay a high-charisma character? Are they doomed to play the duds in games as in life? Where's the wish-fulfillment in that?

Six-sided dice: No, no, a thousand times, no! Surely you wouldn't deprive me of the joy of all those odd little dice. I love odd little dice. Oh, I suppose I could argue that they provide different probability curves than those dull little cubes you find so elegant, but that would be a mere ploy. I've got dice fever! The first person who comes up with a workable hundred-sided die will be enshrined in my personal hall of fame. And what are "robust game mechanics?"

One final word: I admire your courage in going out on a limb and identifying the Hero Games system as the closest thing to a state-of-the-art system currently available. I have no such courage. I'll say only this: My own state-of-the-art system would incorporate both randomly-generated attributes and a point allocation system for skills; it would have no character classes, no alignments, and no levels; it would have about four to six concise, non-redundant attributes (Strength, Dexterity, Intelligence, maybe Charisma, some way to gauge overall physical well-being, like Stamina, and whatever else the game system required; I mean, what would Call of Cthulhu be without Sanity?); it would use every kind of die imaginable; it would most certainly be adaptable to a variety of settings and situations; and it would be well-supported. I guess the Chaosium games come close, but you're right about the lack of flexibility. The new stuff from Pacemaker is contentious, but the Chill, Timemaster, and Star Ace rules, read better than they play, and they're just a tad on the simple side for my taste. I think I'll wait for the next generation of roleplaying games before sticking my neck out any further than that.

Sincerely,
Warren Spector
Your boss

Noted

Dear Mr. Varney,

All of us here in TSR's Legal Department enjoyed reading your Editorial Commentary "Wretched Excess" which appeared in the July/August 1984 issue of the Space Gamer Magazine [70].

However, we find it necessary, and most irresistible, to let you know that to correct the second paragraph should read:

"And don't forget, this game is a 'Product of Your Imagination', from TSR, producers of the DUNGEONS & DRAGONS game."

Very truly yours,
Patricia Wollage
Legal Department

One More Round with Greenwood

Kind Sirs,

I'd like to thank Don Greenwood for his cogent and well-reasoned letter in Fantasy Gamer 6, in which he argued that game designers receive lower royalties than authors for good reasons. Although I disagree in general with his conclusions, his letter was perceived to be full of good ideas. I wished to write when I received my original letter, and thought I made a number of important points.

Greenwood presented two main arguments to support his position. The first was, in essence, that game design is by nature a collaborative effort. I agree, and I accept this as a good reason to pay designers somewhat lower royalties. I disagree that this is sufficient, however. Greenwood's royalties at a rate one-fourth of what authors receive.

Greenwood's second argument is most "professionals" in our field are notably lacking in professionalism. I am not so sure. I have been involved in the evaluation of outside designs for both SPI and West End Games, and must admit that most designers, including some of the best known and most respected in the industry, seem utterly incapable of competent development.

Agreed, there is a lack of professionalism among so-called professionals. Rather than simply denying the fact, we should see what we can do to change it.

If game companies begin to insist on a higher degree of professionalism among their designers, and to reward it, designers will be forced to act more professionally. Companies can do this by a) refusing to accept games which are not adequately developed, b) requiring rules rewrites and redevelopments when flaws are found; and c) offering higher rates of pay to adequately developed games.

As someone who tries to make a living as a freelance designer, I'm faced with conflicting incentives. As an artist, I want to do the best job of which I'm capable, and I feel impelled to playtest and polish games. As someone who has to eat, I also know that I have to design and sell at least four games a year in order to survive. There is always a temptation to skimp — and to avoid a last draft of the rules because they're probably good enough and I could be spending the time doing something else; to avoid finding blindspots because I've played the game enough myself and there aren't any major changes. It's a temptation I try to avoid, but I don't always succeed. I'd succeed more often if that extra work produced extra income for me.

The simple fact is that it doesn't. For instance, Avalon Hill recently bought a fantasy game from me. I received their top royalty rate; I knew what it was, and didn't waste time arguing about it because I knew my chance of bettering it was minuscule. Virtually any previously-published designer will receive that same rate — regardless of how polished is his design. At the risk of sounding arrogant, I know that the game I submitted was in much better form than most of what Avalon Hill receives — yet I received no preferential treatment as a consequence.

The only company I know of which varies its royalty rates for especially polished designs is West End Games.

Don, I'll make a deal with you: the next time I do a game for Avalon Hill, I'll do every rewrite of the rules. If you see a problem, let me know, and I'll correct it; if you want me to use a particular rules style, I'll be happy to adopt it. I'll run the blind-testing, and forward you copies of my letters to the testers and their responses. Let me know what you need to make your in-house writers happy — and I'll happily comply with your standard forms for maps, counter manifests, etc. I'll write ad and box-cover text for you, if you like; I'll take the train down to Baltimore to proof the galleys and blues. In short, I'll do everything I can to minimize your in-house staff time and expense — and you'll offer me a royalty rate of 5%, with the extra 2½ points contingent on your being wholly satisfied with my efforts.

Everyone else will want the extra points, of course. Fine; give it to them, if they'll do the same amount of work. Together, perhaps, we'll help to spread professionalism in this industry.

I remain, your humble and obedient servant,
Greg Costikyan
P.S. The figure of 5% is, of course, open to negotiation.

Dear Letter Column,

I wish to take a moment to respond to the letter by Don Greenwood which appeared in the lettered of the latest issue of Fantasy Gamer.

I want to support his general claim which states that game designers almost never do as much final work as a book authors. To compare the two markets is in error — they are not the same. At Chaosium we always do final work on the product.

However, I must also disagree with Don's statement on how they chose Avalon Hill policy for names on boxes. He is dead wrong, and should consult with his boss before making such rash statements about what he can put a designer's name on a box.

I recently had two boardgames published by Avalon Hill, which they published without any changes to my submission, and I included the camera specifications for what had to be changed slightly for the Avalon Hill format. Yet my name did not appear on the boxes.

Furthermore, we submitted RuneQuest in its final final form, without any separations done, and all. We had been told we would have authors' names on the box-front, but were rather surprised when the color proof came back without them. Upon inquiry with the president of AH we were told that it is company policy to keep all names off boxes. The theory is that Avalon Hill company recognition is more important than any author recognition.

I personally disagree with the policy, as can be seen by the profusion of names which appears on all Chaosium products. I do not disagree with Avalon Hill's right to do so, nor am I involved. It is a different attitude from mine — not wrong. But I wish to correct Don on his overstatement. I do not feel he should mislead his potential contributors about AH policy.

Greg Stafford,
President
Chaosium, Inc.
Albany, CA

Correction

My mind (which is always set on auto-proofread) caused a cost error in my "Citizens" article [SG 70]. It's in the first sentence of the first paragraph under the heading "Recruitment and Mustering Out." The sentence reads: "Characters who have served four or more years roll normally on the table." The sentence should read as follows: "Characters who have served four or more years roll normally on the table."

Dan Perez
Houston, TX
A Major New Challenge in Roleplaying:
Survival in the War-Torn World of

Twilight: 2000

Welcome to 2000 AD. World War III began five years ago. It's still going on, but that's the least of your problems. A few days ago, you were soldiers in the U.S. 5th Division. Now you're just fighting to survive while the world falls apart around you.

The real trick in game design is to produce detailed, accurate effects with simple systems. That's what we did in Twilight: 2000.

Combat: Everything from a kick in the head to an artillery barrage on an M1E2 tank is settled by answering three questions: did you hit? where did you hit? and how hard did you hit? Coolness under fire is a major factor in combat—inefficient characters may panic and freeze.

Skills: There are nearly 50 skills. Any task can be resolved by determining its difficulty and the applicable skill or attribute. Many tasks are described in the rules, and it's easy to resolve others. Skills can be improved by experience, study, and observation.

Survival: Rules are provided for everything needed to keep people and vehicles running: finding food and fuel, repair and maintenance, avoiding radiation and disease—everything from alcohol distillation to grenade fishing.

Encounters: Immense variety of encounters results from a few die rolls: people of all kinds—enemy units, traders, bandits, refugees—plus towns and farmhouses, animals, wrecked vehicles, and more. Rules for NPC motivations quickly flesh out important NPCs with complex motives.

Equipment: All kinds of equipment—the advanced military gear of 1995 and the primitive make-shifts of 2000—are covered. Because vehicles are rare, they can be described in great detail without slowing the game.

Background: Extensive background notes are included: a lengthy chronology of the war's first five years and notes on conditions in central Europe. A beginning adventure, Escape from Kalisz, forms the basis of a whole campaign, with information on enemy units, nearby towns, rumors and prisoner interrogations, and radio traffic, plus an account of the death of 5th division and the division's last issued intelligence briefing.

Modules: GDW will be issuing a series of adventure modules, with new background information for your campaigns. Watch for the first soon: The Free City of Krakow. With a large city militia (once the Polish 8th Motorized Division), working factories, and—so the rumor goes—electric power, Krakow is strong enough to declare its neutrality. It's a major center for what trade remains and—like Istanbul in the 30's—is crawling with the espionage services of both sides.

$16 at your local hobby shop or direct from GDW. Write for our free catalog.

Game Designers' Workshop
PO. Box 1646
Bloomington, Illinois 61702-1646
Featured Review by Tony Watson

Traveller Suppements from Gamelords

During late 1983 and early 1984 a new company called Gamelords, Ltd. made an impressive entrance into the Traveller play aid market, releasing eight supplements for Game Designers’ Workshop’s SFRPG.

Contracting with some of the best designers in the field, including the ubiquitous Keith brothers, Gamelords produced a diverse line of attractive, good-quality products. This varied lot falls into several categories: environment guides, which concentrate on the circumstances, equipment, and encounters pertinent to a certain planetary environment; adventures of the traditional sort (though it’s interesting that both Gamelords adventures are related to environment guides); several volumes of scenario outlines, offering short synopses of adventures that a referee is required to flesh out; and a guide to the worlds of one space subsector (A Pilot’s Guide to the Drexilhar Subsector, reviewed by William A. Barton on page 8).

The Environments

The environmental guides are unique in the universe of Traveller play-aids; they deal entirely with the description, in considerable detail, of a single type of planetary environment. There are two of these guides: The Mountain Environment and The Undersea Environment, both by J. Andrew Keith. The Mountain Environment explains just about everything the Traveller referee would want to know about using mountains as a setting for scenarios. A substantial section outlines how a mountain can be modeled for RPG use, including the creation of slopes, faces, and summits, and explaining the effects of pressure, altitude, temperature, and weather. A referee can keep any adventure interesting with the extensive list of special encounters and events, such as various sorts of difficult terrain or nasty weather. But for all the emphasis on geography, the character aspect of mountain adventures hasn’t been neglected: A new skill, mountaineering, is introduced, along with the rules to use it in actual “climbs” during adventures. The booklet is rounded out by a long list of mountaineering equipment, an example of a mountain map, and some ideas for possible adventures.

The Undersea Environment shifts from the heights of tall mountains to the depths of alien oceans. Two new skills, swimming and diving, make their appearance. The supplement considers all sorts of pertinent factors, such as pressure, gravity, temperature, decompression after dives, and the effect of the undersea environ on such activities as communication and combat. There are a dozen or so special encounters (“undertow,” “entangling weed”), some scenario ideas, and enough underwater gear to keep any futuristic Lloyd Bridges happy.

The tight focus and elaborate detail of these supplements is both their strength and weakness. Just about all aspects of mountain and undersea environments are covered, but I wonder just how much of this material is really going to make its way into the average adven-
A PILOT'S GUIDE TO THE DREXILTHAR SUBSECTOR

by J. Andrew Keith

The Adventures

These two adventures fit into the mold that Traveller players have come to expect: complete scenarios with a beginning, middle, and end; non-player character listing; encounter descriptions; and detailed settings. In this case, the two adventures are tied directly to the environment booklets.

Ascent to Anekthor, by J. Andrew Keith, does not technically require the mountain supplement — but since the peak to be scaled, the fourteen-kilometer-high Anekthor on the planet Glenshiel, is designed using the Mountain Environment formats, its use would certainly be helpful. In fact, about a quarter of the book is devoted to a description and map of the mountain in that format. (The adventure presumably some mountaineering skills among the player-characters, which may be difficult in an ongoing campaign.)

The players join the mountaineering expedition of one Lady Sandra Lockhart, a daredevil noblewoman who has a wager with two other climbing groups. As the expedition progresses, the character learn that the other groups are willing to resort to some less-than-sporting means to win the bet. Things are complicated by the entrance of the Yn-tsi, the Anekthorian version of the abominable snowman, who are more interesting than the squabbling noble NPCs. Ascent to Anekthor is certainly not the most inspired of adventures, but the climb, if handled correctly, can be a tense and diverting venture for the players.

William H. Keith's The Drenslaar Quest, at sixty pages and $6.95, is the longest and most extensive play aid in the Gamelords line. On the watery world of Yarafhal, the players are approached by a native of Idriussar, a world rebelling against the government of the Carillian Assembly. An important consignment of weaponry was lost when the 1800-ton transport ship Drenslaar was shot down by Assembly forces over the neutral world of Yarafhal. The ship is now wrecked under the ocean, awaiting salvage... and that's where the player-characters come into the picture. The bulk of the booklet is devoted to describing the particulars of the salvage operation. Assembly naval patrols and the very nasty Yarafhalian sea life keep things interesting, but weather and the dangers of the actual salvage work are often the real excitement. Since so much of the adventure takes place underwater, The Undersea Environment is of obvious utility here. The adventure is very complete, including deck plans for the Drenslaar as well as Yarafhalian ocean craft. The animal descriptions are particularly good.

The two adventures reviewed here are solid, playable offerings, but it's clear that they gain their strength from their unique environments, allowing for the maximum use of the two environment supplements Gamelords offers.

Encounters and Scenarios

The remaining three play aids fall into a general category of encounters and scenario outlines. They are something between environments and full-fledged adventures.

Lee's Guide to Interstellar Adventure, by Gregory P. Lee, is part planetary description, part scenario, and all very good. Ten of its eleven entries begin with a listing of the Universal Planetary Profile code ranges acceptable for the planet on which the adventure is set. (The eleventh deals with xout space routes.) Especially thoughtful is a listing of the worlds that meet these qualifications within the Solomani Rim and Spinward Marches sectors (both of which have been treated in GDW supplements, and thus are likely to be available to Traveller ref's).

Each entry gives a brief sketch of the world, highlighting any unique physical, climatic, political, and economic aspects. The designer has extrapolated scenario ideas from these characteristics that take advantage of each world's nature. There's a mercenary adventure, a quest for water on a desert world, several mining ventures, and a fascinating scenario set on a world that has recently suffered a devastating nuclear war. Lee provides the basic idea for the scenario along with some indications of plot twists, motivations, and complications. NPCs, if described at all, are offered in the barest of terms; the emphasis is on interesting scenario ideas with plots that aren't heavily predetermined. The details are left to the referee, who can customize the story to fit any campaign. A solid, original effort.

One enduring locale for starting off adventures, meeting patrons, and just generally getting into some trouble has been the Starport area surrounding every planet's starport. With its shady businesses, seedy bars, and treacherous denizens, Starport is often an important stop along the route of an unfolding plot. Dedicated to "Greedo and the whole cantina gang," John Marshal's Starport Liberty is a guide to encounters and events in the area surrounding a world's port of call. Starport Liberty is divided into three sections. The first is a series of encounter tables for the streets of Starport. Entries for each of the encounters provide some general information ("you encounter a shabbily dressed beggar" or "your party is approached by several of the local police") and several possible outcomes for the encounter, determined by die roll. The occasional tourist encountered can be harmless or finger the player group as muggers; the Marines on leave can offer to buy the party a round of drinks or lapse into challenging insults; and so forth.

The next two sections follow the same format. "Entertainment Tonight" describes the
Kudos and Caveats

The overall physical presentation of the Gamelords supplements is very nice. They are printed in the familiar 8½” x 5¼” size that Traveller players are familiar with. All but one of the books are illustrated by William H. Keith, whose drawings are synonymous with Traveller. Misspellings, typos, and other errors have been kept to a minimum.

More importantly, the supplements are imaginative, diverse, and useful. There are a lot of good ideas contained within their pages, and their wide-ranging natures ensure that there will be something of value to any campaign.

Of the group, I was especially impressed with the three encounter and scenario booklets. Startown Liberty, Lee’s Guide, and Wanted: Adventurers strike me as being particularly versatile and thoughtful; these are good gaming values. The guide to the Drexilhar subsector (see William A. Barton’s capsule review at left) is useful for the referee who wants a prepared subsector for adventure settings, but is decidedly less so for the campaign set in other locales. Although the environment guides may well be too detailed for most campaigns, they are certainly a novel idea and show a considerable amount of research and thought. The Drensalar Quest and Assault on Anekthor provide ready means of implementing the environment guides, but I didn’t find them exceptionally good on their own.

One criticism that can be leveled at the entire Gamelords line is the price of the supplements. At $5.95 ($6.95 for The Drensalar Quest) they’re a buck or two more expensive than comparable GDW products. Picking up The Underwater Environment and the accompanying Drensalar adventure will cost the gamer a dollar more than the basic Traveller three-book set (and $3 more than Starter Traveller) or the more substantial The Traveller Adventure. But if you are not counting pennies, these are fine purchases and several are excellent values at the $6 asking price. Any would be a useful addition to a Traveller library.

The Future

Gamelords plans to continue producing Traveller supplements. More titles in the planetary environments series (covering arctic, jungle, and sea surface environments) as well as pilot’s guides, encounters, and “want ads” are slated. I look forward to them.
And These Just In:

THE DESERT ENVIRONMENT (Game-
lords, Ltd.); $6.95. Written by William H.
Keith, Jr. Supplement to Traveller. 8½” x 5¼”
54-page booklet with illustrations by the author. 
Published 1984.

The Desert Environment is another in 
Gamelords’ series of "environments" — sup-
plements intended to provide in-depth treatment of 
terrain/climate types and render their unique 
aspects into terms suitable for Traveller ses-
sions. In this case, the subject is the desert, 
allowing the Traveller ref to conduct adventures 
in the wastes of alien worlds. The booklet intro-
duces a new environmental skill, desert survival, 
which improves a character’s chances when 
traveling through the desert. This is important, 
since most of the rules are devoted to the 
physical effects of the harsh climate, introduc-
ing an elaborate ‘endurance loss’ system to 
keep track of a character’s condition. Other sec-
tions cover desert terrain, equipment (including 
something very much like the Fremen stillsuits 
from Dune), adventures in the desert, and a 
variety of dangers and inconveniences, such as 
sandstorms, heat stroke, and vehicle break-
down.

Like the other volumes in the environment 
series, this one is highly detailed, covering just 
about every aspect of desert adventuring likely 
to come up in the course of play. It seems that 
Keith has been especially thorough in his 
research on the topic; the explanation of the 
different types of dunes and terrain to be found in 
the desert is very interesting, as is the section 
listing the construction and use of solar 
well. The notes on the placement of deserts on 
world maps are especially appreciated.

Weakess of the supplement are few. One 
could turn the praise for completeness on its 
head and criticize The Desert Environment for 
being too complex and detailed in some areas. 
The endurance loss system, while apparently 
realistic, may prove too tedious and unwieldy 
during play. The referee could find himself too 
absorbed in accounting for the effects of tempera-
ture and when the character last ate, drank, or 
slept (in order to keep track of endurance point 
loss) to keep his mind on the plot of the adven-
ture at hand. Another problem with the book is 
the price; at $6.95, The Desert Environment’s 
tariff is a little high for what you get. Game-
lords’ Traveller supplements and adventures 
have consistently been very good; unfortu-
nately, they have also been rather expensive.

The Desert Environment is recommended if 
your campaign includes desert adventures. This 
book should provide all the information neces-
sary to really set the scene. The referee who 
wishes to have a complete set of environmental 
guides, for those situations that crop up 
unexpectedly, may also wish to purchase this supple-
ment. However, if a given Traveller campaign 
doesn’t really require the specialization and 
detail of The Desert Environment, the high 
price for this item should be enough to scare off 
the casual buyer.

—Tony Watson

DUNERAIDERS (Gamelords, Ltd.); 
$6.95. Written by William H. Keith, Jr. An 
adventure for Traveller. 8¼” x 5¼” 58-page 
booklet with illustrations by the author. 
Published 1984.

Duneraiders is an adventure for Traveller 
set on the desert world of Tharakaar in the 
Drexlither subsector of the Reaver’s Deep sec-
tor, the setting for a number of other Gamelords’ 
Traveller products. Rival offworld mining firms 
are competing to mine the mineral wealth of the 
ancient dry seabeds of the planet while braving 
the dangers of sandstorms, the harsh climate, 
and raids by desert nomads. The adventurers are 
drawn into local economic-political affairs when 
they sign on as security troubleshooters for the 
Duneraiders mining operations on the planet. 
Sabo-
teurs are trying to prevent Jercorp from mak-
ing its lease payment on its mining area, leaving it 
open to control by a rival company.

The adventure borrows several motifs from 
Frank Herbert’s Dune books. The desert 
nomads, “Duneraiders,” are semi-technologi-
cal warriors, fierce fighters, suspicious of 
off-worlders, and have unique cultural traditions 
about water — not unlike Arrakis’ Fremen. Ore 
is gathered by giant orecrawlers, reminiscent of 
space factories. The Mark XIV orecrawler is 
one of the most interesting things in the adven-
ture; At 1200 tons, it is larger than many star-
ships and capable of long-range independent 
operation. The designer has provided deck plans 
and several illustrations of the orecrawler. 
Similarly, the detail in the NPC sketches and 
Duneraider tribes fleshes out the adventure con-
siderably.

In several instances the adventure refers to 
The Desert Environment, a volume in Gamel-
ords’ environment series; it would be particu-
larly useful should the characters have to travel 
overland on foot. While not strictly necessary, 
the ref may find it useful to have this play aid on 
hand. A more telling criticism of the adventure 
is its price; $6.95 is a fair amount of money for 
a RPG adventure.

