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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

Special D&D Issue

"WHO AM I?"

BY GARY GYGAX

(YOUR NAME) AND
THE HOLY GRAIL
ALTERNATE RACES
TIPS FOR TFT PLAYERS
TIPS FOR THIEVES
DM DON'TS

NEW FEATURE: PBM UPDATE
TRIPLANETARY
AND 7 PAGES OF REVIEWS

THE SPACE GAMER

NUMBER 41 — JULY, 1981

In This Issue

It seemed as though the most widely known of all fantasy games deserved its own special issue . . . so here we are with a D&D *Space Gamer*. Our leadoff article is a story by Gary Gygax himself. He details the quandary a game designer feels when his company is TOO successful, and he has to choose between game design and business. I learned a lot from Gary's article — maybe you will, too.

For you Monty Python fans, we've got "(your name) and the Holy Grail." Like last month's adventure supplement on Tschai, it can be pulled out of the magazine. Insane role-playing in the world of the Vorpal Bunny is now within your grasp.

And there are several other D&D (and general role-playing) articles. Plus, for the real "space gamers" out there . . . William Barton reviews GDW's new edition of the classic *Triplanetary*.

—Steve Jackson

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Where We're Going

This will be a short column. (I can hear the cheering already.) Things are proceeding very well, but nothing new and fascinating is happening, and I'm too busy getting ready for Origins to write much anyway. Besides, these darts keep going by and messing up my concentration . . .

Which ought to tell you that KILLER is in the final playtest. Right now I'm GM for a six-person scenario. Well, it *started* with six. Three of them bit the dust within twelve hours of starting time, and the other three are jumping at shadows. The rules are in next-to-final draft; we're still polishing up the scenarios and coming up with new and ingenious ways of slaughtering each other.

Game Design

The Game Design book is finished except for pasteup. It will be 48 pages long rather than 40; Nick and I got to add everything we wanted to. Feedback on the book has been excellent ever since we an-

nounced we were doing it, which is really gratifying. I don't think anyone will be disappointed.

Car Wars

This one is also finished except for pasteup — but pasteup of a multi-component game is harder than for a simple book. All the counters are finished, and the color separation has been made. The counters for CAR WARS are going to set a new standard — and not just for *small* games.

Undead (formerly "Vampire")

As you can see, we've had a name change on this project. Details next month, when space allows (these lines are being written long after deadline). The game itself is going well; the playtesters are enthusiastic, and it seems to be very easy to GM . . . the trouble is that people keep coming up with more things that Drac and the vampire hunters ought to be

able to do. And somewhere in there, Sherlock Holmes and Dr. Watson got into the act . . . LATE FLASH. This one will now have *full-color* counters, too!

Other Projects

Paul Jaquays is working on the first set of *Cardboard Heroes* for TRAVELLER — more on those next issue. We're talking with a couple of different designers about possible games to go into TSG. Denis' next fantasy *Cardboard Heroes* are going to be Undead and Monsters, but he's barely gotten started — too many other projects. And the computer version of RAID ON IRAN looks more and more like it might really be here by fall.

For Subscribers Only

Starting next month, we're going to start putting an occasional "subscribers only" bonus on the mailer cover from time to time. Next month's goodie will be a glossy b&w reproduction (or two) of the CAR WARS counters. For those who are heavily into the game (and I predict there will be a lot) this will be a chance to add to your stable. (Garage?) If you don't like the van in blue, take this one and paint it red . . . Whatever.

— Steve Jackson

GAME MASTER

GAME MASTER exists to answer questions on your favorite games. If you have a rules question or play problem, send it in. Questions to be answered will be chosen on the basis of general interest. They will be first referred to the game publisher or designer. If no response is received, GAME MASTER will offer its own interpretation of the rule. Sorry — no individual replies are possible.

Ogre

1. Is there any limit to the number of missiles that an Ogre Mark V can launch in a single turn?

2. How does terrain effect both moving and nonmoving CPs?

3. Does a unit on a road get its defense increased on road hexes passing through towns and other terrain? If not, can the owning player specify whether the unit in a certain hex is on or off the road?

4. Can Ogres overrun other Ogres underwater? If so, are missiles still the only weapon types that can be used in the overrun combat?

5. Lastly, can infantry units cross the river bridge hex if the bridge is down?

Raja Thiagarajan
Gbarnga, Bong County, Liberia

It looks as though Ogre is spreading everywhere . . .

To answer your questions —

1. In the first edition, a rule limited the Ogre to firing only two missiles per turn. This limitation has not appeared in either the second or third editions. I have to admit the limitation

was not realistic, so it might be best to forget it.

2. Terrain affects a mobile CP as though it were a MHWZ.

3. A unit traveling through a town (or forest) on the road gets the road benefit for movement AND the terrain benefit for defense.

4. Yes, and yes. Missiles only.

5. If the bridge is down, infantry treat that hex as "rubble." Thanks for mentioning this — we'll clear it up in the next edition.

Empires of the Middle Ages

I have several questions concerning SPI's *Empires of the Middle Ages*.

(1) Where is the Game-Turn Record Track?

(2a) Does a "diplomatic conquest" of an area of a different religion convert the area's religion to that of the attacker?

(2b) Can an area be converted by "diplomatic conquests" instead of regular attacks?

(3) Does a "diplomatic conquest" also give the "attacker" a claim to the area?

(4) If a Magnate appears in one of the Moslem-Spanish areas, is he Moslem or Roman Catholic? If Roman Catholic, does the area stay Roman Catholic when the Magnate dies (is deactivated), or does it become Moslem again?

(5) Do seagoing areas have to be connected overland to an area they want to colonize?

— David Barnes

(1) Our copy did not have a Game-Turn Record Track, and none was listed on the index of parts enclosed, even though one is mentioned in the rules. However, we found it simple to

keep track of whose turn and which year it was, simply by memory.

(2a) No.

(2b) No.

(3) No.

(4) A Magnate is of the religion of his birth-place-area; the only exception occurs with special rules concerning the dreaded Syrian Magnate. So a Moslem-Spanish Magnate is Moslem.

(5) No, but areas too far from their ruling seat run perpetual risk of being in unrest.

NEXT ISSUE

TSG 42 will be a special Star Trek gaming issue, with an article on Star Trek computer gaming;

Official errata for Star Fleet Battles;

A Task Force '81 company report;

Also, "METAMORPHOSIS ALPHA Notebook" by W.G. Armintrout;

And more Non-human Race Contest Winners.