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# NEXUS

#7

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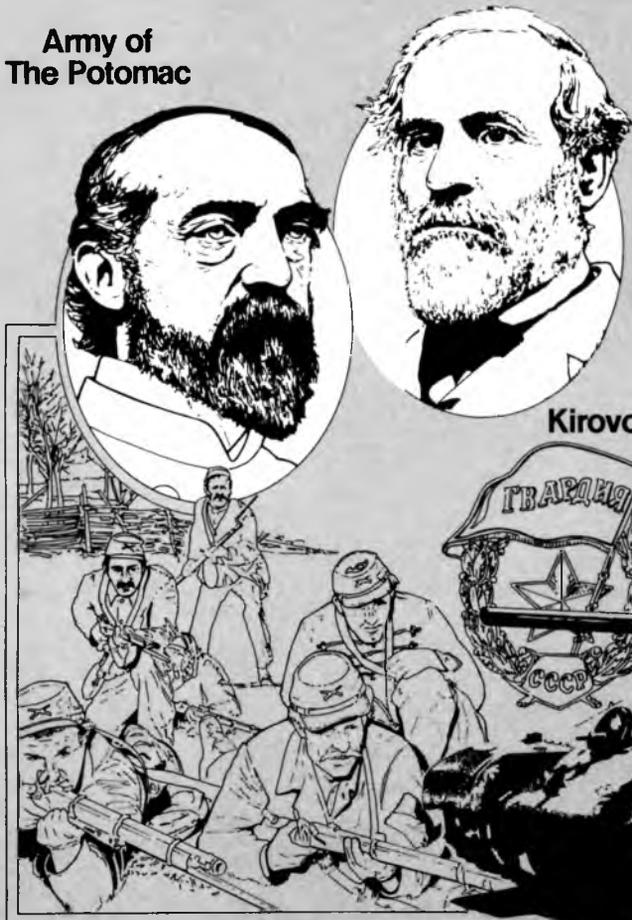
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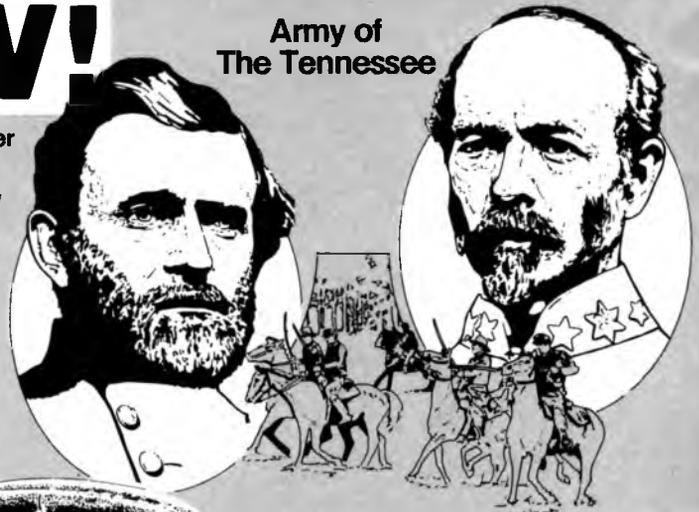
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The History People

# OPENING LINES

In this issue of NEXUS, we are featuring solitaire gaming. Most of us have, at one time or another, played games by ourselves. Some of us have done it because of the difficulty of readily finding an opponent. Still others of us have found it more convenient and/or more enjoyable to play alone.

When I was ten years old, I cut rectangles out of cardboard and wrote the names of the Confederate and Union commanders on them. I would spread these "counters" on my bedroom floor, move them somewhat arbitrarily, roll some dice, and occasionally eliminate one of them.

Years later, I saw AVALON HILL's GETTYSBURG on a shelf in a local hobby store. I had no idea what a wargame was; but I immediately bought the game, took it home and read the rules, and set it up. For hours I would sit contentedly moving counters around. Since then, I must have played GETTYSBURG over one hundred times, but never with an opponent!

I have now designed five games, and have developed over twice that many. However, not counting play-test sessions, I can count on both hands the number of times I have played an Adventure Game with an opponent. The point of this is that I am not alone! There are many gamers who can cite similar backgrounds in gaming.

A few short years ago, some of the game companies realized that, for one reason or another, there were many gamers who mostly played by themselves. These companies began to publish games expressly for the solitaire gamer. Although gamers still played the two player games solitaire (even figuring ways to play simultaneous movement games), they now had something they could call their own.

The success of TASK FORCE's INTRUDER attests to the fact that the solitaire game is very popular. SURVIVAL/the BARBARIAN (a double

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