The scenario in Duneraiders is a good one, 
backed up by some interesting detail and local 
color. There’s a good feeling for adventure in 
the dry wastes of the desert, and just about 
any playing group should find the situation chal-
lenging. Now if only there were some sand-
worms.

—Tony Watson

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So you say you have the roleplaying blues. The spirit of carefree abandon is gone now that you’re 53rd level. You just don’t seem to have 38 hours a week any more to keep up with all the cosmic political factions in your friends’ star-spanning campaign. All the rulebooks and players’ notes and character sheets and funny dice and battle boards and bags of potato chips are weighing down your fun. Well, wake up, my friend, the answer is at hand! From the far-off mystical land of Texas, where the savages bake in the sun until their brains boil, comes TOON! TOON is a quick cure for all your roleplaying ills, a fast-acting balm to be applied directly to your funny bone, speeding you back to those uncomplicated days of roleplaying when it was fun!

“What Did He Say?”

To put it another way, Steve Jackson Games has had the good grace to publish a wonderful game about a delightful topic. TOON really is the roleplaying game of cartoons, funny animals, zany stticks, and insane adventures. Designed by Greg Costikyan (who helped develop West End Games’ *Paranoia*) and developed by Warren Spector (who wrote his Master’s thesis on Warner Brothers cartoons), *TOON* is a very elegant little game that capitalizes on the simplicity of the silly cartoon genre. The 64-page rulebook is filled with really funny line art by Kyle Miller and lots of one-column “sidebars” filled with classic cartoon bits to use as you play the game: sawing through tree branches, self-willed shadows, portable holes, even earthquake pills. *TOON* is a joy to read, worth the cover price ($8.95) just for all the memories of great cartoons it conjures up.

“But What Can I Do With It?”

The mechanical part of *TOON* is very simple. Five important game statistics have to be rolled up (on one six-sided die): Muscle, Zip, Smarts, Chutzpah (nerve), and Hit Points. From these numbers you determine 23 skills (like Run, Fight, Set Trap, and Pass Shoddy Goods), and you have thirty skill points to customize your character by improving starting skill levels and buying “shticks.” (Shticks are those incredible powers some characters seem to have, like smelling carrots at 100 yards or outrunning cannon balls.)

Character generation is fast. Inside of eight minutes, I had rolled up Dudley Dog, chief slugger and second baseman for the Bangor Bowsers. Dudley even got a few dominant beliefs and character goals from the character generation section. Presto! I was ready to play *TOON*! The system did everything for me but draw my character.

All combat, or actions of any kind, require the player simply to roll the appropriate skill number or less on two six-sided dice. The spread for skill numbers is 1-9, so there’s always a good chance the character will fail — which is often more fun than succeeding. Turn length is based on activity; each time a player makes a skill roll, it becomes the next player’s turn. Mechanically speaking, *TOON* is easy and moves incredibly fast.
“How Fast Is Fast?”

One of the great strengths and inherent weaknesses of RPGs is that they go on seemingly forever. TOON is designed to be played within a time limit. A three-player “Short Subject” scenario can be run in one hour — exactly. Classic cartoon characters seem to pop up in the strangest places, having all manner of adventures that had to be wrapped up by “the last reel.” The same holds true for TOON: The Animator (game-master) explains the setting and goals of the “cartoon” (adventure) to the players, allows 20 minutes of real time for each player involved (30 minutes for a “Feature Film”), and the players go for it.

Through the device of real-time play, TOON develops a very fresh alternative to character death. No self-respecting cartoon character ever really dies, no matter what happens to him. The little Martian in the sneakers may have been squashed into his shoe, home all the way down to his ankles, but we all know he’ll be back before the last reel to trouble our long-eared hero. In TOON, characters don’t die, they “Fall Down.” When you run out of Hit Points, you sit on the sidelines for three minutes, watching the other people have fun — then your character is back in the game again, as good as new. Unlike most games, TOON players need not fear character death, so the more careful, thinking roleplayer becomes a zany madman. I saw this “TOON Effect” in a game with people who had never seen an RPG before, along with a few veteran gamemasters; pandemonium is infectious!

Also contained in this humble game of craziness is a maxim that should be taken to heart by every gamemaster, for every game. When faced with a question you need answered, but you don’t have time to think about it in mid-game, use the TOON Fifty Percent Rule (patent pending). Reduce the problem to a yes-or-no question and roll a die. On 1-3, the answer is “yes”, on 4-6 the answer is “no.” Armed with this tool for gamemastering, an Animator can keep the pace moving at lightning speed with very little preparation. For a “real-time” game, such a rule is required . . . so the Animator’s brain doesn’t overload.

“Gosh, It’s Got A Hole In It”

Yes, for all its lightheartedness, TOON has some real problems for both players and gamers. The rules exalt the wonder of being silly — the TOON player mottos are “Forget everything you know” and “Act before you think.” Unfortunately, the game falls down and dies if either the Animator or any of the players aren’t in the crazy “cartoon spirit.” Nowhere in TOON is there a way to set the mood and warm up the players. Nowhere does it spell out the classic plotlines for the gamemaster.

This game does not lend itself to anything but the old slapstick classics. You’ll not find room in TOON for the modern Stone-Age family from Bedrock — or your favorite mouse and squirrel — without a good deal of work. Goal orientation and motivation aren’t explained very well; there are a few examples listed, but they’re easily exhausted and there are no parameters to build others. Examples of craziness hide primarily in the sidebars and will probably be missed in the first reading of the rules, when they’re needed most. This game is so easy in all other ways — a list of classic “bits,” goals, motivators, and beliefs would have been a real help. The tips that were given were great, but nothing tied them all together in the end. Even a page or two on the overall cartoon genre would have been appreciated.

As for the adventures, all but one felt really contrived, and only through the good graces of fun-loving players did they work at all. There really isn’t enough information at the beginning of each adventure to allow a new ref to run the five sample cartoons. In addition, the adventures instruct the Animator to reward players with “Plot Points” (experience points) for solving problems in sly and crafty ways, yet all through the rules players are told to act crazy and disregard pre-planning. Mixed signals make for poor results.

“But It Is Kinda Cute”

TOON is a gem for those willing to work with it a little bit. (The game should have been published with a qualified Animator stapled inside.) It may not replace the weekly fantasy game, but it’s a great change of pace. It is also a great introduction to roleplaying for those new to the hobby and really allows experienced gamers to let down their hair. Almost all of TOON’s problems can be solved by applying this simple maxim: “If you want to do it, exaggerate it; if it’s simple, complicate it; if you’re in a jam, take all steps possible to make it worse.”

Follow these simple rules and you’ll advance the plot and add to the fun. Congratulations to Steve Jackson Games on a job well done.
GREETINGS, CITIZEN OF ALPHA COMPLEX! The new role-playing game Paranoia will allow you to serve The Computer as a Troubleshooter. Trust The Computer. The Computer is your friend.

The Computer has assigned you to root out Commies and traitors in your beloved Alpha Complex. You must execute them with the equipment generously provided by The Computer. WARNING: Damaging The Computer's property is treason punishable by execution.

You and your fellow Troubleshooters must eliminate traitorous mutants and members of secret societies. If you find that a fellow Troubleshooter is a traitor, you must terminate him or her immediately. Your fellow Troubleshooters would do the same for you.

West End Games' Paranoia is one of a new breed of RPGs. They stress atmosphere and evocation of a certain mood instead of flexible mechanics or long-term playability. These games are, if you will, the "short story" forms of the field, while the ongoing campaigns of full-scale open-ended games are "novel-length" adventures. You don't play Paranoia or TOON (for instance) as long-term undertakings; they don't offer enough variety. But as a change of pace, these games can produce an intense roleplaying experience.

Paranoia creates its effects much as TOON does — understandable, since Greg Costikyan designed TOON and did principal development of Paranoia (with Eric Goldberg). Both use an entertaining rules style to put players in the proper mood; both stress gamemaster creativity and a frenzied pace over sophisticated mechanics. Perhaps most interesting (if not most important), both Paranoia and TOON encourage spirited play by making character mortality farcical. Just as you "Fall Down" in TOON and come back three minutes later, so in Paranoia you're given six identical clones as your character. However your current clone hits the cemetery (recycler?), a new one is activated. You pick right up with the new clone.

Paranoia's components are glossy and attractive: the brief, intentionally vague Player Handbook, the Gamemaster Handbook (security clearance ULTRAVIOLET — in other words, nobody but the GM is allowed to know how the game is actually played), and the Adventure Handbook (likewise). All these are hilarious reading (if you're cleared for them), and Jim Holloway's illustrations complement the text perfectly. Also included are two percentile dice and the funnest errata sheet in the industry. The Adventure Handbook provides exactly one scenario, along with six pregenerated characters to allow a quick start to play. In this lengthy and devious adventure, the Troubleshooters investigate where the are malfunctions and a valuable has been by ; but to tell more would invite censorship.

The game system features a couple of innovations beyond the "Dramatic Tactical System." Following its premise of simplicity in mechanics, Paranoia dispenses with "hit points" and similar quantifiers. A character is either healthy, stunned, incapacitated, or dead (or, in truly distinguished circumstances, entirely vaporized). When you think about it, you realize that this is all you really need to know about a given character's status. Likewise, movement is an abstract matter of walking, running, and sprinting; weapon ranges are simply short, medium, and long. This approach, however simplistic, encourages the fluid action and creativity essential to a successful Paranoia game. (Also, it tends to

The Computer is completely, full-tilt, around-the-bend insane. Just thought you ought to know.
—Ben-R-GOX-I Humanist

And probably will. Repeatedly.

Also, your characters die too often. Paranoia characters can die while being issued equipment for their first adventure.

Unfortunately, this idea doesn't work as well in Paranoia as in TOON. Only when The Computer knows you're dead can it dispatch your replacement to rejoin the action. If the Troubleshooters are deep in an adventure and can't "file a report" with The Computer when your character dies, you're pretty much out of the game for the rest of the session.

Why doesn't The Computer catch on to a clone's mutant power after its first few predecessors exhibit exactly the same power?

DO NOT QUESTION THE COMPUTER. TRUST THE COMPUTER. THE COMPUTER IS YOUR FRIEND.
FEATURED REVIEW  
by the Staff of Space Gamer

The Player Handbook includes one of the best introductory solo adventures you're ever likely to encounter: concea yet involved, novel in approach, funny, and embodying nearly all the important mechanics and attitudes the poor bewildered player will need to master.


Fair Warning: This is an internal contradiction in the Paranoia design philosophy which can sink the game if you're not careful. The designers want a fast-paced, fluid game — but then they require combat to be resolved on a really nightmarish table, and insist on separate die rolls for hitting with a shot, damage done, and hit location. It slows the pace to a crawl. The fundamental disparity created by such wishy-washy thinking would kill most games — and Paranoia survives only through the novelty and pervasiveness of its atmosphere. To repeat: The GM has to know the rules cold.

PARANOIA is fun. Other games are not fun. Buy Paranoia.

Paranoia succeeds admirably — sometimes brilliantly — in creating a mood of fear and distrust. In a slightly warped way, it fits with horror RPGs like Call of Cthulhu and Pacesetter's Chill. But these games — and their inspiration, fright movies and literature — produce a catharsis through the discovery and banishment of evil. Paranoia's psychology is completely different: the fear never goes away! You'll never understand what's really going on. When your current clone gets lasered in the back by his lieutenant, the situation has indeed been resolved (in a sense) — but your new clone will wake up into the same nightmare world, where he can't even mow down his predecessor's assassin without committing two or three kinds of treason. In this environment, only the game's absurdist attitude will keep you going.

So there are frustrations in Paranoia — but there is enormous exhilaration too, an adrenaline high that comes from living on full alert every minute. The game system is not for the number-crunchers who want exact percentage chances for everything, novice GMs who have trouble keeping a session rolling along, or players who want relaxation and easygoing fantasy. And if you're likely to take it personally when your best friend's character plucks your character from behind, stay away from this game. But if you like high-tension suspense along with a slightly bent sense of humor, Paranoia is a unique and highly desirable experience.

Paranoia (West End Games); $15. Designed by Dan Gelber; developed by Greg Costikyan, Eric Goldberg, and Ken Rolston. Three 8½" x 11" rulebooks (24-page Player Handbook, 64-page Gamemaster Handbook, and 52-page Adventure Handbook with removable cardstock cover), errata sheet with at least three good jokes, two linked 20-sided dice. For four or more players; playing time indefinite. Published 1984.
Interview:

GREG COSTIKYAN

Greg Costikyan writes:

"I was born in 1959 in New York Hospital in the County, City, and State of New York, which I guess makes me as much of a New Yorker as it's possible to be. My father (Edward N.) is a prominent lawyer and one-time head of Tammany Hall; my mother (Frances H.) lives in Oregon, and is currently working as a freelance writer. Like most people with any brains, I detested high school; I survived it by spending most of my time hanging around SPI, which was the best place around to learn the craft of game design. (I also published half a million words of fanzines.) I attended Brown University, in H.P. Lovecraft's home town of Providence, and was graduated in 1982 with a degree in "Geology-Physics/Mathematics," my senior thesis being "Core Formation by Stokes Settling in the Icy Satellites of Jupiter." I decided to see if it was possible to survive as a freelance game designer. The question is still open, but at least I've managed to pay the rent so far. I live in Jersey City with an Apple and a Gestetner."

This interview was conducted by phone in October 1984. The interviewers were Allen Varney and Warren Spector.

Space Gamer: You had two hit games at GenCon — TOON and Paranoia; it's interesting how similar they are. You're one of the few designers in the industry with a genuine "authorial voice." How do you do it?

Greg Costikyan: I think one of the things I'm noted for — which is certainly apparent in both TOON and Paranoia — is lending an element of humor to my games. In fact, all of my best-known games are humorous in approach, although certainly not all of my games — I've done games ranging the gamut of the adventure gaming spectrum and some of them are very different from others. One of the things, in fact, that disappoints me is that some of the games I consider more serious efforts are not as well-recognized as those which are more humorous.

SG: Specifically?

GC: Well, specifically, Trailblazer from Metagaming and Web & Starship from West End, neither of which did that well. But I certainly enjoy doing humorous games a lot and I intend to continue doing them. And not all my humorous games hit: Bug-Eyed Monsters perhaps was a bit too cheesy for some people.

SG: Even in the non-humorous games there is an identifiable personality at work, and that's something we see often in the industry. Why do you think that's so?

GC: Well, perhaps part of it is that I have had more control over my games than most people do. Virtually all of the games I've designed I have also developed, so I've had a great deal of control over them, over the whole process of game design — from start to finish. Maybe the personality comes through stronger because there is one main personality involved. Also, I think I have an approach to game design which may be different from some other people's approaches. Still, there are other designers whose personalities come through in their games. As an example of a designer whose personality does come through I think of Kevin Zucker, who does historical wargames, mostly Napoleonic games. His games are invariably clean and well-balanced and generally fairly simple, but they have an overall historical atmosphere which I find very appealing.

SG: What do you mean when you say your approach to game design is different from other people's approaches?

GC: When I do a science fiction or fantasy game, I generally look for a particular genre or subgenre which exists within science fiction or fantasy, and then try to simulate that genre. Obviously, in Bug-Eyed Monsters, I'm simulating a certain style of Fifties horror movies; in Creature That Ate Sheboygan, I'm simulating Japanese monster movies; in Paranoia, I'm simulating the whole dystopian genre of fiction starting with 1984 (and plenty of modern science fiction novels with the same kind of atmosphere as well).

SG: The question of atmosphere brings up the prevalence of atmosphere over mechanics in your two GenCon releases, TOON and Paranoia. You've said that their game systems are essentially arbitrary. That's a pretty radical statement. What do you mean by "arbitrary"?

GC: What I mean is that the games could have been done with very different systems and I don't think it would have had that much impact on the success of the game, or the experience which the players undergo when playing the game. It seems to me that the most satisfying element of roleplaying is the identification with a particular type of character and the experience which results from that. In both TOON and Paranoia I was trying to induce a certain kind of experience for the players, and I think the game system used is pretty much irrelevant as long as it is capable of producing that. Both games could have been done as Basic Role-Playing, Chaosium-style roleplaying games and I don't think there would have been that much change in the final product.

SG: Do you think this is what the gaming audience is looking for?

GC: I think atmosphere is a big part of what the gaming audience is looking for. I don't think the success of Dungeons & Dragons is due to the fact that its system is very good. I think it's due to the fact that it allowed people to participate in the fantasy experience in a way that no game had been able to before. I think if RuneQuest had been the first fantasy roleplaying game published it would have been as successful as D&D.

Paranoia

SG: Let's continue with Paranoia for a moment. There's a long list of design credits for Paranoia; who did what, exactly?

GC: Okay, a guy by the name of Dan Gelber — a local-area gamemaster — came up with the idea for the game about three years ago. He ran it without any kind of system other than a few sketchy notes, improvising as necessary on the spot. I played the game a couple of times, enjoyed it a lot, and thought the approach of a malevolent gamemaster
in a malevolent roleplaying universe was a very interesting one. And so
I suggested to Dan and to Eric Goldberg that it might be worthwhile tak-
ing Dan’s conception and turning it into a publishable game.
West End didn’t really exist at that time, and we didn’t really know
who would wind up publishing the game, but we signed an agreement
among the three of us and began work on it. I did the initial rules writ-
ing. Some of the fundamental system ideas are Dan’s — the idea of a
tree structure skill system is his — but they were basically raw concep-
tions. What I turned out was actually a pretty dry set of rules, and
although there was some of the atmospheric material which is present in
the current game, there was by no means enough, I think.
When West End signed the contract for the game, Eric brought in
Ken Rolston. (Eric at the time was — and still is — head of R&D at
West End.) He brought in Ken Rolston, who both Eric and I knew previ-
ously and for whose skills we had high regard, to do development of
the game: to turn my fairly dry set of rules into, well, what is there;
conduct playtesting; and so forth. I think to a very large degree Ken is
owed the majority of credit for the success of the game because, as I
said, what’s important in the game is the atmosphere and Ken’s writing
is what brings out that atmosphere very well. So, you know, in kind
of a bizarre sense, I’m really little more than an intermediary. The
game would not have been produced without my contribution, but the
initial idea was Dan Gelber’s and the final execution was Ken
Rolston’s.
SG: Has Paranoia achieved much success?
GC: It’s hard to tell as of yet because the first boxed copies of the
game were shipped about three weeks ago. Just based on the initial
orders, it has been West End’s most successful game, with the sole
exception of Imperium Romanum. So, yes, I think it’s going to be pret-
ty successful.

TOON
SG: The dedication in TOON is “For Jeff Dee, who thought he
was kidding.” What’s the story behind that?
GC: Well, the situation with TOON is in some ways very similar to
that with Paranoia. Two or three years ago at Origins, Jeff Dee and
some of the other Fantasy Games Unlimited people, some of the Chaos-
ium people, and I were sitting around talking about roleplaying
games, and we tried to identify a genre for which a roleplaying system
had not yet been designed. We had various ideas, but Jeff Dee came up
with the idea of doing a cartoon roleplaying game. And we all laughed
at that, and we thought about the possibilities for a while — and we all
agreed that it couldn’t be done. So about a year later I was thinking
about that conversation and I said, “Well, why can’t it be done?” So I
wrote up a set of rules.
The game was initially designed as a magazine article, and the inten-
tion was to keep the rules as short and as simple as possible. Warren
[Spector, Editor-in-Chief at Steve Jackson Games] came across the
game and thought that it might be successful as a stand-alone product.
He was the one who rewrote the rules to bring out the atmosphere of the
game — which again is the most important aspect of the game. So again
I find myself more an intermediary than anything else. It wouldn’t have
been done without my contribution, but the initial idea was someone
else’s and the final execution was someone else’s.

The Art of Game Design
SG: Well, that brings up the question of one of your very vocal
opinions, about the idea that a game design is a work of art. How does
that fit into this concept of collaboration, and the authorial voice we
were talking about? Would you call TOON and Paranoia works of art?
GC: In a sense, I think one always has to be suspicious of those who
claim to be artists because there are any number of people who pass
nonsense off as art, but it’s clear to me that game design is, like all other
art forms, a creative endeavor which seeks to engage the emotions and
intellects of the participants, and to transmit to them an understanding
of reality incapable of mere verbal expression.
Certainly, on both TOON and Paranoia, and on all games, there is
more than one person participating in the creation of the final product,
just as there are in any number of collaborative art forms — plays,
movies, music. Even in a game which has a single designer who does
most of the work from start to finish, you have the contributions of the
art director, the playtesters (who invariably provide a great deal of
influence), and cover artists. But I think that in general one should look
at games as the creation of someone. There’s something known as the
‘auteur theory’ of film criticism which, in essence, analyzes films
from the point of view that the director is the artist responsible for the
production of the film — not denying by any means the contributions of
the actors, the screenwriter, and so forth. I think that the situation
of game designers is almost directly analogous.

SPI, TSR, and Greg Costikyan
SG: How about some personal background . . .
GC: I started playing games when I was thirteen or fourteen. Diplo-
macy was my first game — first adventure game, as it were. At
that time, SPI in New York had open playtests — anyone could come in
and play the games currently under development. I started hanging
around there. My first job at SPI was as a scab: The backroom workers
had tried to unionize. Dunnigan [James Dunnigan, President of SPI]
fired the lot of them and hired a bunch of teenagers to do the work — on
game credit; we weren’t even paid money! I didn’t have any working
papers, so it was all highly illegal, but what the hell . . .
SG: Greg Costikyan, Boy Scab!
GC: Yes. After a while, they started paying me money to assemble
games. I keypunched and did playtest maps, and all sorts of odd jobs.
Then Dunnigan gave me the opportunity to work on the design staff.
My first game, Superchage, was done then, and I developed three or
four other games before I went off to college. In college I continued to
do games on a freelance basis — one or two a year. I ended up getting
a degree in geophysics, which all relates to some degree, because I’m a
science fiction fan. My primary interest was in the area of planetary
gology — the geology of Mars and the Moon and so forth. Unfortu-
nately, Exxon was not hiring exploration geologists for the asteroid
belt. When I got out I had several options: I could have gone off to work
for an oil company; I could have said “To hell with the degree” and
gone to work for a publishing firm or something; but I decided to see if
I could actually survive as a freelance game designer, and that’s what
I’ve been doing since then.
SG: Looking down your list of published credits, I don’t see a lot of
geophysical background in them . . .
GC: Well, it’s hidden, but to some degree it’s there. In Dark
Emperor, a game I have coming out from Avalon Hill this February,
the map is an impact geography map. In other words, the geography
was not formed by plate tectonics but by asteroid impact. It looks some-
thing like the Moon would look if you terraformed it. So there are bits
and pieces of the geological background in various of my games.
SG: Let’s get back to SPI. What was it like there?
GC: It was the worst of times, it was the best of times . . . SPI was
a very exciting place to be. It was the place where a great many of
the fundamental techniques of game design were developed and it was
interesting being a part of it. SPI also had some fatal flaws: Jim
Dunnigan, for example, who I think is one of the supergame
designers, was also a terrible manager. SPI was something of a revolv-
ing door: People would be hired and fired on relatively short notice. In
fact, it’s kind of amazing that I managed to survive there as long as I did
and wind up on good terms with almost everyone.
SG: How long were you there?
GC: I started working there in 1974. My first game was published
in 1974. In late ’77, when I went off to college, I stopped working for
them but continued to do freelance games for them and worked closely
with them until the company folded in ’82. In 1982, after TSR had taken
over SPI, TSR told Redmond Simonsen and Brad Hessel at SPI that the magazines would continue to be produced from the New York offices. Since the SPI staff had at that point left to form Victory Games, they hired me as games editor for Ares and told me to report on Monday. I reported on Monday to discover that everyone in the New York office had been fired, and they were moving the magazines to Lake Geneva. So I was technically a TSR employee for about three seconds.

WEB & STARSHIP (West End Games); $18. Designed by Greg Costikyan. One 34" x 22" map, 320 counters, 24-page rulebook, twa dice, counter tray, range-finder. Boxed. For two or three players; playing time one to five hours. Published 1984.

As far as I'm concerned, Greg Costikyan's name on a game box is as good as the Good Housekeeping Seal of Approval. Noted primarily as the designer of whimsical but endlessly plausible games like The Creature That Ate Sheboygan, Bug-Eyed Monsters, and TOON, Costikyan here turns his considerable talents to a more "serious" science-fiction premise with Web & Starship. He's also attempted to fill a void in boardgaming by designing a game specifically for three players. (The two-player version is playable, but not how near as internal ecology, it is.) With the inherent player balance problems, a viable three-player design is not as easy as it sounds, but Costikyan pulls it off in style.

The title of the game refers to the differing technologies of two of the conflicting civilizations. On one end of the map are the Gwynhafar, who have developed faster-than-light starships which give them unmatched mobility at the expense of limited troop transport. The Preen race, on the other side, has developed a "web" which allows for instantaneous teleportation between worlds but requires the launching of slow and near-defenseless probes to locate new sites for expansion of the "web" system. Caught in the middle are the Terrans, who can draw on the technologies of both sides, but must develop them to a usable level first. Conflict inevitably arises as the races compete for settlements on neighboring stars.

Considering its scope, Web & Starship is remarkably smooth and easy to learn. Players can leisurely complete a conquest of the galaxy in a single session. The economic and combat systems are simple and clean. The movement system bypasses the usual grid pattern (inappropriate for three-dimensional space, anyway) and uses triangular calculation, which takes into account both vertical and horizontal planes to produce "true" distances. It's not as hard as it sounds — with detailed examples and plenty of tables, finding distances soon becomes second nature while simulating the feel of interstellar travel. Most important of all, the three-player concept is a winner. Each player has his own advantages, handicaps, and goals, and the eb and flow of alliances makes for a truly unique gaming experience. Balance is surprisingly even (given that the Terrans are left alone long enough to get off the ground) and each side is fun to play. Components are top-quality, particularly the beautifully rendered game map, and a round of applause should go to West End for springing for large-size counters.

Considering Costikyan's previous efforts, I was a little disappointed at the lack of personality in Web & Starship. In his Designer's Notes, Costikyan implies that he was trying to put some distance between this and his less "serious" games, but it's possible that he overcompensated. The races, for instance, are described as having vast differences in both physiology and psychology, but these differences have no bearing whatsoever on actual play. There are no leaders, heroes, or individuals of any kind — units are collections of numbers, just chess pieces. Star systems are differentiated only by settlement levels (a single number); there's no mention of how many ships it can produce, or what kind of economy it supports, or anything else.

The economic system is also too simplistic to add much flavor. Generally I found that I had plenty of money to do whatever I wanted; it seems that a galactic empire ought to be a little harder to manage. Web & Starship is one instance where an increase in complexity would genuinely translate into an increase in depth.

Costikyan's primary accomplishment with Web & Starship as a viable three-player design should not be underestimated. This is for the most part uncharted territory and, although a little cold and simple-minded for my taste, it's a milestone of sorts. Meanwhile, I'll content myself with a dream of a second edition of Web & Starship that includes the economic system from Costikyan's Trailblazer, the characterization of Bug-Eyed Monsters, and even maybe a monster or two from The Creature That Ate Sheboygan — now that would be a game I'd want on a desert island!
Air screams around your ships as they enter the atmosphere. Missile-launchers fire deafeningly to port and starboard while atmosphere fighters drop in shrieking dives from their hangars below. Warriors, tightly clenching their weapons, check their pressure suits one last time and climb in grim silence into their landing shuttles. In the distance, five more heavy cruisers of your empire are raining destruction upon the planet below, their hulls gleaming coldly in the faint light of the white dwarf sun above.

This is not a drill. Already, negative-energy beams from the mile-wide guardian fortress below have turned the sky into a glacial nightmare of frozen air and fragmented metal as the cabin atmosphere of stricken ships solidifies instantly. Planes and shuttles twist and maneuver down towards a landscape rapidly becoming an inferno of flame and radiation.

This is no mere raid. For years, your people had explored, colonized, guided primitive races and dealt warily with godlike beings. Then you met the Vekkans. Possessing advanced technology, and fired by their dark religion to subjugate all life not like their own, they destroyed your ships and began enslaving your colonists. But you found their only staging base within twenty thousand light-years, and launched the greatest fleet your kind ever built to carry the war to your enemy. To fight for your very survival.

Will it be enough?

Since 1980, StarMaster has been THE correspondence game of galactic exploration, diplomacy and conquest against which all others are measured.

Now, StarMaster has been purchased by the original game designer, and has been revised and improved with the experience of nearly 5 years of witnessing StarMaster in action.

As absolute ruler of your people, YOU decide what diplomatic and military policies will be followed in order to lead your kind to dominance among the sentient beings of the galaxy! YOU direct invasion fleets across the intergalactic gulfs! YOU order the exploration of parallel universes, other dimensions, Ringworlds, Dyson Spheres, black holes and White Gates! YOU deal with godlike beings to further your own ambitions, and treaty with secret societies long thought vanished.

The galaxies of StarMaster are a complete fantasy environment of solar systems, with geographies ranging from worlds near absolute zero to worlds where oceans of molten tungsten bubble, with technologies spanning from rock-throwing cave dwellers to advanced Elder Races with near-godlike abilities.

More than ever before, StarMaster is limitless in possibilities, bounded only by imagination. It is a game where, literally, anything is possible.

StarMaster offers these features:
- YOU design your species as if you could have directed evolution to this moment.
- YOU design your homeworld in terms of temperature, terrain, atmosphere and size.
- YOU choose your government and social order.
- YOU custom-design your spacecraft, choosing armor, weapons, engines, and other features to make them as unique as your species.
- YOU decide the production of the empire, building spacecraft, ground units, colonies, resource complexes and industry while satisfying the needs of an ever-growing technology and population.

StarMaster may be entered by purchasing the boxed version (with $20.00 in free turns!) now on sale in local hobby stores. If not available, write directly to KSK Concepts, Inc. Send $25.00 for boxed version (with $20.00 in free turns) or $5.00 to purchase the rulebook separately. (NJ residents add sales tax.)

KSK CONCEPTS
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Morris Plains, NJ 07950

UK players contact Mitregames, 77 Burtwood Grange, Wandsworth Common, London SW18.
how to write rules and the internal rules style that West End will be using in the future. But in essence I'm kind of a resident wizard: I have no authority but a fair amount of influence there.

In many ways, West End strikes me as very much like SPI in that there are a large number of intelligent people; there's a lot of stuff going on. I've hung around the Victory Games offices too, and I think very highly of the Victory people, but West End strikes me as more interesting and exciting.

SG: And Victory Games?
GC: I have had very good relations with Victory; they're very professional. They're very clear on what they're doing and in general I have a high opinion of their design capabilities.

SG: How about Metagaming, which published Trailblazer?
GC: I was not entirely thrilled with my experience with Metagaming. The reason I did the game was because Thompson [Howard Thompson, President of Metagaming] offered me twice as much as SPI was then paying for a design. I was not real thrilled with it because I thought the set of rules I turned in was pretty solid. They were extensively revised [by Metagaming], and I think the final version suffered from poor organization and a fair number of ambiguities which were not present in my set of rules. I'm not at all thrilled with the graphic package, which is downright dowdy. And I wasn't too thrilled with the degree of promotion they put behind the game.

SG: Any others?
GC: Well, Steve Jackson Games is the only other company I've worked with, and I've had pretty good relations with Steve. I was very happy with what Warren did on Toon, in general.

SG: Guess you'll know more when you get your first royalty check...
GC: Right.

SG: Have you given any thought to settling down with one company and giving up the freelance existence?
GC: Yeah, in 1982 or 1983 I interviewed with a whole bunch of electronic game companies and had job offers from, among others, Coleco and Atari, but both of them seemed to want me to do video games. I've been offered a full-time position at West End and it's possible that at some time in the future I'll take it.

Computers

SG: You've implied that you don't want to design video games, but now you're getting into computer game work. Tell us about that.
GC: I really want to do [computer] strategy games of various sorts. One of the games I think very highly of is Chris Crawford's Legionnaire. That is a game which uses a certain video game technique — it's a time-dependent game, and sound is used very extensively to cue the player as to what's going on in the course of the game. But it is still very definitely a wargame and a strategy game. That doesn't mean that what I'm doing will be anything like that, but I'm more interested in strategy games than in video games.

SG: Tell us about your current computer projects.
GC: Well, I've had a contract with Jim Baen to do a computer game based on the Flandry series [by Poul Anderson], but as it turns out my commitments at the moment are rather excessive, and I've been unable to get to work on that. Since he needs to get the game out in the next six or seven months, that contract has been cancelled, by mutual agreement. I may do some work for him again in the future. But that's pretty much the end of that at this point.

I do intend to do computer games in the future. If I expect ever to make any kind of money as a game designer it's pretty clear I will have to do computer games, which is fine because I enjoy programming.

Greg Costikyan, Editor

SG: What's the status of FTL, the magazine you were going to edit for West End?

GC: The deal we thought we had worked out with the publisher fell through, so that project is dead. All manuscripts have been returned. We paid on acceptance, so authors were at least paid for their stories. The idea, I thought, was fundamentally a good one, and we may try to revive it at some point in the future. I don't know if you're aware of it, but it was not to be a magazine; it was to be a series of trade paperbacks with games inserted, distributed to bookstores and so forth. We toyed with the idea of publishing the book ourselves, but given that West End is a new company and is still in the throes of understanding and coming to grips with the necessities of its own industry, we thought it was a bad idea to try to do something so startlingly different at this stage in the company's development. We may come back to that in a year or two.

The Future

SG: What are your current projects?
GC: I have three games coming out in February at the HIA show. Dark Emperor is done — the map is currently being executed by Avalon Hill and I imagine I'll have to proofread the galley, but that's about it. It's a multi-player fantasy boardgame using a system derived from Simulation Canada's Jihad. The second is a multi-player historical game — my first historical game since Supercharge — which will be published by Victory Games. It's called Pax Britannica, and it deals with the colonial era from 1880 to 1920, played by four to seven people. The third is a two-player Star Trek boardgame I'm doing for West End. It seems to be coming along fairly well, although it's still in the blue-sky stage at this point. This is what I'm spending most of my time on at the moment. Since my current conception may change very dramatically before I get it really underway, I'm not sure I want to talk about it.

The Freelancer's Life

SG: You're one of the few freelancers in the field who lives off his game work. What's the life of a freelancer like?
GC: Well, it's pretty grim, really. All of my games published prior to the collapse of SPI are now out of print, so I am earning no income from them. In the last couple of years I've essentially had to start from scratch again. I've been living solely off of advances and off of flat fee payments for services rendered to West End and to other companies.

Some of the things which concerns me is the fact that it does seem virtually impossible to make the same kind of money as a freelancer that people make as employees. That strikes me as peculiar because a freelancer costs a company a lot less: They don't have to pay overhead; they don't have to pay Social Security contributions, health insurance, or anything of the sort. I would think it would be in their best interests to encourage the use of freelancers and freelance design, and to pay commensurately. But that's something which hasn't happened yet. It will be interesting to see if and when it does.

SG: Do you foresee remaining a freelance game designer?
GC: My monetary calculations show that when West End gets to the point where it can pretty much guarantee sales of five to 10 thousand copies of a game, it's cost-effective for me to work for them as a freelance designer. At the current stage, it is probably more cost-effective for me to work for them as an employee. The Star Trek contract is keeping me steady for the rest of the year, basically. After that time, I may take a full-time job with West End for a period of a year or two years, but essentially I want to get back to freelance game design, even if I do do that.

The theory is that if I can do four games a year, eventually the royalty income will support me — not in great style, but it will support me. It will pay for food and rent.

SG: Is that what keeps you going?
GC: Yeah, partly that... I could make more money doing other things. I don't know what keeps me going, but I enjoy it.
A Costikyan Bibliography

with comments by the designer

Designs

*Supercharge*, 1975, SPI; folio-sized boardgame; Development: Frank Davis. This was a simulation of the battles of Alamain and Alam Halfa, and part of the North Africa quad. The quad as a whole was pretty bad; *Supercharge* was very bad. Very little support was given me by SPI, and this 16-year-old novice designer was not up to it.

*Swords & Sorcery*, 1978, SPI; full-size boardgame; Development: Eric Goldberg. I had a lot of fun doing this game, but it was a) too complicated and b) too sofisticated. I still think it is fundamentally fun to play, but the excessively silly humor gets in the way for too many people. [Reviewed in *Space Gamer* 19.]

*The Creature that Ate Shebogyan*, 1978, SPI; capsule-sized boardgame; Development: Dave Werden. My most successful game to date, and a lot of fun to do; however, it is flawed. (For example, the combat system was designed with adjacent combat in mind, while most combat in the game is ranged, and the CRT deal inadequately with ranged combat.)

*Vector 3*, 1978, SPI; capsule-sized boardgame; Development: Dave Werden. A clean, almost pristine design, *Vector 3* had two major flaws. First, ships were represented by pencil marks on graph paper — a problem for some players — and the amount of paper provided was insufficient given the ranges of some ships. Second, the lack of terrain or facing rules makes movement and positioning irrelevant, so a game is nothing but a slugfest. [Reviewed in *Space Gamer* 29.]

*DeathMaze*, 1979, SPI; capsule-sized game with random encampments. A successful attempt to do a simple solitary "dungeon-crawling" game. What makes the game successful is the random dungeon geography system involving the use of chits. Redmond Simonsen, who came up with the system, deserves a great deal of credit.

*Barbarian Kings*, 1979, SPI; capsule-sized boardgame. A simultaneous-movement, multiplayer strategic fantasy game. Despite a colorless map and exceedingly dry rules (for which Redmond Simonsen deserves a great deal of blame), *Barbarian Kings* was surprisingly successful. [Reviewed in *Space Gamer* 32.]

*Trailblazer*, 1981, Metagaming; capsule-sized boardgame. To my mind, an elegant game which successfully yet simply simulates the fundamentals of free-market microeconomics. In some ways, one of my best games to date, it has received little attention and was not a commercial success. [Reviewed in *Space Gamer* 50.]

*Return of the Stainless Steel Rat*, 1981, SPI; full-sized solitary boardgame. A solitary paragraph-system game based on Harry Harrison's *Stainless Steel Rat* series. SSR has very colorful graphics, but, like most paragraph-system games, falls after two or three playings. From an artistic point of view, its most interesting feature is the "cue" system which randomly generates the identity of a villain and appropriate clues while hiding the villain's identity from the players.

*Bug-Eyed Monsters*, 1983, West End Games; folio-sized boardgame. The idea of doing a BEM game tickled my fancy, but not that of the public, apparently. Bad cover art didn't help, either. The system itself is plebian, but the game is fun to play. [Reviewed in *Space Gamer* 68.]

*Web & Starship*, 1984, West End Games; full-sized boardgame; Development: Doug Kaufman. An attempt to do two things: a) 3-player game which retains diplomatic elements, and b) a portrayal of two different competing systems of warfare. In my opinion, a stylish hard-science game which provides game options to all players on every turn; another game I consider one of my best designs. [See the review on page 16.]

*Paranoia*, 1984, West End Games; roleplaying game; Co-Design: Dan Gelber and Eric Goldberg; Development: Ken Rolston. A macabre but humorous game of life in a viciously insane totalitarian society. The roleplaying equivalent of *Diplomacy* — i.e., a game which encourages back-stabbing and betrayal. The atmosphere is what makes it. [See the review on page 10.]

*TOON*, 1984, Steve Jackson Games; roleplaying game; Development: Warren Specter. Roleplaying the Saturday morning cartoons. I think the simplified skill system works very well; again, the atmosphere makes the game. [See the review on page 10.]

Development

*Conquistador*, 1976, SPI; full-sized boardgame; Design: Rich Berg. A one-to-five-player game of American exploration in the 16th century. Berg worked extremely closely with me, which was very helpful; I learned a great deal about rules-writing and development from him in the process.

*Plot to Assassinate Hitler*, 1976, SPI; full-sized boardgame; Design: Jim Dunigan, Co-Development: Fred Georgian. A terrible game, but one I am paradoxically proud of; I think I did a very good job with the rules. After reading the final draft, Dunigan paid me one of the finest compliments I've ever received: "Pretty good for a high school kid" — which is about as complimentary as Jim gets.

*Air War*, 1977, SPI; full-sized boardgame; Design: Dave Ibsy. I knew nothing about modern air combat, but Terry Hardy (head of R&D at SPI) assigned me to this anyway. The game was a massive project, which Dave and I managed to bring off through sheer perseverence. I used to be very proud of the rules to this, but I reade them recently, and winced rather too frequently — I guess I've gotten better. For some bizarre reason, TSR has taken my name off both the box cover and the interior credits in its republished version — something which annoys the hell out of me.

*BattleFleet: Mars*, 1977, SPI; two full-sized boardgames (strategic and tactical);

Design: Redmond Simonsen and Brad Hessel. A game about which I was very enthusiastic during development. In retrospect, the tactical system has the same faults as Vector 3 (which was derived from it), but the strategic system still holds up. [Reviewed in *Space Gamer* 19.]

*Drive on Stalingrad*, 1978, SPI; monster game; Design: Brad Hessel. A flawed design, and flawed development; I think it's still fun to play, if at all.

*Commando*, 1979, SPI; boardgame and roleplaying versions; Design: Eric Goldberg; Co-Development: John Butterfield. Though this won the H.G. Wells award for Best RPG in 1980, it's not really a roleplaying game. Instead, it's a very modern man-to-man tactical game. [Reviewed in *Space Gamer* 80.]

*Armada* (2nd Edition), 1980, SPI; full-sized boardgame; Design: Sterling Hart; 1st Edition Development: Brent Nosworthy; Co-Development: Eric Goldberg. When I got the 1st Edition Armada in the mail, I discovered that even 1, who have no little experience in gaming, couldn't understand the rules. SPI had Eric and me rewrite the rules to make them intelligible.

*Sicily*, 1981, SPI; full-sized boardgame; Design: Dick Rustin. Part of SPI's "Western Front" series, Rustin's design is colorful and accurate, if slow-moving.

*Killer Angels*, 1984, West End Games; full-sized boardgame; Design: Holly Rubinstein and Dan Palter; Co-Development: Stefan Patejek and Doug Kaufman. A monstously detailed and complicated game of Lee's Gettysburg campaign. It is what it set out to be — the definitive simulation of the subject. However, I don't want to look at anything from Killer Angels for the rest of my life. Too much work.

To Come

*Dark Emperor*, 1985, The Avalon Hill Game Company; full-sized boardgame; Development: Deborah Ritchie. A strategy game pitting the Nordicman against civilized kingdoms. The system derives from the game of the Arab conquest of the east. Newberg back-printed the Christian units with Arab converts; I use the back of the human units for undead.

*Pax Britannica*, 1985; Victory; monster game. As implied by the title, Pax is not a war game, but a diplomatic and economic one; the Great Powers scramble for colonies. The game ends when the European Tensions Index exceeds 100 and a Great War breaks out. For four to seven players.

*Star Trek: The Adventure Game*, West End Games; Development: Doug Kaufman; folio-sized boardgame. The Federation and Klingons engage in peaceful competition for the space that lies between them, since war is prohibited by the Organics.

* = out of print.
It's very strange. *Illuminati*, Steve Jackson's card game of conspiracies, subversion, and world conquest, has grown immensely popular since its publication in 1982. Sales are strong, nearly every gaming convention has its *Illuminati* tournament, and the game has become firmly ensconced in the annual *Gamester* magazine's 'Games 100' list—the editors' 100 favorite games.

Even stranger, the success of the original promptly spawned two expansion sets, adding more groups that these scheming secret conspiracies could control. Now there's even a highly-acclaimed play-by-mail version, *Adventure Systems' Illuminati PBM* (reviewed on page 27).

Unbelievably, *Illuminati Expansion Set 3* is being published in January 1985. Unlike its predecessors, it has no cards; instead, it adds a board to the original game, a "Propaganda Track" representing the world that the Illuminati so deviously manipulate. And there's brainwashing, which changes a group's alignment; and building up power and income; and new Illuminati; and more.

Probably strangest of all, people keep sending us articles about *Illuminati*—so many we finally had to do this special section.

What's strange, of course, is that a game can become so popular and yet have such an outlandish premise. Secret conspiracies? Stealthy subversion? Hidden alliances out to dominate the world? Balderdash!

Incidentally, the swordfish is green and little Eunice cannot paint the small overstuffed chair. The word is "albatross." Paint the chair red. Immediately.

—The Editors

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**DEATH TO DEADHEADS!**

by Terry H. Jones

Much has been said about Steve Jackson's *Illuminati*, and all of what's said is positive. Many feel *Illuminati* is the finest thing since sliced bread, and believe me, I am not one to argue with the huzzahs and handclaps. I love the game, too, honestly, I love it... but... well...

If you obtain the first two expansion sets to the game you will have 96 cards: 81 groups and 15 Special cards. This gives the game variety, since different groups show up each time it's played, but the card mix also leads to less powerful, often less useful groups dominating the playing area, groups referred to locally as "deadheads." Deadheads are turned up, and then just lie there like short people in gym class: always the last ones picked.

How to eliminate these deadheads? I wondered. How to make the game full of nothing but useful, desirable groups, groups players would fight over? Why (like any good wargamer), by creating a table, a table that lists groups to be eliminated when you want to pare the game-world down to its essentials.

The following table outlines a system for culling the deadheads. It is divided into three sections, and how far down the list you go depends on how small a group pool you wish to play. Eliminating those in the first list reduces the world to 64 groups, axing those in the second brings it to 53, and removing those in the third section leaves you with 42.

Special cards are handled differently. Simply shuffle them separately, keep as many as are called for in the table, and then shuffle them back into the deck. Do not look at the Special cards, neither those to be used nor those discarded, since too much knowledge of these cards reduces bluffing.

General victory conditions remain the same: Acquire the required number of groups based on the number of players. Special victory conditions (listed for each step in the reduction) had to be modified to suit the smaller deck and different resource distribution. For instance, with the deadheads gone, the average amount of power in play goes up and the Bavarians have an easier time; but the Discordians are handicapped, since many of the groups dropped are decidedly Weird. (The UFOs, of course, are at home in any situation.)

A less playable, but rather odd, variant of this culling is to use only those groups listed in the tables. In this Deadhead Variant, resources are limited, and your Illuminati group's abilities are often all you have to work with. The timely play of a Special card can easily determine the victor. To play the Deadhead Variant, use 7 Special cards and all 39 deadheads. General victory conditions: acquire 7 groups in addition to your Illuminati group. Special victory conditions are listed below. Any number can play, but things really get bogged down with more than four players.

Finally, any Illuminated player knows there are groups unrepresented in the game — possibly (probably) the groups that are really controlling the world. The makers of *Illuminati* knew they'd missed a few, and added blank cards so that we, who know where the true power lies, can add those missing groups. I've devised several, but I leave you with my favorite, the *Banana Republics*: Power-2, Resistance-2, Income-2, Alignment-Special: this group has the alignment of the group which controls it. If control changes, so does the alignment; if the control group has several alignments, all are used. For example, if the Republicans control them, they're Conservative; if Frnord Motors gets them, they're Peaceful; and if the AADA takes them over, we're probably all in a lot of trouble.
### Table 1
Eliminate 17 groups, 3 Special cards  
Total: 64 groups, 12 Special cards, 76-card deck

<table>
<thead>
<tr>
<th>Eliminate:</th>
<th>Special Cards:</th>
</tr>
</thead>
<tbody>
<tr>
<td>American Autoduel Association</td>
<td>Intellectuals</td>
</tr>
<tr>
<td>Antiwar Activists</td>
<td>Libertarians</td>
</tr>
<tr>
<td>Boy Sprouts</td>
<td>Local Police</td>
</tr>
<tr>
<td>Eco-Guerrillas</td>
<td>Departments</td>
</tr>
<tr>
<td>Flat Earthers</td>
<td>Morticians</td>
</tr>
<tr>
<td>Fred Birch Society</td>
<td>Agglomeration</td>
</tr>
<tr>
<td>Goldfish Fanclers</td>
<td>Punk Rockers</td>
</tr>
<tr>
<td>Gun Lobby</td>
<td>Society for Creative</td>
</tr>
<tr>
<td>Hairdressers and Interior Decorators</td>
<td>Anarchism</td>
</tr>
<tr>
<td></td>
<td>Wargamers</td>
</tr>
</tbody>
</table>

#### Victory Conditions
- Bavaria: Acquire 31 points additional Power
- Gnomes: Acquire 170 MB
- Network: Acquire 10 additional points transference power
- Assassins: Same as regular game
- Discordians: Acquire 4 Weird groups
- Cthulhu: Destroy 7 groups
- Triangle: Same as regular game

### Table 2
Eliminate 11 more groups, 2 more Special cards  
Total: 53 groups, 10 Special cards, 63-card deck

<table>
<thead>
<tr>
<th>Eliminate:</th>
<th>Special Cards:</th>
</tr>
</thead>
<tbody>
<tr>
<td>All those in Table 1, plus</td>
<td></td>
</tr>
<tr>
<td>Cattle Mutilators</td>
<td>Nephews of God</td>
</tr>
<tr>
<td>Comic Books</td>
<td>Psychiatrists</td>
</tr>
<tr>
<td>Fnord Motors</td>
<td>Reformed Church</td>
</tr>
<tr>
<td>Joggers</td>
<td>of Satan</td>
</tr>
<tr>
<td>KKK</td>
<td>Robot Sea Monsters</td>
</tr>
<tr>
<td>Moral Minority</td>
<td>Survivalists</td>
</tr>
</tbody>
</table>

#### Victory Conditions
- Bavaria: Acquire 34 points additional Power
- Gnomes: Acquire 180 MB
- Network: Acquire 19 additional points transference power
- Assassins: Acquire 5 Violent groups
- Discordians: Acquire 3 Weird groups
- Cthulhu: Destroy 6 groups
- Triangle: Same as regular game

### Table 3
Eliminate 11 more groups, 2 more Special cards  
Total: 42 groups, 8 Special cards, 50-card deck

<table>
<thead>
<tr>
<th>Eliminate:</th>
<th>Special Cards:</th>
</tr>
</thead>
<tbody>
<tr>
<td>All those in Tables 1 and 2, plus</td>
<td></td>
</tr>
<tr>
<td>Anti-Nuclear Activists</td>
<td>Phone Phreaks</td>
</tr>
<tr>
<td>Convenience Stores</td>
<td>SMOFS</td>
</tr>
<tr>
<td>Fiendish Fluoridators</td>
<td>Trekkies</td>
</tr>
<tr>
<td>Health Food Stores</td>
<td>United Nations</td>
</tr>
<tr>
<td>Junk Mail</td>
<td>Underground</td>
</tr>
<tr>
<td>L-4 Society</td>
<td>Newspapers</td>
</tr>
</tbody>
</table>

#### Victory Conditions
- Bavaria: Acquire 41 points additional Power
- Gnomes: Acquire 195 MB
- Network: Acquire 14 additional points transference power
- Assassins: Acquire 7 Violent groups
- Discordians: Acquire 3 Weird groups
- Cthulhu: Destroy 5 groups
- Triangle: Same as regular game

### Table 4
Deadhead Variant Victory Conditions

<table>
<thead>
<tr>
<th>Bavaria</th>
<th>Gnomes</th>
<th>Network</th>
<th>Assassins</th>
<th>Discordians</th>
<th>Cthulhu</th>
<th>Triangle</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acquire 8 additional points Power</td>
<td>Acquire 75 MB</td>
<td>Acquire 2 additional points transference power</td>
<td>Acquire 5 Violent groups</td>
<td>Same as regular game</td>
<td>Destroy 5 groups</td>
<td>Acquire 8 alignments (there are only 9 in the deck!)</td>
</tr>
</tbody>
</table>
groups the Evil Geniuses use to achieve their nefarious ends. These
groups are:

- Boy Sprouts
- Malevolent Microwavers
- Cattle Mutilators (experiments gone wrong)
- Nuclear Power Companies
- Clone Arrangers
- Orbital Mind Control Lasers
- Comic Books
- The Phone Company
- Goldfish Fanciers
- Phone Phreaks
- Intellectuals
- Robot Sea Monsters
- L-4 Society
- Science Fiction Fans
- Mad Scientists
- Secret Masters of Fandom
- Video Games

Note that there are only 17 Tech groups and the Evil Geniuses have
to get seven to win (as opposed to there being 21 Weird groups and the
Discordians needing five). This helps balance out the Evil Geniuses’ in-
credible advantage of having three opportunities to act per turn.

The groups above represent not only the technological artificers
themselves but also allies and dupes of the Evil Geniuses, including
youth arms (Comic Books and Science Fiction Fans). In fact the only
anomaly on the list is the Goldfish Fanciers. The only explanation I got
when I called their corporate headquarters in Delaware was a cryptic,
"Why... ah... well, Evil Geniuses like goldfish."

Enjoy this variant. Or else!

---

MORE GROUPS ILLUMINATED!

by Russell Grant Collins

In Space Gamer 59, Steve Jackson turned six groups from ordinary
... into "illuminated" groups — groups that are behind it all. At the end of
the article, he suggested that he’d like to see "some ingenious reader-
illuminated power groups." That paved the way for this article, because
I’m going to illuminate a couple more "regular" groups.

Keep in mind that illuminated groups have four outgoing arrows, no
alignments, new Power and Income, and no Resistance.

The (Illuminated) IRS

- Special power: Once per turn may suck the money from any one
  non-Illuminati treasury (in its own power structure or another player’s)
  to its Illuminati treasury. This counts as an action.
- Special victory condition: Gain control of groups with a total Income
  of 30 or more (including its own).

The (Illuminated) Moral Minority

- Special power: +3 to control any Conservative group; immune to
  any attacks from Communist or Weird groups.
- Special victory condition: Control five Conservative groups.

SSFTASS

This group isn’t in any of the Illuminati games. It is mentioned in
the works of Robert Anton Wilson that helped inspire the game, so I
thought that it’d fit in the games as well. SSFTASS stands for the Secret
Society For The Abolition of Secret Societies.

- Special power: For 5 MB may cancel any other Illuminati group’s
  special ability for one turn. Does not count as an action, and can be
  done during another player’s turn.
- Special victory condition: Neutralize thirteen groups owned by other
  players. (Dropping your own groups doesn’t count.)

I’d like to thank Rich Bandstra and the other Pella gamers for help-
ing with this article. Happy Illuminating!
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Illuminati is a game of conspiracy and paranoia. Monty Python's Flying Circus is a British TV series concerned mainly with such things as dead parrots and musical mice. So it's safe to assume that no one will ever attempt to combine the two. Right? Wrong . . .

THE MONTY PYTHON ILLUMINATI

by Bill Cassel

Illustrated by Dan Willems

The British Illuminati

The Pythonated (British) Illuminati are taking over the world not for power, but for laughs. Therefore, they cannot be destroyed, even if they control no groups; and groups in their power structure are also immune to destruction! They cannot make or aid any attack to destroy (exception: they can play the "Killer Joke" special card). Their special victory condition is to control six Silly groups.

All Pythonated groups except the Colonel and The Piranha Brothers are of Silly alignment. Silly has no opposite alignment. Silly groups cannot make or aid any attack to destroy (except to play "Killer Joke").

Pythonated Groups

ARGUMENT CLINICS

DING!

Resistance: 5
Income: 2

THE BISHOP

Criminal
Violent
Silly

Power: 3
Resistance: 3
Income: 1

BLANC-MANGES

Communist
Silly

Power: 4
Resistance: 5
Income: 3

BRITISH DENTAL ASSOCIATION

Straight
Silly

Power: 4
Resistance: 3
Income: 3

BRUCES

Silly

Resistance: 6
Income: 3

CAMEL-SPOTTERS

Peaceful
Silly

Resistance: 2
Income: 3

CHURCH POLICE

Fanatic
Silly

Power: 3
Resistance: 4
Income: 0

FISH

Silly

Resistance: 2
Income: 0

FLYING SHEEP

Silly

Power: 0/1
Resistance: 2
Income: 1
D.P. & R.J. GUMBY
Resistance: 0
Income: 0
Silly

MR. EDWARD HEATH
Resistance: 3
Income: 1
Government Conservative
Silly

HELL'S GRANNIES
Resistance: 6
Income: 3
Violent Silly

KILLER CARS
Power: 3
Resistance: 5
Income: 0
Violent Silly

LLAMAS
Power: 2
Resistance: 3
Income: 2
Peaceful Silly

LUMBERJACKS
Power: 1
Resistance: 3
Income: 2
Weird Silly

MICEMEN
Power: 0/2
Resistance: 3
Income: 1
Weird Liberal Silly

MINISTRY OF SILLY WALKS
Power: 5/2
Resistance: 4
Income: 2
Government Straight Silly

PANTOMIME HORSES
Resistance: 3
Income: 2
Silly

SOCIETY FOR PUTTING THINGS ON TOP OF OTHER THINGS
Power: 3
Resistance: 5
Income: 1
Silly

SPAM
Resistance: 0
Income: 4
Silly

THE SPANISH INQUISITION
Their attacks are automatically privileged. (No one expects the Spanish Inquisition!)
Power: 4/3
Resistance: 5
Income: 0
Fanatic Silly

UPPER CLASS TWITS
Resistance: 1
Income: 4
Conservative Silly

THE COLONEL
+3 on any attempt to destroy any Silly group
Power: 2
Resistance: 8
Income: 1
Conservative Straight Fanatic

THE PIRANHA BROTHERS
+1 on any attempt to destroy any group
Power: 4/2
Resistance: 6
Income: 5
Criminal Violent

NOT BEING SEEN
May be played when any attack is announced. The target group of that attack is then “not being seen” and may not be attacked on that turn. The attacking group may make another attack instead.
Does not count as an action.

KILLER JOKE
May be played on the owning player's turn, affecting any group of that player's choice of Power 0 or 1. That group immediately laughs itself to death and is considered destroyed. Can be played by a Silly group.
Counts as an action.

SELF-DEFENSE
May be played by any defending group in an attack. Adds 6 to attacker's die roll.
Does not count as an action.
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For information, write to:

**Adventure Systems**
1669 S. Voss, Suite FF-F
Houston, TX 77057

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Adventure Systems has recently come out with a play-by-mail version of the Steve Jackson card game Illuminati, making many changes that are needed for the PBM format. There are two kinds of people who might play this game: Illuminati card players and regular play-by-mailers. Personally, I am a PBMer, and started playing Illuminati when I came across Adventure Systems' rather enjoyable ad. Those of you who play the card game must first decide whether a PBM game is right for you at all.

**PBM — Yes or No?**

PBM games are expensive above all else. The four dollar cost of each turn of Illuminati can be only a part of the total. You will find yourself needing to make desperate phone calls to somebody who lives all the way across the continent. Often these conversations occur at night, which cuts the costs a bit, but they still jack up the price of a turn. Letters don't cost quite as much, but you'll find yourself going through a lot of stamps. You may also want the card game just to understand the basis of the PBM game.

PBM games have another problem: They can generate extremely long depressions. Like all games, PBM games have their ups and downs for every player; but when turns only arrive once a week, you may be convinced that you're losing for months at a time! Furthermore, it may take several tries at a game before you are really confident with it, and that process can take years. This accounts for the great numbers of beginners that drop out of any PBM game.

If you are ready to play games by mail, I highly recommend Adventure Systems. They are a small and relatively new company doing a fantastic job. They will process your turn as soon as it arrives and send it back that same day — which lets your turn spend five days in the mail and still gives once-a-week turn-around. Of course, that allows you only one day and night to fill out your turn sheet before you need to return it, which can conflict nicely with any plans you may have. This hectic pace is too much for some players, so Adventure Systems also runs a biweekly game, which gives you almost an entire week to scheme and plot.

**A Brief Description**

Illuminati is a game of world control through subversion and secrecy. Almost every conceivable group (human or otherwise) is represented in this game as a target for control by the 24 Illuminati, the world-wide conspiracies trying to control lesser groups through subversion and trickery. To win the game, your Illuminati must take control of 32 of the lesser groups. Although there are 280 groups, there are 24 players — so taking control of 32 is no easy feat. If you accomplish it, you are declared the winner, removed from the game, and given "master points." The other players then fight it out for second to fifth place.

When you sign up for a game, you are given a description of your Illuminati, its history, attributes, special powers, and some possible strategies that fit that particular Illuminati's powers. Those of you who expect the Illuminati in this game to have the same powers as they did in the card game are in for some nasty shocks. For example, the Bermuda Triangle has a bonus to destroy other groups, while the Servants of Cthulhu have a bonus to corrupt.

The basic elements of any group are income, agents, power, influence, and a set of alignments (Fanatical, Secretive, Corrupt, Violent, Weird, Criminal, Radical, and Communist), each rated for intensity from 0 to 9. Income gives the group cash (in Megabucks) every turn, which the group needs to perform its actions. These Megabucks are most important, as almost no action can be performed without one Megabuck spent for each agent sent out. (That is, if you try to control another group with 100 MBs and 200 agents, it will be no different from sending out 100 agents with 1 MB each.) You will often have extra agents sitting around in a group, but as you lose other agents through attrition or through infiltration into other groups, you will need those reserves.

The agents of a group are divided into leaders and the cadre of the conspiracy. You can increase the cadre of a group by recruiting new members (which unfortunately lets other groups infiltrate their own members into your group), and you can increase leaders by promoting cadre. If you think one of your own groups has had its security breached, you can guard the leaders and cadre of your group. A Guard action will purge the disloyal agents, which is extremely bad for morale. If possible, you should try to resubvert agents rather than purge them.

A group's power and influence measure the ability of your group to perform almost all of its actions; they can be increased only by dint of sheer effort. A group with low power will have difficulty taking over a group with high power, regardless of how much money it spends, and a group with a low influence will have trouble subverting people in another group. If you haven't subverted some of the members, or infiltrated anybody into the group, you won't be able to control it, no matter how powerful your group is. You can combine the power and influence of two different
groups by letting the group with a high influence do all the subverting, and then letting the powerful group try the actual control.

Finally, the alignments of a group determine how it will react to a move on the part of another group. You can change your own alignment very easily, and with enough money and power, you can change almost any other group's alignment without its permission! If you can imagine turning the Post Office into a violent and highly criminal organization, you will get a general idea of how to use alignment changes.

**General Tactics**

Once you take control of a group, you should immediately raise its secrecy and dedication, to protect it from other players. You should also let it build up a bit of reserve cash. This will give it a greater ability to fight off takeover attempts from other groups. You may even want to send it a little money from your Illuminati. Once you control the group, it will be very easy to subvert its members, and you should at least control all of its leaders. Another group's subversion affects the unsubverted leaders first, so somebody may be subverting leaders in your group without your knowledge. If you find that somebody is subverting your leaders (you will notice that you control fewer of the members than you used to), you can protect the group by quickly dispatching another Control order. If the group is taken from you while your turn is in the mail, it will be vulnerable to your recontrol order. You won't be wasting the money either, because if you haven't lost the group, the new Control order will be ignored.

Most groups controlled by your Illuminati will be powerful enough to control groups of their own. Since your Illuminati can only directly control four other groups (as in the card game), and since the final goal of the game is to control 32 groups, your subgroups must eventually control groups of their own. Therefore, an attack against the subgroups of another player can be just as devastating as an attack against his or her Illuminati (this is unlike the card game, where an attack against the Illuminati itself is not allowed).

**Looting and Probing**

It is possible in this PBM game to loot the lesser groups, a tactic unheard of in the card game. It works this way: Once you control a group, order it to sell off all of its income, which will give it an extra large supply of cash. Then order it to transfer all its money to your Illuminati (or any other group). The receiving group in turn invests the new money to get income. You have, in effect, transferred the income of the first group into the second group, making the second group more powerful and the first group useless. Do this to weak groups and to groups you're afraid you'll lose next turn; you don't want to loot a group that has a high power and influence, because it can put the money to good use.

Once you have taken all the income from the lesser group, it becomes little more than a people bank. Subvert its members and order them to withdraw from that group and join yours. This gets rid of the problem of infiltration (which only happens when you recruit), and can be as cheap. If you have completely looted a group, you should probably drop it, so that other players looking at your power structure don't become alarmed. If you leave two of your own people in it, you shouldn't have any trouble retaking it at the end of the game, for a quick extra group to add to your tally.

Information gathering is a big part of Illuminati. Probes will give you information on a group; the data may be slightly inaccurate and incomplete, since only a really powerful probe will be totally accurate. One of the last obtained and most important bits of information you'll get in a probe is who controls the group you are probing. A cheap way to learn if anyone else controls that group is to look at the morale. All neutral groups have a morale of 50, which drops when the group is taken over; if the group's morale is higher or lower than 50, you know at least that it was controlled at some time. (Editor's Note: According to
Draper Kauffman of Adventure Systems, this is not true of all Illuminati PBM games.)

There are groups of players who've collected probe results of many of the 280 groups and are willing to sell or give them to you. These lists are valuable, in that they let you stop randomly guessing which groups makes the best takeover targets, and trying to compile one of these lists yourself is very hard. You will still want to probe a group before you attempt to take it, as you could anger its present owner.

Turns are processed once a week, meaning that your turn can arrive any time from Monday to Saturday. Because of this, you can send in a turn that will arrive on Saturday, and then a second turn that will arrive Monday, both of which will be processed. If your opponent is regularly sending in turns to arrive on Wednesdays, you will get in two quick turns before he or she has a chance to react. Of course, you have to send in the second turn without being able to see the results of the first turn, but it is often worth it. Adventure Systems thoughtfully provides you with an extra turn sheet at the beginning of the game to accomplish this. When using this move, it is helpful to write on the outside of the envelope that these two turns should be processed in the right order, just in case they both arrive on the same day.

A big question that a lot of players have with Illuminati is how much money and agents are needed to perform any particular action. All actions depend greatly on several factors, but the best way to find out the appropriate combination of men and Megabucks is to ask a more experienced ally. Briefly, an alignment change in your Illuminati usually takes only one agent and one Megabuck, while an attempt to subvert the members of another Illuminati can take more than 600 of each to be successful (and may still fail). Other actions range between those two extremes.

The Future of Illuminati

The Illuminati game I've been describing is only the beginner's game. Adventure Systems is planning to start an intermediate game soon with several rule changes. You are allowed to play in two beginner games before they consider you an intermediate conspirator, unless you win your first beginner's game. Intermediate games will have some new groups, with new powers. It will probably be harder to loot a group, so you will have to keep groups, regardless of how weak they are, if you want to use their cash. The special powers will play a much greater part in the intermediate game. (In the beginner's game, an Illuminati with a bonus to subvert has only a slightly better chance than any other Illuminati to subvert; in the intermediate, such a bonus would be far more important.) In a sense, the beginner's game is only a training run for the intermediate game, to give players a general sense of how to play, before they are confronted with the realities of cutthroat Illuminati play. It is rumored that there will some day be an expert game, open only to those players who've collected master points. Who knows what lies in wait for us in that distant future . . .

I hope you have been convinced to play Illuminati. For you card players, prepare to have your conspiracies expanded several-fold, and for you PBMers, get ready to enjoy a really novel game, with lots of amusing quirks. But be careful; group number 265 (PBM Game Companies) is out to take over the world.
Where We’re Going
by Steve Jackson

Two years ago, in *SG* 60, I made a few predictions about the future of the gaming industry. And, just like that, I was able to boldly predict a scorecard in 1985 to see how good the guesses were. Well, it’s 1985. So (not without a certain amount of trepidation) it’s time for...

**The Crystal Ball Scorecard**

I made seven predictions. We’ll take them one at a time.

1. “The biggest growth in the game field will be home computer games. Wargames will be a significant part of the game field, but nowhere near the majority. Home video-arcade machines will become comparably less popular.” 100% right. The only surprising thing has been the failure of the old-line wargame companies to move into the field in any significant way. Only AH has done so, and the results have been mixed. The best computer wargames are being produced by companies like MicroPro, SSI, and Atari.

2. “RPGs and adventures will continue to dominate the non-computer portion of the industry. TSR will continue to have higher sales than any other company, but their market share will diminish...” Right again. The superhero phenomenon injected new life into RPG-ing; both historical and science fiction boardgaming have languished.

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...” Pretty close. Inflation took the minis to $5.95 or $6.00, rather than $7.00 — and only Nova and FASA have joined SJ Games as significant minigame producers. But they’re producing lots of them.

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...” The yearly turnover will be 10% to 15%, but the total number of active game companies will remain about the same.” Again, pretty close. Victory Games is our new star; Heritage and Metagaming our dead giants. And turnover has, indeed, remained pretty constant.

5. “Play-by-mail will continue to grow, as will play-by-phone. But for every correspondence game that survives, three more will crater after the first few months.” Partially right. PBM has grown. There are now two full-blown magazines serving PBMers! But play-by-phone has gone almost nowhere.

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 20,000 members, but will be a great convenience for those who join.” Well... maybe. The game industry has grown, but “prosper” might have been too strong a word. As for a national gaming society — it’s to laugh. Maybe someday.

7. “This was the really risky part. I named 28 companies, and made a prediction (general status only) for each one. And some people still aren’t speaking to me over that. Rather than list each one, let’s just look at the ones I missed, and a few of the borderline cases and interesting bullseyes. (If you want the whole list, go back to *SG* 60 and see for yourself.)

I called Nova to “hold position.” They’re doing much better than that. On the downside, I made the same prediction for Metagaming (which folded), Adventure Games (ditto), and Yacinto (which has all but abandoned the field, cutting new releases down to almost zero).

I listed Hero, FASA, Sir-Tech, and Central Texas Computing as “small but growing,” hedging my bets by saying they could do better if they played their cards right. Well, Hero and FASA are certainly top ten material right now — Hero on creativity, and FASA on bucks. Sir-Tech hasn’t done anything since *Wizardry*, but they are still selling lots of supplements. And Central Texas Computing is still small (and still reliable) but not growing at all. So it goes.

Of the three that I listed as “need help,” Heritage is indeed gone. Judges Guild is hanging on by its fingernails, and FGU is still FGU.

And “unclassifiable” Victory was the big success story of the year!

All in all, I had six clear misses out of 28. Could have been better. Could have been worse.

So, to total the scorecard — out of seven darts thrown, I’d call it two bullseyes, two solid hits, two in the second ring, and one (the last) out in the third. But none of them missed the board. Think I can do it again? I don’t know either. I’ll take a shot at it next issue.

**GURPS Update**

It’s going pretty well. We had another go at the combat system. It still didn’t work. But this time we figured out why. I think it’s fixed. We’re enmeshed in a philosophical argument about some details of the movement system. The “fine grid” crew is holed up in one corner of the office, the “large grid” gang is on the other side, and epiphanies are flying freely.

But I’m really feeling pretty good about it. We’re now thinking about supplements. The basic set will concentrate on fantasy; the first three supplements, unless we get contrary feedback, will be superheros, autodueling, and science fiction. I hope you sent in the GURPS feedback in the last issue. If you didn’t — do it now! There may still be time.

**Other New Stuff**

*Illuminati Expansion Set 3,* gameboard and all, has passed its playtests with flying colors. Look for it in early 1985. Also in early 1985 will be Scott Haring’s *Car Wars Expansion Set 7,* with off-road racing, combat, and all around outdoor sports.

By popular demand (both from gamers and distributors) we are hammering out the details on a deluxe *Car Wars* boxed set. It will probably include most (if not all) of the material from *Car Wars, Truck Stop,* and *Sunday Drivers,* plus a few other things here and there. We’re stressing completeness and organization. Price is still unsettled.

Finally, one thing we won’t be doing any longer is *Fire & Movement* magazine. As of January, it has been sold to DVI, Inc., of California. We all liked F&M, but it just didn’t fit in with the rest of our projects. We wish DTV the best of luck. (Current subscriptions will continue uninterrupted.) As for us — now we’ve got still more time for science fiction and fantasy games!
FINIEOUS FINGERS IN DEEP SPACE PIRATES

Contact in quadrant five, Fin!

---

Yes captain, a HobbitskyClass, imperial version - mod three.

---

Oh good, a merchant ship, I'll man the turret, Captain...

---

Ah, my friend, you fat little merchant, "Fingers the Red!" greatest space pirate ever calling! Identify yourself!

---

What? A Hobbitsky cruiser, mod three, give in to a measly human scout ship! HA! OH! HAHAAAA!

---

Cruiser? Hey Fred, what's this about a cruiser?

---

I was trying to tell you... the Hobbitsky mod three comes in two versions: a helpless unarmed merchant and a near identical fast strike cruiser.

---

Besides, no one gives a fighting ship a stupid name like... "Tea Cup"...ick!

---

Okay, you fat little merchant, "Fingers the Red!" greatest space pirate ever calling! Identify yourself!

---

Hallo? Guildship "Teacup" here... Good! Now surrender or else!

---

A cruiser eh... perhaps you wimps wanna fight too!!!

---

Um... okay by us!

---

Gee Fred, that didn't phase 'em! Are they armored?

---

Can you spell cruiser?

---

You mean... idiot?

---

VWAP!

---

Poom!

---

Oh... quick Charly, inputs? It's a bluff fin, blast 'em!!

---

... of course! Hobbits are too stingy to spend money on strike cruisers.

---

Besides, no one gives a fighting ship a stupid name like... "Tea Cup"...ick!

---

Holy Cow!!

---

D'you think they took that bit about hair foots? Uh... personally?... Fred?

---

To be continued!
GAMES

AXIS & ALLIES (Milton Bradley; formerly published by Nova Games); $22 retail. Design credit not given. One 32-page 8½" x 11" rulebook, 33" x 19½" mounted mapboard, 299 plastic playing pieces (75 infantry men, 50 tanks, 50 fighter planes, 30 transport ships, 30 submarines, 15 bombers, 15 battleships, 12 anti-aircraft guns, 12 industrial complexes, 10 aircraft carriers), seven heavy cardboard-mounted charts, lots of cardboard and plastic poker-style chips, 12 six-sided dice, six styrofoam storage trays, and lots of paper money. Prome to in print players, playing time three to seven hours. Published 1984.

Wow! Make that double Wow! (WOW WOW!) Milton Bradley's new Gamemaster boardgames are incredible. Imagine games halfway between Risk and the simple end of Avalon Hill's line and you'll have a pretty clear picture of what industry giant MB was after. And boy, have they delivered. Axis & Allies, one of three games in the Gamemaster series, is a gem, a component freak's dream, the one game every gamer should run right out and buy today. You should have seen the lust in everyone's eyes the day it showed up at the SJ Games office! Even if you don't generally like historical board wargames, Axis & Allies is bound to set your heart pounding.

In Axis & Allies, two to five players get together and recreate World War II. You can play the US, Great Britain, Russia (the Allies), Germany, or Japan (the Axis). No individual victory is possible in Axis & Allies — the Allies have to work together to achieve an overall goal; the Axis powers have to cooperate to achieve their unique victory conditions. Each country has an income (expressed in Industrial Production Certificates — "real" paper money included with the game) with which to buy weaponry of all sorts — plastic army guys! tiny tanks! little toy bombers! No cardboard counters in this game. (For a complete description of the units available see the component list above; repeating it here would take more space than the average capsule review.) Each turn, players buy weapons, move into and resolve combat, move pieces not involved in combat on a given turn, place units bought at the beginning of the turn, and collect income. Unit selection, and the use of those units in combat, are the keys to achieving victory. When combat is initiated (by one of your units move into an enemy-occupied space on the map), all units in the contested space are moved to the "Battle Board" — a cardboard-mounted chart detailing in simple, graphic terms each unit's combat effectiveness. In order to score a hit, you simply roll your unit's attack (or defensive) strength or less on one die. When you hit, your opponent must remove one unit from play. Since all combat is considered simultaneous, however, destroyed units get a last shot before being removed. Combat ends when one or both sides are destroyed, or when the attacker chooses to retreat.

Axis & Allies has lots of good points. For one thing, I doubt there's ever been a game with more attractive graphics or components. One has to wonder if Axis & Allies would be half as appealing if it had little cardboard counters and a cardboard wrap instead of its glib, three-dimensional plastic pieces and heavy, mounted map. After the graphics, the most notable plus is the game's simplicity — the rules (printed in very big type) take up just a few pages of a short rulebook (the rest of the pages consist of examples, repetitions, clarifications, and white space). Virtually all of the rules — from set-up, to turn sequence, to unit cost and effectiveness — are reprinted on cards given to each player at the beginning of the game. Despite this simplicity, Axis & Allies players have to make some pretty sophisticated decisions — which units to buy, where and when to place them, and so on. The rules are designed to allow for a given area of complexity decisions; yes, complex mechanics and choices? No. You'd really have to look to the classic boardboard games — Monopoly, Risk, Clue — to find simpler game systems.

But simplicity is a two-edged sword. Brevity gets in the way of clarity, and the rules are vague in spots. Players will find themselves making their own decisions about holes in the rules — holes which should have been plugged before the game hit the market. Nothing critical, mind you, but annoying nonetheless. Another problem: Axis & Allies plays slowly. Count on about half an hour per player, and that's after you've all mastered the rules. (Luckily there's enough going on during other players' turns that nobody gets too bored. And on the plus side, munitions runs are no problem at all.) Axis & Allies has two component problems. The first is the map. Beautiful though it may be, the space on it is too small to hold all the pieces you end up piling on the board; it's almost enough to make you wish for counters. The second problem is the box. It's beautiful, sure, but it's huge — too big to fit comfortably anywhere in my house. And it's so deep the components rattle around and fall out of their handy containers the first time you open it. Little too far to port. The box could have been cut down to half-depth and done a much better job of holding everything in place. And, finally, it's so bothersome me that the game never seems to follow the course of history, but what the hell. Virtually.

Overall, Axis & Allies is a winner. It's simple to learn, easy to play, requires lots of thought, and has immense replay value (since each country has unique goals, resources, and geography). Oh yeah, and it's a bargain. If any adventure/wargame company had released a game like this, it would probably sell for three times what it costs from Milton Bradley. As it is, it can be yours for a mere 15 bucks if you shop around. So what are you waiting for?

—Warren Spector

CONQUEST OF THE EMPIRE (Milton Bradley); $22 retail. No designer listed. Multi-player boardgame, part of MB's "Gammemaster" series. Full-color mounted mapboard, 268 plastic playing pieces, 45 plastic coins, reference card, control markers, two dice, 16-page 8½" x 11" rulebook, boxed. For two to six players; playing time four to five hours. Published 1984.

Everything has changed. That's what I thought when the three new Milton Bradley Gammemaster releases arrived in the mall. These are wargames — simple ones, about one step above Risk, but nonetheless they're wargames from a major publisher. For anyone used to Illustrious mapsheets and cardboard counters, the production values in these games beggar description. Conquest of the Empire, an abstract multiplayer game of Rome in 200 AD, gives you plastic coins, gold and silver "talents," to buy your infantry, cavalry, city fortifications, and catapults; all of these are detailed plastic miniatures! And the mapboard is just super-deluxe. As for the game itself, a rather anachronistic premise has been added to "Caesars" fighting for dominance of the Empire — and there's only one winner. Move your pieces (a province at a time) to the city territories to defend against the other cities. Twice during the game the currency inflates, making everything more expensive. Galley's allow sea movement and combat.

This is a stupendous game. Despite its simplicity, Conquest requires elaborate planning, and rewards careful strategy. Every game is uniquely fascinating, whether a straight legion-to-legion war of attrition or a fencing match of deft and unexpected maneuvers. The inflation index, though simple, produces some neat effects: For instance, as you edge toward the next inflationary threshold, you become desperate to spend all available talents while you're still worth something. Also, inflation helps keep play balanced if one Caesar grabs lots of territory. All in all, an elegant touch, very true to the flavor of the game and the period.

How frightening, then, to discover an atrocious imbalance in the combat system: the catapult (ballista) It gives you a combat advantage, which is fine — but it's also very hard to destroy, which makes it much too powerful. It's no exaggeration that winning Conquest depends entirely on how many catapults you can field; if you concentrate them, you get such an advantage you can roll through enemy forces three times your size. Very sloppy, also. Conquest works best with five or six players, but that virtually ensures that at least one player will be knocked out of the game early on — always a flaw in a multiplayer design. Little quarrels raged with this game: Defenders aren't allowed to retreat; Caesars ought to get combat advantages; the pieces, though really keen, are sometimes clumsy; and occasionally territories aren't big enough to accommodate all the pieces moving in.

But don't get me wrong: Conquest of the Empire is a superb contest of skill — not strong on simulation, but very good at capturing the grandeur that was Rome. It probably doesn't have quite the replay value of Axis & Allies, another Milton Bradley Gammemaster release (see the review elsewhere in this section) — but it still gets high marks, as it's the first to beat the AD product. The 30 Best Board & Card Games. By the way, if you like the Roman period, or if you've just worn out your Risk set, Conquest of the Empire is highly recommended.

—Allen Varney
BROADSIDES & BOARDING PARTIES
(Milton Bradley); $22 retail. Boardgame, part of Milton Bradley's "Gamemaster" series. Full-color 29½” x 15½” mounted gameboard, two 15” high plastic ship models, two small ships, 66 plastic pieces, deck of 30 cards, two dice, 16-page 8½” x 11½” rulebook, boxed. For two players; playing time 10-30 minutes. Published 1984.

Broad sides & Boarding Parties, clearly the least of the three new Milton Bradley Gamemaster wargames, has the most spectacular components of all... which is saying a lot. Along with the gorgeous mapboard and the little plastic sailors that crew your vessel, you get two big ships. I mean really big. Set them up at either end of the board, put ship tokens on the map to represent their position on the high seas, place captain, crew, and cannon on the decks, and you're ready for piracy in the 17th-century Caribbean. In moving the small ships from dot to dot on the map, players pre-plan maneuvers in sets of three, laying down cards representing "forward," "turn starboard," and such. The players simultaneously turn up the cards one at a time, executing the moves as the cards are turned. A ship within one dot of another may fire its cannons (depending on the relative position of the participants); ships that collide move to the "boarding parties" phase, where the little plastic crewmen jump around on each other's ships, trying to kill the enemy captain. Combat between ships and between sailors is resolved by extremely elementary die-rolling.

Leaving aside those enormous ship models, the most respectable aspect of the game is its simple and fluid simultaneous movement system. Just lay the cards and turn them up, you have to think ahead, and there's suspense in waiting for the opponent's move, so there seems to be little lost by using cards instead of the elaborate simultaneous movement procedures other naval games indulge in. Too bad printing nice slick cards is probably not cost-effective for any company smaller than Milton Bradley. Of course all the components get a solid A-plus, just as with the other Gamemaster releases (Axis & Allies and Conquest of the Empire; see reviews elsewhere in this section).

But relative to its companion releases, Broad sides & Boarding Parties fails badly in play. The "broadside" phase works all right, as you try to soften up your opponent with cannon fire. It pales after a few playings, especially since the rules make no provision for wind (1) or more than two ships in a battle, but it's functional. The boarding phase, though, is really hampered by somewhat too many movement rules and pallid combat procedures. Basically the only way to get the opponent's captain without risking your own is to gang up on him. But since both players get the same total amount of movement (to be split among their crews as they see fit), the other guy can give it all to his captain and race ahead, while you have to divide yours among the pursuing crewmen, walking along behind. It's all very frustrating. Even more so is the ludicrous fact that the ships are so big that, once assembled, they won't fit in the box!

Broad sides & Boarding Parties is not worth the money. The components can't save the weak design. It might be okay for helping two players kill 20 minutes while waiting to play Axis & Allies, but otherwise there's not much value here. If you want big ships, buy a model kit; if you want sea battles, it's still hard to beat Avalon Hill's Wooden Ships & Iron Men.

—Allen Varney

JUSTICE INC. (Hero Games); $15. By Aaron Allston, Steve Peterson, and Michael Stackpole; illustrated by Liz Danforth, Denis Loubet, Mark Williams, Mike Witherby, and others. Roleplaying game of 1920s and '30s pulp adventure. 90-page rulebook and 80-page Campaign Book plus three six-sided dice, boxed. For three or more players; playing time indefinite. Published 1984.

For fans of Doc Savage, the Avenger, the Spider, and the other crimefighting predecessors of comic-book superheroes, Justice Inc. adapts the "Hero System" to Depression-era pulp-magazine adventure. If you play Champions or Espionage/Danger International, you'll recognize Hero's elaborate and endlessly versatile system here; in fact, Justice Inc. is virtually identical in mechanics to Espionage/ Skill and equipment lists are altered; vehicle rules now include an abstract "Chase Movement" procedure for carousing automobile chases (somewhat like James Bond 007) and rules for airplane dogfights (remember G-8 and His Battle Aces)? There are new sections for psychic powers and "Weird Talents" (Lightning Calculator, Bump of Direction). The Campaign Book includes advice on running different styles of adventures; Westerns, detective mysteries, even occult horror and science fiction (though nothing here is likely to lure away Call of Cthulhu or Traveller buffs). Rounding out the second book are a timeline and slang dictionary to convey the "feel" of the era, an introductory solo adventure, and two full-scale scenarios (with notes for a third).

This is clearly the best-presented Hero product to date, with improved production values, a pleasant "user-friendly" style, and an absolutely sensational box cover by Brian K. Hamilton — one of the best I've seen for any game. The virtues of the Hero System need not be repeated; it's enough to say that it works as well here as it has in the other Hero releases. (For novices, the "Join the Club" solo is a painless introduction to the basic mechanisms.)
chase movement is okay — it’s not likely to figure in most adventures frequently enough that its abstraction will bother anybody. The “Coates Shambles” scenario in one scenario may be read as story or ghost story. I’ll frankly admit that I haven’t read the second adventure, “The Gray Scarecrow” — the first so impressed me that I want to “save” the second, to play it in myself.

The problems in Justice Inc. are principally in its presentation. For one thing, the Kingpin’s replacement for the typical goon is erratic (large gaps between words, lines not parallel, corrections pasted crookedly). Several of the numerous typos are not just sloppy, but downright stupid — “see the chart on page 00,” for example, where the editors forgot to go back and paste the proper page number over the 00. However, The Cover of the Campaign Book, by Mark Williams — never mind. Beyond matters of appearance, another amateurish move comes with the discussion of ghosts and Doc Savage-style gadgets: The reader is simply referred to Champions. Thanks a bunch.

But Justice Inc. is fundamentally solid work, and certainly adaptable to a wide spectrum of pulp-era melodramatics. If your players want lots of variety in one campaign, this is your game! I realize it’s a close call, but I’d said that with this publication, Hero Games probably has the strongest roleplaying line on the market.

—Allen Varney

MEKTON (The R. Talorean Company, P.O. Box 228, Apts. CA 95001), $15. Designed and illustrated by Mike Pondsmith. Japanese robot-style combat game with roleplaying elements. 32-page 8½” x 11” rulebook, 17½” x 21” color mapsheet, chart sheet, cardboard counter sheet, one four-sided die and one 20-sided die with styrofoam support insert. For two or more players; playing time indefinite. Published 1984.

Mekton is among the first (and, I hope, the least) of what may soon become a battalion of RPGs based on the Japanese “robot-warrior” cartoons that have gained a large cult following among manga fans. These stylized technofantasies showcase giant “robot”-flying machines, hundreds of feet high and armed with a variety of showy weaponry, usually lumbering through a standard space-opera plot: examples include Mobile Suit Gundam and Gobelin. To the untrained eye (mine, at least) the films resemble updated Godzilla movies. But they’ve found a devoted audience, one that Mekton’s makers may exploit with this shoddy job.

Despite Mekton’s subtitle, “The Battlesuit Combat Game,” this simple robot slugfest has no connection to SJ Games’ Battlesuit. What it really resembles, if you can believe it, is Car Wars: Players roll a few combat-related attributes on 1d6, then construct their cybernetic fighting suits (their “Mektons”) according to power requirements, “spaces” available for weaponry, and armor weight. All Mektons are humanoid, the torso and head sharing a torso panel and module, and cockpit, and then outfit the whole contraption with weapons like missile racks, “cosmocannons,” energy stars, drills, talons, and various beams. Options include sensors, rocket packs, and shields (not force shields — real shields!) that can parry attacks. Combat is simple: To hit, you roll less than your “MEK Skill” minus your opponent’s skill (plus or minus modifiers) on 1d20; damage is a fixed amount inflicted by each type of weapon (and the armor is ablative, again like Car Wars). There’s a set of “Personal Combat” rules for fighting after you get out of the suit, but these are nearly useless (again, like Car Wars). Movement is standard hex-grid stuff; the mapsheet shows the two island “empires” that are fighting a war using these big machines, the Elarans (good guys) and Kargan (bad). Given the listed scale of one mile per hex, each of these mighty industrial superpowers is about 25 miles from end to end — you could lose them both in Lake Michigan.

There’s not much worth saying about Mekton, but it’s a really spiffy presentation. The graphics are sharp; Mike Pondsmith’s stylized drawings complement the text nicely; the rules are entertainingly written, and given as though told by the actual characters fighting the war. The appearance is detailed and convincing, so much so that I almost can see a character’s Reputation level governing the level of equipment he or she is entrusted with. The map is colorful.

But, Where to start? Sketchy roleplaying mechanics (Car Wars level, as I said). Inflexible Mekton construction rules — what you really want a really powerful laser, or a robot that transforms into something else, or less armor so you can move faster? You’re out of luck. Simplified range mechanics — adjacent hexes are considered “hand-to-hand” range, for instance (though they’re supposedly a mile across), while no weapon can fire beyond three hexes away. (In personal combat, you can’t throw a grenade more than 12 feet.) Simplistic and unwieldy rules for “decimating” cities (destroying one hex of city takes three turns; how do you keep track of progressive destruction when you’re moving around all the time)? Well, there are a few scenarios for a few towns, complete maps of some cities, and a “scenario” base. The rules talk about roleplaying scenarios outside the suits, but with personal combat as deadly (and luck-based) as it is, you’d be a sap to climb out of that cockpit. The text is shot through with types. The map terrain isn’t clearly identified. The cardboard counters are flimsy. The 20-sided die is insipidly small.

Mekton’s packaging deserves special contempt. The 9” x 12” box, a paperoy, ramshackle affair, is given bulk and support by a half-inch-thick styrofoam base. The cardboard counter tubes and candy bars come in a cardboard sleeve to make them look bigger. Take out the styrofoam and that box will collapse if you stare hard at it; or leave it in, and think about the fifteen dollars you paid for one slender rulebook, a map, some charts, and that nice thick slab of foam.

I’ve spent this much time on Mekton only because its slick appearance and novel topic will sucker any Japanese-robot fan who can’t wait for one of the other role games due out soon. Pass the word.

—Allen Varney

TO CHALLENGE TOMORROW (Ragnarok Enterprises); $7.95. Designed by David F. Nalle. One 32-page, one 35-page and one 20-page 5½” x 8¼” booklet, bagged. Published 1983.

Ragnarok Enterprises’ “To Challenge Tomorrow” is one of those rare animals: a generic RPG that works surprisingly well. TCT is designed to allow GMs and players alike to customize the game with various historical eras (including the 1400s to the future of intergalactic empires) even including guidelines for running time travel and paratemporal campaigns. The game’s three books cover, respectively, character generation and combat, background info and campaign guidelines. Two future eras (plus time travel, and appendices on vehicles, starships, aliens, robots, and androids, and time travel; and four short scenarios — two historical (“Fortune’s Fools, 1485”) and “Anarch at Lunago, 1900”) and two SF (“The Man from the Island, 2050” and “Clown), 2070”, Character generation is relatively simple: Four categories of three primary characteristics each cover physical, active, mental, and social attributes, with 1D10+20 attributes per category to distribute between the three characteristics, plus 15+1D10 points to divide among any of the 12 attributes. Ten secondary characteristics are calculated from these; these are what are normally used in play. Characters also have a very wide range of skills from which to choose, so skill rolls based on various easily calculated formula. Combat is a bit more complex than merely making a simple skill roll, but generally is easily and satisfyingly handled.

For a relatively simple game, TCT has several interesting innovations. For example, Activity Points (a secondary characteristic, similar to Action Points in other games) may be added to a character’s chance to hit (and avoid being hit); they can be expended for particular actions. Armor protects one from damage after being hit and helps protect from being hit in the first place — as defined by the bullet pattern of the bullet armor, a realistic compromise between the two usually-irreconcilable concepts. Skill lists are quite exhaustive, as are lists of weapons for use in the game’s various eras — all noted with the year they first appeared, for historical accuracy. The “Worlds of Adventure” book is especially helpful in giving outlines of the various historical and potential future eras in which the game may be played, along with suggested sources where GMs may find more extensive info, scenario ideas, etc. — a necessarily brief but most useful synopsis of the game’s “history.”

TCT has a few problems. I’m not thrilled about the way Training Points (i.e., experience points) handed out for play may be used to improve any skills, whether used in the adventure for which the points are awarded or not; I prefer the RunesQuest-type skill improvement system. The rules on vehicles and starships are a bit too sketchy and really need fuller coverage than given here. And the two historical scenarios aren’t the best examples of what can be done with this game, especially “Anarchy,” which suffers from poorly reproduced maps. In fact, production is TCT’s greatest problem — a case of a pretty good game in poor packaging.

I’ve looked beyond its production limitations, I think you’ll find To Challenge Tomorrow a worthwhile purchase, even if for nothing else than several good gaming concepts. If all its promised era-specific supplement packs are as good, TCT could prove a surprise hit as the first working generic RPG.

—William A. Barton

WARHAMMER — The Mass Combat Fantasy Role-Playing Game (Ciarlet Miniatures); $12.95. Designed by Bryan Ansell, Rich Hallwell, and Richard Priestly. Three 8¾” x 10” booklets; two sheets of play aids; one errata sheet. Boxed. Published 1983.

Warhammer is a set of miniatures rules for fantasy combat that allows players to create characters for roleplaying adventures, and use them in mass combat battles as well. The scale is 1:1, and as a result, the game systems are somewhat simplified to allow players to handle individuals in mass combat. Characters are rated for Bowskill, Weapon skill, Strength, Toughness, and Wounds, as well as the number of attacks they can make per turn and their initiative. There are die modifiers for weapon length, morale status, and weapon type, and advanced rules for critical hits and knockouts.

Unfortunately, most beginning level characters can only take one hit before they are killed, so it is difficult to run a campaign — the odds are that your character will die if he or she is involved in more than one combat per session. This points out the problem of design that hampers Warhammer: It isn’t one of the many things that make games work. The rules are quite simple and highly playable, but when you try to use the simplistic system for roleplaying, it just isn’t equal to the task. For example, the magic system for Warhammer is good enough for the mass combat aspects of the game, but it is not really up to the requirements of an ongoing FRP
campaign. Wizards have energy points which they use to cast spells. Once used, the points are gone forever, and there is no way to regenerate them. While this does discourage wizards from using their powers indiscriminately, it lessens their role in a campaign, since most will tend to save their energy for the really big battles or quests.

The least satisfactory aspects of Warhammer are the character creation and roleplaying rules. Players choose from only three races for their characters—Humans, Dwarves, and Elves. They are also limited to being either Warriors or Wizards; there are no classes such as clerics, thieves, bards, etc. The list of skills that a character can choose from is limited, and worse yet, it is randomly generated! Your elf can end up with the useless skills of sailor and transvestite (yes, that’s right, transvestite!) while lacking tracker, woodsman, and trapper skills—all of which one would assume an elf would want and have by virtue of birth. The biggest criticism is that the GM is expected to come up with his own ways of deciding how to remove traps, or what modifiers to use if a player attempts to accomplish a difficult task under pressure. As it stands, Warhammer’s roleplaying rules are about equal to the primitive first-generation RPGs.

Overall, I have to say that Warhammer is a good miniatures game, but a terrible roleplaying game. The system is flexible enough to be used as a mass combat module in most RPGs, but you have to decide whether it’s worth $12.95 for a set of fantasy miniatures rules.

—Edwin J. Rotondaro

HEROES UNLIMITED (Palladium Books); $14.95. Designed by Kevin Siembieda. One 8½” x 11” 160-page book. Number of players and playing time indefinite. Published 1984.

Add to the growing list of superhero RPGs Palladium Books’ extravaganza, Heroes Unlimited—a 160-page tome that adds superheroes, plus a number of other play options, to Palladium’s roleplaying system. Basic character generation and most game mechanics in Heroes Unlimited are essentially the same as found in other Palladium RPGs, such as The Mechanoid Invasion and The Palladium Role-Playing Game, with the addition of superpowers, psionics, bionics, customized robotics, and hardware galore. Characteristics are 3D6 based; to-hit rolls are made on a D20 with anything above a 5 a hit, provided the roll is above a target’s Armor Rating (A.R.); damage comes first off of Structural Damage Capacity (S.D.C.) points before reducing hit points; so on. However, a wide range of superpowers, skills, training programs, and equipment is available to the player in creating hero types from mutants, aliens, and psionics to cyborgs, robots, super-athletes, and super-detectives/spies.

Superpower-category, amount of background education for skill purposes, specific super-power, and other aspects are determined by random roll (or, optionally, by choice), but several other factors are completely at the discretion of the player—specific skills, psionic powers, bionic and robotic parts (within a randomly determined budget), training, and hardware (limited only by cash on hand). Additional sections help flesh out characters with basic alignments, personality quirks, phobias, and other aids to roleplaying. An adventure with several usable NPCs is also included.

Heroes Unlimited shines in several particulars, most notably its sections on Robotics, Bionics, Special Training, and Hardware—areas most superhero RPGs either ignore or gloss over by simply noting that powers can be designated as mechanically produced if the player desires. A truly robotic or bionic hero can be logically constructed with these rules (which could easily be adapted to any other superhero or straight SF RPG that uses 3D6 characteristics and D20/D100 rolls). And using the sections on Special Training and Hardware, these rules could even be converted into a non-superhero espionage RPG with only minor changes. Sections on Psionics and Aliens especially are nice, making these heroes stand out from the “ordinary” type of superbeing.

In fact, among the few problems I find in Heroes Unlimited (other than my own personal prejudice against games in which the characters go up in levels to improve skills) is that ordinary, earthly superhero types, such as mutants, seem almost underpowered versus the psionics, aliens, robots, etc. Characters whose power class is Mutant or Experimental or another that decrees they get a superpower (rather than psionics or hardware of some sort) get only that—one superpower (unless a mutant gets a freebie from a physical mutation). While some powers are diverse enough in nature that they actually encompass several powers (Flame power, for example, allows shooting fireballs, flight, and partial immortality to flame and heat attacks), others, such as Vulnerability or Flight, give those powers and nothing more. Also, magical heroes are omitted completely (no Zatannas or Dr. Stranges).

Still, if you desire hero-types like Batman, Captain America, Robotman, or Wolverine, Heroes Unlimited is a superbuy, even if you use it as nothing more than a sourcebook for an existing game.

—William A. Barton

STARSHIP DUEL I; STARSHIP DUEL II (FASA); $6 each. Designed by Jordan Weisman. Each game includes 2 Starship Navigation Wheels.

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TRAIL OF THE GOLD SPIKE (Hero Games); S6. Designed by Aaron Allston. Adventure for Justice, Inc. One 8½" x 11" 32-page book. For GM and several players; playing time indefinite. Published 1984.

A dastardly instance of a mysterious masked villain, a strange substance that turns men into zombies, basic ingredients for thrilling pulp adventure! All can be found in Trail of the Gold Spike, Adventure #1 for Hero Games’ 30 new pulp RPG, Justice, Inc. Adventure, intrigue, and lots of two-fisted action are the hallmarks of this scenario (by former 5G editor Aaron Allston). Based closely on the tradition of those serials of the 30s through early 50s. The adventure’s subtitle, “Death Stalks the Lost Mine,” gives a hint to its storyline, as adventure players pit their skills and daring against the evil Condor and his attempt to run the Whites by including the lovely Bebeleben — out of the familiar mining business. From New York City to Colorado, the player-characters battle with the Condor and his bizarre Pale-Faced Men in the air, on land, and below ground. But who is the Condor, and why is he trying to run the Whites? Stay tuned...Trail offers a great many options to solve, along with an action-packed plot. The GM is provided with all necessary background information to run the scenario, keyed by availability to the characters, plus maps of the White Mining Camp, main house and refinery, the Gold Spike II mine, and the lair of the nefarious Con. Important NPCs — including prime suspects and potential victims — are described and outlined in Justice, Inc. game stats. And character conversions and guidelines are included to allow the adventure to be played with Call of Cthulhu, Mercenaries, Spies & Private Eyes, and GURPS. Trail of the Gold Spike is an excellently conceived and executed pulp adventure, with enough twists, turns, and red herrings to confound even the most astute of investigators (though I did guess the Condor’s true identity early on). Enough options are available for the other players to be able to enjoy the game and explore in their investigations, both in New York, where the action begins, and in Colorado, where most takes place. The opportunity for aerial dogfights with the Condor’s minions should please the WWII air buffs among your players. And the conversion for the other players is a big plus too.

Flaws are few in Trail. Some features noted in the keys as appearing on the maps actually don’t — electrical lines, most notably. And the values of similarly derived characteristics for the other systems covered — especially CoC and MSPE — are strangely dissimilar in the conversions. The open-ended nature of the adventure’s conclusion might throw some players off; however, those with experience should have no problems at all. Trail of the Gold Spike is simply a lot of fun — to read, to play, or GM. If you play any of the systems for which the adventure is designed, I heartily recommend it as the next exciting installment of your gaming career!

—William A. Barton


Gamers new to Dungeons & Dragons are often surprised when they discover that the only company producing suitable roleplaying material, Mayfair is among the best of them, and their RoleAids series is certainly worth checking out by any Dungeons & Dragons fan. Unlike many so-called “universal” roleplaying modules, which can require extensive reworking before they’re in a playable form, RoleAids modules have been designed with D&D specifically in mind. Swordthrust is a solid example: With a minimum of tinkering, it can be played smoothly on its own or can be dropped neatly into just about any ongoing campaign.

Swordthrust sends the adventurers on a quest to find the legendary Ice Titan hidden high in the snowy Chasar Mountains. The bulk of the adventure involves the exploration of a five-level “dungeon” which is actually the interior of the slumbering Tyrant’s brain! While the Titan sleeps, the forces of good and evil (represented by the bird-like Fancies and wizard men called Durges) battle for domination of his mind. Other encounters are provided by the Titan’s memories — physical manifestations of anything and everything the Titan has experienced in his lifetime. The adventurers can also search for hidden pieces of magic armor scattered throughout the Titan’s mind (don’t ask how they got there). With a setting as imaginative as this, just about anything is possible and for the most part, the designers rise to the occasion. The “memories” provide some of the most bizarre encounters you’re ever likely to run across. (Worse than an intelligent slug with a solid gold brain grab you?) Knowing that literally anything can happen keeps player interest high.

Swordthrust could have been a classic... if just a little more effort had gone into a final polish. Given the nearly limitless possibilities of the premise, too many of the TSR-isms are merely run-of-the-mill. (Why, for example, are there so many encounters with goblins?) The first half of the module rambles quite a bit; a good editor could have easily cut it in half. One more draft could have taken care of most of this.

All in all, Swordthrust is a very respectable effort. It’s generally well-presented, original in approach, and quite playable. Those seeking an alternative to TSR-produced modules would do well to investigate RoleAids, and Swordthrust is a good place to start.

—Rick Swan

DEADLY POWER (Mayfair); S6. Designed by Laurel Nicholson, John Keefe, and Donald Nicholson. Adventure module suitable for Dungeons & Dragons or similar systems. One 40-page rulebook. Number of players and playing time indefinite. Published 1984.

Two factions are at odds in the mining town of Shellemville, and they’re both after the same prize. The prize is a box of magic seeds which are rumored to give the possessor unbelievable power. The warrior Myon Yelad wants to recruit your...
party to retrieve the seeds, claiming they were intended for him by his father. However, current ruler Queen Enuj says otherwise; she wants you to bring the seeds to her so she can destroy them, and she swears that Mynor’s intentions are thoroughly evil. Although the quest for the seeds is the heart of Deadly Power, it’s the sorting out of allegiances that gives it a special flavor and depth.

Deadly Power is one of Mayfair’s RoleAids modules intended for Dungeons & Dragons; like the other modules in the RoleAids series, it’s a quality effort both in execution and premise. The quest for the seeds requires four separate jumps to complete, and even though each step is fairly involved, smooth play is insured by thorough descriptions and instructions for the GM. (For example, in encounters with key NPCs, specific options are provided for the GM depending on what actions the players take.) The uncertainty of exactly who the seeds belong to and who isn’t a nice edge to the proceedings. With a lot of action and hair-raising encounters (including a trip through Hells), it’s unlikely that even the most jaded of roleplayers will lose interest with Deadly Power.

A more benevolent GM might want to diffuse some of the harsher encounters before running the adventure. At one point, for instance, a character becomes permanently evil just for touching a harmless-looking staff; at another, the same thing happens just for trying on a helmet. The GM will also need to supply a fair amount of transitional information as it’s often hard to tell exactly how the party is supposed to get from one location to the next. Better maps would have helped, and so would additional NPCs to guide adventurers who stray too far.

But these rough spots are easily cleaned up with a little advance preparation. Overall, Deadly Power is a nice blend of puzzle solving and swordplay, intense from beginning to end. Recommended for the courageous.

—Rick Swan

SHIPWRECKER (Mayfair). S6. Designed by Sue Stone. Adventure module suitable for Dungeons and Dragons or similar system. One 32-page rulebook. Number of players and playing time indefinite. Published 1983. Shipwrecker, a RoleAids module ready-made for Dungeons & Dragons players, finds the adventurers stranded in the seaport community of Wrighters Town, pondering the offer of King Nathan for the return of the lost Chalice of Storms. Of course, it’s not as easy as it sounds. The Chalice is now in the all-but-inaccessible Pirate Caverns, which are guarded by the hostile occupants of the Goblin Caverns. Needless to say, many have tried, but few have returned . . .

Anybody who thinks roleplaying is for kids ought to take a look at Shipwrecker, as it’s one of the most literately written modules I’ve ever come across. The detailed background notes read like a passage from a history text, and the NPC descriptions could be life stories of real people (real people, that is, who use magic rings and are part elf). Much has gone into the design and development of the community, right down to economic and administrative considerations. The cohesiveness and logic of the setting make for a very realistic feel; there’s nothing superficial about Shipwrecker.

It’s this attention to detail that makes Shipwrecker somewhat disappointing as a game. So many pages are given over to background and setting explanations that there’s not much room left over for the adventure itself. True, players could spend a lot of time exploring the city, but no real progress towards completing the mission can be made until they get to the Pirate Caverns, and that’s halfway through the module. The trek through the caverns is also fairly dull; a lot of the encounters are run-of-the-mill (goblins, skeletons, human fighters) and many of the cavern areas are simply empty. Within the context of the storyline it all makes sense, but gamers looking for start-to-finish excitement are bound to be bored.

If designer Sue Stone had been given another 10 or 20 pages to flesh out the actual adventure portion of Shipwrecker, this could have been about as good as they get. But even with its flaws, Shipwrecker is better than most. It’s a solid example of good writing and intelligent presentation; would-be-designers would do well to check it out.

—Rick Swan

EVIL RUINS (Mayfair). S6. Designed by Stephen T. Bourne and Martin F. King. Adventure module suitable for Dungeons & Dragons or similar system. One 32-page rulebook. Number of players and playing time indefinite. Published 1983. In the introduction to Evil Ruins, the designers state that the module is intended as an “intellectual challenge,” but don’t take that claim too seriously. For the most part. Evil Ruins is a straightforward search-the-dungeon adventure with a mystery grafted on to give the players some motivation. Somewhere within the ruins of a castle is the secret to the mysterious death of Ethelwai, heir to the throne of Tintagel. If the players succeed in clearing things up, the Castle of Tintagel can be reclaimed as a religious retreat (with some reward for the party thrown in for good measure).

The journey to the castle is enlivened by some interesting encounters with intriguing NPCs, intelligent spiders, and a sneaky NPC whose help the adventurers need if they’re to have any chance of finding their hidden destination. The castle itself has been demolished by sinister forces and what’s left for the party to explore is a four-level underground dungeon. Care has been taken to ensure that each succeeding level is more forbidding than the one before; bedrooms and storage chambers soon give way to bat caves and torture chambers, effectively increasing the tension as the adventure progresses.

The main problem with Evil Ruins is that it’s all too familiar. Inside the castle, there are no real surprises for experienced players, what with the usual monsters (zombies, orcs, ghouls) guarding the usual treasures (gold, weapons, scrolls). Worse, the game comes to an awkward halt if the players don’t stumble upon the correct artifact or NPC with the crucial clue that leads to the next encounter. Independent-minded players may be frustrated by the amount of nudging needed from the GM to keep them on the right path.

Still, Evil Ruins is a competent production and, in the RoleAids tradition, perfectly suited for Dungeons & Dragons fans. Nothing special, but entertaining in a modest way.

—Rick Swan

THE KEEP (Mayfair). S6. Designed by Daniel Greenburg, Samuel Shirley, Gregory Maples, and Anne Jaffe. Fantasy roleplaying module suitable for Dungeons & Dragons and other systems. One 40-page book. Number of players and playing time indefinite. Published 1983. If you’re unfamiliar with The Keep, it’s not for lack of opportunities. The original so-so novel has spawned a so-so movie, a so-so boardgame, and now a roleplaying module in the RoleAids series from Mayfair that continues the tradition. The extraordinary complexity of the storyline which spans ones of struggle against forces of evil makes playing The Keep an ordeal even for the most experienced GM and a near impossibility for the novice.

The designers do deserve credit for attempting to make things manageable. The adventure has been divided into three parts, all taking place in the same

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THE COMPLEAT ADVENTURER (Bard Games); $7.50. Designed by Steven Michael Sechi. One 8½” x 11” 45-page book. Number of players and playing time indefinite. Published 1984.

The Complate Adventurer is a collection of heretofore unprofiled character classes for fantasy roleplaying games of any system. Enlarging on the Thief and Fighter classes, The Complate Adventurer details the advantages, restrictions (generally concerning the types and array of weapons usable by the class), and peculiar skills of the class in question: the Beastsman, a Tarzan-like fellow with the ability to call and control the animals of the wilds; the Hunters (Scouts, Bounty-Hunters, and Professional Witch-Hunters); the Buccaneer and the Swordsman with their unorthodox combat styles, etc. All this and the other smashing with brute force and dirty fighting; the Greco-Roman Gladiator, skilled in close combat and arena fighting; the mounted Knight, who may or may not be the chivalrous figure of popular mythology; the Martial Artist, presented with all of the many special attacks appropriate to the breed; and finally the straight Warrior, for those who want a Fighter with not much difference from the normal mold. For the Thieves: the unusual Harlequin, consummate actor and sleight-of-hand artist; the Spy, part mercenary, part assassin; and finally the Grey Mouser-like Rogue, streetwise con-man.

The character expansions in The Complate Adventurer are useful, and much more interestingly thought out than those normally found in the pages of any other game magazine. Knights are not required to be champions of good, nor are Martial Artists in any way Monks (doing away with a popular misconception). The Harlequin is as unusual as to be good camouflage for a thief (or even magic-user), while the Spy is a welcome change from those stuck in the rut of Thief-Assassin. For sheer good adventuring in the vein of Fafhrd and the Grey Mouser, or if you want to play practically any character not of the Thieves World series, the Rogue is the character class from The Complate Adventurer.

Unfortunately, The Complate Adventurer has one big fault: Although it purports to be a "universal" supplement, most of its information and character formats are meant to be applied to D&D. The spells, the abilities, the conspicuous alignment restrictions (the idea of alignment restricting what class a character may be applies to very few games, and primarily to D&D): All point to D&D or a similar system.

The Complate Adventurer is rather expensive for the information therein, though the thirteen character classes are quite good and very workable. With careful work, the classes might be worked into almost any system (though with some systems, the gamemaster would have to take the basic idea of the character class and fudge it from there).

-Craig Sheely

THE COMPLEAT ALCHEMIST (Bard Games); $7.50. Designed by Steven Cordobano and Stephen Michael Sechi. One 8½” x 11” 45-page book. Number of players and playing time indefinite. Published 1984.

The Complate Alchemist takes an exhaustive look at an important but frequently ignored character class, the alchemist. For the most part, the alchemist is a fairly boring fellow, given the emphasis in most games on combat-related activity and dungeon delving. Furthermore, the most an alchemist can do in most games is make potions (and serve as buyer for the weird materials frequently found by adventurers). The Complate Alchemist attempts to change this: Now alchemists can create minor potions at a low experience level, graduating to more effective potions, gadgets, devices, and other paraphernalia as they advance in experience.

The Complate Alchemist details the business of being an alchemist, starting with a short essay on...
what an alchemist is. A somewhat simplified creation process is at the head of every list of potions, gadgets, etc., telling how long it takes the alchemist to make whatever he's working on and how much equipment he needs. Each entry on the list (and there are about 6-10 entries per list, with 12 lists!) tells what materials are needed. Other lists include equipment and ingredients, and inventory and work progress sheets are included to keep track of your projects. It's more complex than the average magic item creation system, but the results are staggering: Over 100 items can be created, ranging from mild elixirs (love potions, minor healing, and the like) to creating living homunculi, iron robot polems, dragons, and Universal Solvent. The gamemaster is given a section in the back on how to integrate and referee alchemists.

The alchemist is a welcome departure from the typical hack-and-slash character, since he is an unskilled fighter; he must rely on his wits and his "technology" to get him through violent situations. It's an interesting profession (most experience comes from doing experiments and not mangle others), and advancement is slow, but the rewards are awesome. A high-level alchemist can transmute lead into gold! And the system presented is complete enough to allow such incredible feats during gameplay. Best of all, The Compleat Alchemist is truly "universal": it fits any game system.

The Compleat Alchemist may not be wholly original: Players of Chivalry and Sorcery may recognize some of the information (the notation about "TrueLead" caught my eye). This is a minor problem, though. The major problem is likely to be that most of the games and campaigns into which The Compleat Alchemist is supposed to fit have very little place for alchemists except as NPCs, which is a waste of the material presented herein.

Unfortunately, The Compleat Spell Caster won't help people playing Chivalry and Sorcery, and would only add confusion to A&D. These games already have quite complete magic systems. Only a game with a small magic system would benefit.

Quite frankly, $7.95 is too much to pay for this book. It's not worth the price.

SHADE OF THE SINKING PLAIN (North Pole Products); $10. Designed by Roger Walker, Adventure module for Rolemaster. 8½" x 11" 36-page booklet, wraparound cover with map. Number of player and playing indefinite. Published 1984.

Recently, a huge metallic "battle barge" has been cruising the rivers of the local haunted swamp, looting and sinking galleons with fantastic precision. A dark figure, the Shade, with black emptiness in place of face and hands, commands the pirate vessel. This character has been variously identified as a velvet-cloth magician, a wraith, and a demon's shadow. The players' job is a standard crush-kill-destroy mission to eliminate the battle barge, the Shade, its men, and the Shade's keep, and to make the waterways safe for humanity. Shade of the Sinking Plain contains brief descriptions of the three major cities in the region of the Plain, although only one (the starting city) is described in any detail. The module includes character sketches of some of the more important inhabitants, wandering monster tables with descriptions of the unusual critters—something ICE's Rolemaster modules lack—and some "new" spells drawn from North Pole Publications' Tone of Mighty Magic.

Admittedly, there are a few delicious touches of irony in the module, which cannot be revealed without destroying the "surprise," and some clever
player-traps which must remain undislosed. These well-thought-out sequences almost redeem the module, but do not quite succeed.

The problem is that SOSP is boring. There is very little innovative material in it, and this offers only slight relief from the tedium. A main part of the adventure is laid out in an index, and the players are often reduced to making a choice of two plans rather than choosing their own plans. The worst part of the module is the play option in which the players may lay siege to the Shade’s keep. This option employs inadequate, oversimplified Siege Combat rules. A really good set of miniature rules, such as *Channmail* by TSR, might be extremely interesting, due to the highly magical nature of the keep. Unless you have your own rules, however, don’t attempt a Siege.

Shade of the Sinking Plain sells for nearly as much as some RPGs cost, another weak point. Unless you are a hardcore hack-and-slasher, try the ICE *Rolemaster* modules instead, and don’t waste your time and money.

—Jeff Ong

ORGANIZATION BOOK 1: THE CIRCLE
AND M.E.T.E. (Hero Games); $6. Designed by Aaron Allston. One 8½” x 11” 32-page book. Supplement for *Champions*. Published 1983. *Organization Book 1: The Circle and M.E.T.E.* is the first in what is promised to be a series of play aids for Hero Games’ popular superhero RPG, *Champions*. Each book in the series is to outline various organizations with which superheroes may interact—and that a GM can use as scenario material to aid, hinder, or perplex player-characters. *Book 1* describes two such organizations: The Circle, a sort of occult “school” led by a mysterious Oriental mage known as The Master and attended by several N.Y. heroes; and The Metropolitan Extra-Terrestrial Enclave (M.E.T.E.), a refugee for friendly aliens trapped on Earth and a place where heroes with alien biology might find medical aid not available at your local hospital. The descriptions of each organization include notes on its origin; a “personnel” roster of important characters and superheroes associated with each group, with *Champions* stats for most; maps and descriptions of the organizations’ headquarters; two or three scenarios; and notes on campaign use of the organization. Scenarios for the organizations include a fairly well-developed vampire scenario, with maps and character stats, and two outlines for scenarios involving the past origins of two of its heroes, Aureole and Kor Hunter. The two M.E.T.E. scenarios are outlines involving one of the aliens currently residing at the enclave, left sketchy to allow maximum GM improvisation.

Both organizations covered in this book are well conceived and developed, offering a wide variety of opportunities for interaction with *Champions* player-characters. Several of the NPC heroes or aliens are intriguing characters in themselves and could easily be dropped into a campaign as helpers to the heroes—or as villains for them to fight under different circumstances. Especially interesting and suitable for such purposes is “Case 39” in the M.E.T.E. section—a blob-like alien that figures prominently in the M.E.T.E. scenario outline “The Hatchling.”

I really find little to fault in this book. I would prefer to have seen character stats for The Master, The Circle’s powerful leader, rather than having his stats left for the GM to generate. (Unexpected situations tend to creep up on GMs a lot, especially in comic-book-oriented gaming, and a set of ready stats could come in handy in a pinch.) Ditto for most of M.E.T.E.’s staff. And I wish this book fell under Hero Games’ agreement with Chaosium to include *Superworld* stats for the characters.

If the succeeding books in the Organization series are as good as this one, Hero Games should have some winners on its hands.

—William A. Barton

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PAPER MAYHEM

Editorial: Steve Jackson's Humming Game Based on Brian
FROM THE DEEPS OF SPACE (Fantasy Games Unlimited; $5.95. Designed by Stefan Jones. Adventure for Villains and Vigilantes. 25-page book, two pages of bind-in counters. For an indefinite number of players; playing time indefinite. Published 1984. FROM THE DEEPS OF SPACE! The aliens from Capella have arrived and invaded the helpless village of Midville! The selfless heroes must save the poor citizens of Midville, face the centauroid, dog-faced Capellan and their vastly superior technology, and thwart the aliens’ first major thrust in the conquest of Earth! If they fail, then Earth is doomed! If they succeed, then they must take to space, bravely the perils of interstellar travel, to stop the next attempt of the ruthless Capellans before it gets off the ground!

A beautiful adventure. The alien Capellans are displayed in all their nastiness, completely with game stats for their technology and deck plans of their ships. And the space travel is absolutely ridiculous, fitting the comic-book conception perfectly. The bind-in counters continue the tradition of V&V adventures: head-and-shoulder busts, well-done artwork with direction arrows. Not to mention the vehicle counters for the hover-rats.

The second part of the adventure is a bit schick, since the designer intends the heroes to go shooting around the stars, exploring the Capellan empire and seeking out rebellious allies to overthrow the wulfish Capellans. While the first part of the adventure is complete, this “seeking phase” is rather sketchy.

I repeat: a beautiful adventure. It can be translated to any other superhero roleplaying system, too; the plot is that great. With a name like From the Deeps of Space, how can you lose?

—Craig Sheely

BAD MEDICINE FOR DR. DRUGS (Chaosium; $6. Designed by Ken Rolston, art by Bruce Guice. One 8½” x 11” 52-page book. Adventure for Superworld. For GM and six players; playing time indefinite. Published 1984. Bad Medicine for Dr. Drugs is Chaosium’s first stand-alone adventure for its superhero RPG Superworld. (It includes stars for Hero Games’ Champions superhero system as well.) The adventure concerns the exploits of a group of teenaged superheroes as they put a stop to a drug-dealing ring at their local high school after an old friend has overdosed. This quest will bring them into conflict with the local school bullies, the Monkey Thugs, and several other henchmen and super-villains, all the way up to Dr. Drugs himself. The scenario includes a set of six pregenerated teen superheroes who can be used by players: Brain, Dark Duchess, Flashdance, Overdrive (a handicapped hero who rides a superpowered wheelchair), Masked Avenger (a Belushi-esque slob who earns his way out of trouble), and Quicksilver—all plus notes on how to create teen-aged heroes, for those who want to generate their own characters. Also provided are stats on the super-villains Dr. Drugs, his martial-artist girlfriend Blossom, his hood father Ogre, and syndicate contact Lorelei. Stats are also provided for the Monkey Thugs, Dr. Drugs’ henchmen, and Greaseball, a blackmarket opere. The adventure includes all the information necessary for the heroes to conduct an investigation of drug use at Warren G. Harding High and track down Dr. Drugs: maps, rumors and clues, notes on the various “in” groups and what they know, plus the students’ Unwritten Code (don’t squeal). The action can lead from the initial investigation to several ambushes and battles to the kidnapping of the Sophomore Queen before the mellow villain can be brought to bay — with the possible involvement of the Feds, too.

Dr. Drugs is well thought out overall, and is a clever — if somewhat unconventional — idea for a superhero adventure. Several of the pregenerated teen heroes are especially interesting for their powers or disabilities, particularly Overdrive, Masked Avenger, and Flashdance (the latter can only use her Martial Arts and acrobatic powers while listening to music from her Walkman radio). Dr. Drugs is almost a sympathetic villain (maybe a bit too much so), a mellow purveyor of chemical bliss, as he sees himself. Greaseball is appropriately slimy, too. The scenario imparts a real feeling of the teenage high school drug culture, particularly in some of the rumors and clues, which helps establish its “authenticity.” As an added bonus, the errata for Superworld are printed on the inside covers, with two new power descriptions — Immunity and Ultraviolet Vision.

There are a few problems in the scenario, though most are minor. There are some typos, the worst being at least one line dropped from the description of the Rockers clique. And as a Superworld player/GM, I find the full-page Champion descriptions of the main heroes and villains somewhat of a waste of space (though Champions players would probably say the same about the SW stats); it might have been more efficient simply to add the Champions stats to the SW pages rather than repeating illustrations and complete descriptions. Also, I wonder how many players will be interested in portraying immature high school heroes — though that might just be my own “advanced” age speaking.

Overall, within its concept, Bad Medicine for Dr. Drugs is an excellent adventure for Superworld (or Champions), though those of us long out of high school may have to work a bit harder to bring it off. With that qualification, I recommend it.

—William A. Barton

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WORLD OF VOG MUR (Iron Crown Enterprises): $6. Designed by Peter C. Fenlon and John Ruemmler. Supplement to Rolemaster. One 8 1/2" x 11" 34-page book. For referee and indefinite number of players (four is best); playing time indefinite. Published 1984.

World of Vog Mur is a milieu or campaign setting for the Rolemaster system. Vog Mur ("death watch") consists of three small islands, only the largest of which, Dalav Peril ("island of wind"), is inhabited by humans. Dalav Peril is ruled by five half-elven brothers, and the eldest has complete control over the island and its 300 human inhabitants. There are five adventure situations on Dalav Peril of different complexities. Ordve Throg ("sky keep") is the second largest island, over which towers the ancient extinct volcano of Buir Dom ("silver fires"), which contains a mysterious lake. The tiniest isle, Daila Veard ("islet of passing"), is heavily forested, and conceals the ancient shrine of Lon Lemira, as well as Gudh Ty"H ("old hall"). GMs and players who are used to hundred-mile hikes and Chicago-sized cities will be surprised by the tiny scale of Vog Mur, since the entire campaign could fit within a 10-mile wide circle. Dalav Peril, the largest island, is six miles long, while the largest city contains 300 inhabitants.

Vog Mur is notable for its realism. After reading the module, I felt I actually knew the isles. This is due to the emphasis on abstract details that may not ever enter directly into play, but act upon the referee's mind. These details include such trivia as the flora and fauna of Vog Mur, its political structures, and the colorfully-written history of the islands, instead of the monsters, combat statistics, and floor plans most modules emphasize. Vog Mur provides facts that few GMs would deem important enough for inclusion in a setting, but which add immensely to the color of the module. Even a dictionary of commonly used words is included, for construction of new place names (e.g., Burn Wode or "Black Hill").

Unfortunately, the module reads like an encyclopedia article, with long and boring passages about subjects like Vog Mur's ecology. Also, the module offers little for statistics-lovers, and a few unanswered questions and blank areas remain, such as how much of this tremendous quantity of information the players actually know.

World of Vog Mur will keep a group occupied for months of real time. Even if used only to add a little color to a campaign, it is definitely worth its $6 price.

Jeff Ong


The Dragon Lord is an adventure for beginning C&S characters. A terrible dragon has appeared out of the wilds to ravage the town of Barriglen. It destroyed the local nobility, roared the feudal forces, and continues to terrorize the area; and now the marauding lizard has kidnapped the visiting princess and wounded her uncle! Her uncle, the Duke, promises great wealth and power to those who return the Princess alive. If that's not motivation enough, nothing is! A mysterious wizard ally, a dragon-bane sword, a heat-resistant shield, and a powerful amulet also feature highly in this classic story of magic and fire-breathing. Complete background, maps, and mandated encounters are provided for the gamemaster, along with tables for random encounter probability.

The Dragon Lord is tricky; its ancient story line will hurl players into dangerous avenues of thought, even though plenty of clues to the real situation are provided. Old plot or not, the story is rich and varied, reading a little like J.R.R. Tolkien's Farmer Giles of Ham (and a bit like the movie Dragonslayer). J.A. Keith does an excellent job of storytelling.

Unfortunately, so much detail is given to the story that little is given to the NPCs; of them all, the dragon is the only one really dealt with. And the encounter tables! All the GM is given is a set of probabilities, vague hints as to what the encounter should be if the dice says there should be one. The gamemaster's maps, although four-color, are rather shoddy paintings, with practically no detail.

The Dragon Lord has all the earmarks of an adventure run by the author that someone decided to market, using the original jury-rigged materials from the game session! It's not worth six dollars, being a fairly simple adventure that most any gamemaster could make up. I expected better from FGU.

-Craig Sheeley

ULTRAFOCE (AutoVentures): $7. Designed by Aaron Allston. An auto-combat adventure supplement; 32-page booklet and 11" x 24 1/2" dust jacket. For two or more players; playing time indefinite. Published 1984.

Ultraforce is the third (and rumored to be the last) in a series of auto-combat adventure modules designed for use with Car Wars, Battlemats, and Highway 2000. In this one, players are members of the elite strikeforce known as "Ultraforce" (any similarity between this group and another named "Megaforce," is strictly coincidental). Included are tables of organization, new vehicles and equipment, two scenarios, and a complete version of the Quick Combat System that Aaron Allston introduced in Hell on Wheels.

As with the previous AutoVenture releases, Ultraforce shows a lot of imagination and attention

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to detail. Not only are the vehicles and equipment reusable, but they stand up to repeated play, long after the adventures in the module have been retired. The Battlecars cards and rules for aerial movement open whole new vistas for auto-combat gaming that previously went ignored.

If Ultraforce has any faults, they border on the insignificant: the maps could have been gridlined in increments for easy transposition to the playing map; the non-player characters who head Ultraforce could have been given game stats; there are other equally minor qibbles.

I found Ultraforce to be the most useful and interesting of the AutoVentures modules (and also the deadliest). If you want to put some new thunder in your auto-combats or overhaul your campaign, Ultraforce will provide all the motivation you need. At last, we cyber-drellaists can put our skills to a real test, for a real cause! And remember... the good guys always win.

—Jerry Epperson

MURDERWORLD! (TSR, Inc.); $6. Designed by Jeff Grubb. Module for Marvel Super Heroes. One 16-page 8½" x 11" module with 17" x 22" two-sided map of the Baxter Building and (part of) Murderworld; wraparound cover with stats of Fantastic Four and some of their associates. For two or more players (ideally five); playing time indefinite. Published 1984.

The Fantastic Four have their hands full when Arcade invites them to visit Murderworld! And if they survive to return home, what new menace awaits them at the Baxter Building...? This adventure takes place after The Secret War -- She-Hulk is a member of the FF, and the Thing can change back to Ben Grimm at will; with minor modifications it could be placed at another point in their history (although no stats are given for Medusa or any other past members of the FF except the Thing).

One reason to buy Marvel Super Heroes is to play the “What if...?” game. There’s an element of this here — what if the FF were taken to Murderworld, site of two X-Men adventures and one Spider-Man team-up? It sets up a deathtrap for each of the heroes, complete with suggestions on how they can get out and what will happen when they do (and just in case they don’t, there is the inevitable Deus Ex Machina). And the adventure isn’t over when the heroes leave Murderworld. Enough background is included to enable a group to start its own FF campaign, including stats for the late lamented Dr. Doom (if he’s really dead...).

Unfortunately, this module is not without flaws. The players have to react in certain ways at certain points or the entire adventure is ruined. The labeling on the map of Murderworld gives away too much. No pieces are included for She-Hulk, Arcade, or any of the other new characters. Despite the mention that extra heroes could be added if there are more than five players, no suggestions are made about what Arcade will do with them while the FF are battling their deathtraps. And, despite its name, the main thrust of this adventure isn’t Murderworld at all. People more interested in the Murderworld concept than in the FF will be disappointed. They should have called it The Invasion (of the Baxter Building) or something.

As a side note, the traps were obviously designed with the FF in mind; substituting four Avengers or four X-Men will not work as well. This is a flaw that is practically unique to Marvel Super Heroes — the modules so far cannot be used with characters other than those included unless the GM does some work. In conclusion, this module would make a good starting point for a Fantastic Four campaign; otherwise it is not worth it. “Nuff said. I always wanted to say that.”

—Rambling Russell Collins, Rugged Reviewer


Just when you thought adventure modules had exhausted every conceivable variation on dungeon design, along comes Quagmire with its 13-level cities in the shape of gigantic spiral seashells. The adventurists stumble upon a message in a bottle sent by the king of Quagmire (one of the sea shell cities), desperately requesting their help in overcoming the oppressive lizard men who hold them captive.

Quagmire is perfect for DMs who balk at the thought of having to absorb pages of background information before they can run an adventure. Since

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WRITING REVIEWS
FOR SPACE GAMER

Space Gamer reviews boardgames, role-playing games, computer games, play aids, publications, and game supplements. We review play-by-mail games if a reviewer is enrolled. We will attempt to review any science fiction or fantasy game if the publisher supplies a copy. We do not guarantee reviews of historical games. Space Gamer may publish a review of a game we are not sent — if a reader submits a review.

The staff will make reasonable efforts to check reviews for factual accuracy, but opinions expressed by reviewers are not necessarily those of the magazine.

Games and game items for which we are seeking reviews include Battlebikes, Cleopatra Gambit, Crassmoff’s World (PBM), Crypt of Medea, Death House, Encyclopedia Harnica 3-9, First Light (PBM), The Iron Wind, Isle of the Dead, The Last Starfighter Combat Game, The Last Starfighter: Duel in Space, Monsters of Myth & Legend, Offworld (PBM), Partisans From the Shadows, Plague of Terror, Ravensgate, RHAND, The Romulans, Shadowland, Starship Captain, Star Trek II Starship Combat Game, Streets of Gems, Tarantis, Vengeance of Dracula, and Witchlord.

Capsule Reviews
Most of the reviews we print are “capsule” reviews — 400 words or less. We pay 400 per column inch for capsule reviews; if the total payment for your capsule reviews in an issue comes to less than $5, we will round it up to $5. We want to run a review for every new SF or fantasy game or supplement.

Each capsule review should be five paragraphs long and contain:

1. Basic information. Present these facts, in this order: NAME OF GAME (Publisher), price, Designer. (If applicable: “Supplement to...,” “Companion to...,” or similar note.)

Format: list of components, with sizes of maps and rulebooks, number of counters, etc. Number of players; playing time; publication date.

2. General description of the game: background, the sides, course of play, special features, etc.

3. Strong points. Discuss what is good about the game; if every game there is something worthwhile. “Fun” is a useless adjective. Be specific.

4. Weak points. Every game has its problems, too. If the only faults you can find are minor ones, say so. If the game is fatally flawed, come right out and say so. If you can phrase your criticisms as suggestions for improvement, do so.

5. Summation. Your overall opinion of the game. Who should and should not buy it, and why? Is the game worth its price?

All reviews must be signed; the reviewer’s name will be printed. No game may be reviewed by its designer, by a playtester, or by an employee of the publisher. (Designer’s articles are welcome, but must be billed as such!) Final note: If you can write a complete review in less than the full 400 words, by all means do so.

This review format is designed to encourage fairness and to give the reader enough information to let him or her decide whether he or she wants to buy that game. Keep that in mind when you write. This is a short review, not a complete analysis.

Featured Reviews
These are game reviews 1,000 to 2,000 words long. They should contain all the above information, plus whatever else the reviewer wants to say. They may be written in any format. A featured review may cover either a new game or one that has been on the market for some time. If Space Gamer has not already printed a capsule review, write one and submit it at the same time. We may even use both.
all of the preliminary information is contained in a few paragraphs and the plot itself is very simple, a DM could conceivably have his adventurers on the road within a few minutes of his first reading. Most of the module concerns the journey to the spiral cities, a trip that may involve travel across deserts, swamps, and the open sea. Designer Merle Rasmussen has provided dozens of encounters to spice up the journey, neatly addressing a fundamental problem of many wilderness adventures: how to keep the party occupied while they travel long distances. Though it sounds gimmicky, the spiral cities setting also is a nice change of pace from the usual underground dungeons and haunted houses.

"Quagmire" suffers from one of the most common failings of roleplaying modules, the anti-climactic ending. After hours or days of working through an adventure, players have the right to expect a big finish to make all their trials and tribulations worthwhile. Though the architecture is interesting, there's not much going on in the spiral cities, and rescuing the good guys involves little more than beating up the bad guys. The encounters along the way are generally good ones, but they're also totally unrelated to the purpose of the mission.

"Quagmire" isn't particularly engaging for either players or DM. The flimsy story line that makes it easy to run also makes it ultimately a drag to play. It should be noted, however, that the extensive wilderness section has a lot of useful ideas and imaginative encounters that could easily be used elsewhere. "Quagmire" makes a good supplement, but as a self-contained adventure, it's not much. —Rick Swan

ORION RUSE (FASA); S7. Designed by Patrick Larkin. Adventure for Star Trek: The Role-Playing Game. 48-page book. For two to nine players; playing time three to six hours. Published 1984.

"Orion Ruse" takes the players to the planet of Daros IV, an Orion trade world dominated by trading clans, in search of a lucrative contract with a wealthy trading family and sizable profit from the sale of goods. However, family rivalries, the shifting political and economic situation, and a crew of rival merchants promise to add some interest to a "milk run." Now comes the tricky part: a portion of the crew of the good merchant Eridani Star are in reality Star Fleet agents, smuggled onto Daros IV for the purpose of finding out what happened to their resident agent on-planet, who seems to have disappeared after reporting rumors of a Klingon-Orion pirate gang operating out of Daros IV! The two groups, merchant and Fleet, have to puzzle through Orion customs and mores in pursuit of their various goals, provoking for information (and wealth) in the marketplaces and palaces, trying to fool the local populace into thinking that the Star Fleet operatives are really merchants (not an easy task), and generally creating trouble for each other as each group runs into forces bent on denying them success. The gamemaster is assisted in portraying this by five well-done building compound maps, complete information on the various NPCs, and an almost sequentially ordered text.

"Orion Ruse" is a very good adventure for the ST-RPG system. The players must rely on their communication and leadership skills for the most part, not on ship abilities and massive firepower. On Daros IV the bad guys are more than likely to outgun the players, and acting before thinking is likely to get the party killed. Furthermore, the players have to think; no knee-jerk roleplaying here! If they miss the clues, they could wind up flubbing not one but both missions (though they probably won't care if they messed up that badly; They'll be dead). "Orion Ruse" is very involved, and the gamemaster is given the feel of this through quite complete descriptions of the surroundings and people.

On the other hand, the complexity of the adventure may be too much for some to handle. Not only do you have to keep the players guessing, but you have to handle two teams of them—often separately, since their aims are so different (the merchants just want to close the deal, grab a cargo, and leave, while the Star Fleet people are duty-bound to find out what's going on on Daros IV). While the adventure could be played with only merchants or only Star Fleet, it doesn't work nearly as well; you really need two different groups (numbering no more than nine; that's the maximum number of people the ship will hold).

If you like split-team adventures, if you want to get out of the starship combat/space adventure rut, if you really like to confuse and bamboozle your players, or if you'd like to get a playing group of Star Fleet personnel together with a playing group of merchants, then buy "Orion Ruse." The price is high, of course, but that's what you expect from a Paramount-licensed product.

—Craig Scheley

TIME TRAP (TSR, Inc.); S6. Designed by Bruce Nesmith. Adventure for Marvel Super Heroes. 16-page booklet, 16" x 20" two-sided map, binder cover with character outlines. For two to six players; playing time three to six hours. Published 1984.

Face front, true believers! Kang the Conqueror, and his later incarnation, Immortus, are taking the Avengers on a trip through time to save the Earth from mass nuclear meltdown. The Avengers must journey into the past to prevent events leading up to the critical overload from happening, thereby preventing the overload from happening. They must battle the Minotaur, the alien Skrulls, the Destroyer, and even the awesome Gargoyle, before proceeding to the Omega Dimension to gain the only weapon which will defeat Kang and his time-dabbling. Sound simple? It isn't: The foes are
extremely tough (the Grey Gargoyle alone is a match for all six of the Avengers), the goals are difficult, and no matter how you try, the meddling of Kang always seem to get worse! Can the world be saved?

*Time Trap* will be welcomed by Avengers fans. The game's stats and profiles of the current Avengers (Captains America and Marvel, Starfox, the Wasp, the Scarlet Witch, and their leader, the Avengers) are valuable to those who didn't buy the TSR release *Avengers Assembled*. The large map is a real prize, too, adding a wilderness battleground to the game, as well as maps of the boroughs in the Omega Dimension and the fabled Avengers' mansion! Most of all, gamers who also enjoy playing alternate adventures through unforeseen actions will like *Time Trap*: It is thoroughly laid out that there is practically nothing players can do to disrupt the adventure flow.

However, this iron control is the biggest problem in *Time Trap*. As in an earlier MSH release, *Breeder Bombs*, the players are led around by their noses. In *Time Trap*, they are teleported through time from place to place by the gamemaster, with no choice in the matter. The only thing the players can do is fight! A far cry from the adventure included in the *Marvel Super Heroes* game, where the heroes did a little descriptive work. I have yet to see a MSH adventure where the heroes get to do some thinking; TSR seems to have a problem with this. Another problem, in view of the section in the game on creating your own heroes, is that *Time Trap* (and *Breeder Bombs*) will not work well with any group but the MSH-it is set up for the Avengers, to the exclusion of other possibilities (the X-Men from *Breeder Bombs* could not be substituted for the Avengers in *Time Trap*, nor would the Avengers work at all in *Breeder Bombs*). I doubt that even a different mix of Avengers would work well.

If the Avengers are among your favorite groups, then you want a scenario with lots of combat that doesn't require much thought, where nothing can go wrong, no matter what; if, after you think about the problems, you still like an evening of beer-and-pretzels gaming, then *Time Trap* is a good buy. After all, it is quite reasonably priced.

-Craig Sheley

**LONDON BY NIGHT** (Ragnarok); $4.95 (boxed); $5.95 (boxed). Designed by David Nalle and Eric Olson. Expansion set for To Challenge Tomorrow. One 7½” x 8½” 20-page scenario book, one 7½” x 8¼” 12-page guidebook, four 8½” x 11” map sections. Published 1984.

**Subtitled "Adventure in a Victorian City," London by Night is the second expansion set for Ragnarok Enterprises' To Challenge Tomorrow generic RPG, the first with an historical/occult theme. As is obvious from the title, London by Night offers historical and geographic data, rules alterations, and scenarios for roleplaying TCT in London during the times of Sherlock Holmes and Dracula, among others. The scenario book provides introductory notes and essays on life in Victorian London, including the social life of the times, typical careers and occupations (an aid in generating Victorian TCT characters), government and political factions, law and crime, and the supernatural. There is also a section on skill adjustments for character generation, and a list of literary sources for use by GMs in devising scenarios in Victorian London. Four scenarios are presented, two occult and two straight adventure—a mix that involves characters with Egyptian mythology, the other encounters with Sherlock Holmes and Dracula. The guide book and map are reprinted from an 1890s edition of Baezdeker's Guide to London — among the best available from the period. London by Night features a great deal of data on Victorian London that would be of use to GMs of any game system who wish to run campaigns in that era — Call of Cthulhu and Mercenaries, Spies & Private Eyes come readily to mind (plus any of the new time-travel RPGs as well). Baezdeker reprints are especially useful, as they offer more information than can be easily found in most contemporary sources. The scenarios are well-conceived, too, if a bit sketchy. The occult ones were most interesting to me, with references to the Hermetic Order of the Golden Dawn and the New World Church, but the investigative ones are intriguing as well — especially one involving stolen planes for the Maxim machine gun, German spies, roving gypsies, and the Tower of London.

In game terms, London by Night is production-related: Most of the maps are difficult to read, and the reproduced type of the Baezdeker is so tiny that in places a magnifying glass might be necessary. A minor "historical" flub has Holmes in practice during the years he was missing after his "death" at the Reichenbach Falls, at least according to the original story. In spite of its production problems, London by Night is an excellent, informative play-aid. Even a Victorian London buff such as myself was able to find a few bits of "new" data. I recommend it to any gamer interested in the era.

—William A. Barton

**RAVENLOFT** (TSR, Inc.): $6. Designed by Tracy and Laura Hickman. Adventure module for Dungeons & Dragons. One 11½” x 17" double-sided map, one single-sided 11½” x 17” map, one 32-page rulebook. Number of players and playing time indefinite. Published 1983.

You want atmosphere! There's so much gothic atmosphere in Ravenloft that it had any more, it'd fall in its pages and fly away. There's not a corridor without a cobweb or a belfry without a bat in Castle Ravenloft, the home of Strahd Von Zarovich (who bears more than a passing resemblance to a certain Count from Transylvania). The players' mission is to thwart the plans of Strahd and free the lands of Barovia from his evil domination.

With its horror film overtones, Ravenloft provides a definite change of pace from most TSR Dungeons & Dragons modules. No sooner do the adventurers travel the gates of Barovia than a fog rolls in and bodies begin to turn up in the bushes. There are gypsies and witches, werewolves and ghosts — in fact, if you've seen it in a monster movie, it'll probably pop up in Ravenloft. A highlight of the adventure is the exploration of the underground catacombs containing 40 — count 'em — 40 separate crypts; examining their contents provides a lot of ghoulish fun.

There are a few problems, though. The bulk of the adventure involves a search of the Castle Ravenloft, and it's not too interesting. Although the descriptions are vivid and creepy, the castle is essentially deserted and encounters are few and far between. The actual location of Strahd and his arts (as well as Strahd's current goal) is determined at the beginning of the game by drawing from a regular deck of playing cards and referring to a table. The process is supposed to simulate a gypsy fortune teller, but the effect is silly and the results are too arbitrary. More seriously, if Strahd is played exactly as indicated, he is virtually invincible. Players are going to have to be incredibly lucky or receive some extra help from the DM to defeat him.

Ravenloft is such a refreshing change that even with its problems, it's recommended. Filling up the castle with a few more encounters and making Strahd a little less dangerous would round off most of the rough edges. (And for players whose gothic appetites are whetted by Ravenloft, be sure to check out *Call of Cthulhu* for a taste of the real thing!)

—Rick Swan

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**PUBLICATIONS**


One complaint a lot of gamers have about some modern RPGs is that they don't include a great enough variety of weapons. After all, there are SMGs other than Thompsons, Uzis, or Ingram's, and assault rifles other than M-16s or AK-47s. Some games do provide guidelines for adapting weapons not included in the game system, but to do so one needs hard data on the gun. Enter Kevin Dockery, one of the original designers of the popular *Mordack Project* RPG, and *The Armory, Vol. I* — a compendium of various gunpowder weapons from the 14th-century Tannenburh hand cannon to the modern bullpup-configured caseless assault rifle. Each weapon is described in terms of its type, date adopted, caliber, length, muzzle velocity, weights, range and type of firing, feed devices, basic load, and load weight. A photo or drawing of the weapon and additional descriptive notes round out each presentation. Various sections cover pistols, submachine guns, rifles, machine guns, miscellaneous weapons (shotguns, flamethrowers, grenade launchers), heavy weapons (mortars, recoilless rifles, 20 mm cannon), grenades, and alternate types of small arms ammunition. Twenty-five appendices give additional information and also provide gaming data for these weapons for use with Hero Games' *Exploign* and Blade's *Mercenaries, Spies & Private Eyes*.

The weapons data found in *The Armory, Vol. I* is invaluable to gamers and GMs alike for converting a wide variety of small and heavy arms into

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other favorite gaming system. Game designers, too, now have a handy reference source for weapons conversions into their photos. The second edition's inclusion of Espionage and MSPE stats makes the book of special interest to players of those systems. The second edition Armor is a more attractive volume, too, with a cover depicting full-color examples of some of the weapons inside and sharper interior photos as well.

What problems I have with this book are minor and mostly due to a few omissions of weapons I'd like to have seen included. For example, while the Gatling machine gun is included, the Nordenfeldt and other early types aren't. Neither is the original Maxim machine gun, though the 1908 German variation and the British Vickers are. Oddities such as the LeMat pistol/shotgun combo are overlooked as well. But perhaps these will appear in promised future volumes.

In spite of omissions such as these, The Armory Vol. 1 (second edition) is the best weapons reference book of its type I've seen yet. I recommend it to all gamers who care about the difference between various weapons and how they function in play.

—William A. Barton

**TnT** (Ken St. Andre), $1 per issue, 10-page fanzine. Published monthly. Each issue contains variants, a solo adventure, and various departments.

**TnT** is a *Tunnels & Trolls* fanzine published and edited by Ken St. Andre, the game's designer. It is printed on high-quality xerox on loose 8½” x 11” sheets and appears about once per month.

**TnT** contains several departments; perhaps the most popular is "The Infinite Adventure," a continuing solo adventure that appears every issue. Each issue two or more pages of paragraphs are added. Another popular section is "The Mythical 6th Edition," rule variants and alternate views of the system. Also included are letters, short fiction, breathtaking art, and Ken's own story of how the game got started. (TnT's material usually comes from reader contributions. All you aspiring writers out there may get your start here!)

Someone expecting to find information about something other than *Tunnels & Trolls* here will be greatly disappointed. The zine consists only of T&T (except for the short fiction). The only flaw is the size of it — ten pages is somewhat skimpy. But printing and mailing costs can be overwhelming, so I can see Ken's point.

If you play T&T, I highly recommend you shell out $1 a month to get **TnT**. Ken will accept cash, checks, or stamps. Mail to: Ken St. Andre; 3421 E. Yale; Phoenix, AZ 85008.

—Russell Heller

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**Computer Games**


**Legacy of Llylgamyn** takes place after the end of the first *Wizardry* scenarios. It's a new adventure in the series, with new characters, new challenges, and new dangers. Your mission is to save the world from destruction.

—Philip L. Wing

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Post Office Box 81674, Lincoln, NE 68501
$10,000 is on the line now that the deadline for solving the mystery of Metagaming’s Treasure of Unicorn Gold 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 announced 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 intention to make. When asked if he meant the prize would not be awarded, he said, “I have nothing to say on that,” and ended the conversation.

There is a small and 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**


*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.


*Pasadena, CA — ORCON ’85, 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 Star Riders, c/o Union Activities Center, K-State Union, 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 360297, Duncannville, TX 75138.

*Biloxi, MS — COASTCON VIII, March 8-10. SF and gaming con featuring Alan Dean Foster. Contact CoastCon, Box 1423, Biloxi, MS 39533.


* SJ Games will attend the cons marked with an asterisk.

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MURPHY'S RULES!

NICE WORK IF YOU CAN GET IT....
In SUPER SQUADRON (Adventure Simulations), when rolling on the "Job Positions" table, your super hero character may end up as "God."

NO ONE GETS INTO HEAVEN UNTIL I GET A RAISE....
In SUPER SQUADRON (Adventure Simulations), a super hero who gets the occupation "God" then rolls for "Average Pay."

THEY DON'T MAKE PEDESTRIANS LIKE THEY USED TO....
In Steve Jackson Games' CAR WARS, two pedestrians who run into each other at full tilt stand an even chance of dying from the impact.

(--Jim Gould)

THE CARS ARE GETTING BETTER, THOUGH....
In Blade's MERCENARIES, SPIES, & PRIVATE EYES, a family car going 100 mph can ram a tank, demolish it, and will remain drivable half the time.

HIS TOP IS MADE OUT OF RUBBER, HIS BOTTOM IS MADE OUT OF SPRINGS....
In AD+D (TSR), the average 13th-level fighter can survive a fall from any height.

(--Jim Gould)
The year is 2615. Interstellar space travel has been commonplace for centuries. But the human expansion of the galaxy has been confined by four barrier zones of alien design. A recent invention has made it possible to pass through the fourth barrier zone, known as the Quadra Zone. Come explore the unknown regions of space that lie "BEYOND THE QUADRA ZONE."

BEYOND THE QUADRA ZONE is a new play by mail game. Turns are run once a week and include your colony's growth and development (population growth, training options, manufacturing options, buying & selling lists, mining, inventions, revenue, etc.). It also includes your fleet's movement, combat, a list of your specialized crewmen and their personal proficiency factors, object testing options, planet options, landing parties discovering: lost civilizations, dangerous aliens, lost alien devices, and others. You will also encounter new star systems, unknown objects floating in space, advanced civilizations that may aid or attack your fleet, and much more. We do not tack on any hidden costs for combat or alliances. The printout is in an easily understood, narrative style.

For $2.00 we will send you a game set-up which includes the instruction booklet, equipment catalog, star map of the human inhabited star systems and a four-page 0-turn printout (includes movement, scanning and mining test phases: planet communication, selling and buying lists, and ship's equipment list and statistics. When sending for game material, mention this ad from Space Gamer and you will also receive one free turn. Each additional turn thereafter is $4.00 and includes all your ship and colony options. To receive your game material or for more information, call (201) 337-3437 (Mon. - Sat.) or send your name, address and $2.00 to Quest Games, Inc., P.O. Box 210, Oakland, NJ 07436.
Paranoia
A role-playing game of a darkly humorous future

Serve the computer.

The computer is your friend!

The computer wants you to be happy. If you are not happy, you may be used as reactor shielding.

The computer is crazy. The computer is happy. The computer will help you become happy. This will drive you crazy.

Being a citizen of Alpha Complex is fun. The computer says so, and the computer is your friend.

Rooting out traitors will make you happy. The computer tells you so.

Can you doubt the computer?

Being a troubleshooter is fun. The computer tells you so. Of course the computer is right.

Troubleshooters get shot at, stabbed, incinerated, stapled, mangled, poisoned, blown to bits, and occasionally accidentally executed. You will be so much fun that many troubleshooters go crazy. You will be working with many troubleshooters. All of them carry lasers.

Aren’t you glad you have a laser? Won’t this be fun?

There are many traitors in Alpha Complex. There are many happy citizens in Alpha Complex. Most of the happy citizens are crazy. It is hard to say which is more dangerous — traitors or happy citizens. Watch out for both of them.

The life of a troubleshooter is full of surprises.

Stay alert! Trust no one! Keep your laser handy.

Paranoia is an adventure role-playing game set in a darkly humorous future. A well-meaning but deranged computer desperately protects the citizens of an underground warren from all sorts of real and imagined traitors and enemies. You will play the part of one of the computer's elite agents. Your job is to search out, reveal and destroy the enemies of the computer. Your worst fear is that the computer will discover that you are one of these enemies.

West End Games Inc.
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