



Kfan Uzangou

A newsletter devoted for Vargr in Traveller.

Issue 2

September 1992

Kfan Uzangou is produced and distributed by Roger Myhre. HIWG's Gvurrdon Analyst (and developer.) This newsletter is distributed freely to all analysts and developers of Vargr sectors, along with one issue to each editor of HIWG's four quadrant's. All others may get a copy by sending me a self addressed envelope with an International Reply Coupon (IRC.)

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The Editor Barks

Now after the GenCon games fair there is one thing that strikes me, and that is how social roleplaying is, or any type of gaming for that matter wether it is Traveller or Monopoly.

People say to me that those who play games are an asocial bunch. Never interacts with other people. They are also tired of listening on gamers talking about the latest product to any game, or other game related topic. But this can easily be turned. I for instance is bored half to death by others speaking of sports, cars and stamps. And about that part of never interacting is bullshit. Gaming is a group activity, more the merrier. You can of course play solitaire games, but the novelty of those goes out when you know how to beat the game system.

Besides games can be educational if the players are taking it seriously. Many games forces you to use your brain before the gun. Games can also teach you history, physics, social awarress and so on depending on type of game and what the players want out to get out of it. I for instance look up in different reference books when I'm making a survey of a world to see if I can find something that can make that world specially interesting. That learns me something about chemistry, physics and biology and other things that can come in handy for a campaign.

Sports don't seem to be social activity any more. At least when it comes to soccer. The latest years European soccer, and in some instances hockey matches has ended with the audience bashing each other after the match. I won't discourage those who are interested in soccer to not to go to a match. By all means go, but just remember your FGMP.

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HIWG ("History of the Imperium Working Group") is a fan organization detailing official MegaTraveller universe.

This fanzine is made with the following equipment: R500+ Amiga computer. Pagesetter v1.2, Txd v2.2, Wordworth v1.1, DPaint IV, CrossDOS v4.0, HP Paintjet color printer. Copied on a Kodak copier for multicopy distribution. And lastly a handstapler to keep the sheets together.

Traveller the New Era

For the first time I got the chance to attend GenCon. I knew it was large, but it turned out to be BIG!!! To Norwegian standards this was larger than any convention I ever have been to.

I went to GenCon for 3 reasons. 1) Traveller seminars, 2) Meeting HING members, 3) 25'th anniversary.

The Seminars on Traveller the New Era (TNE) and Star Viking (SV) were held Thursday and Friday morning respectively. The seminar was held by the GDW staff. The main character in this seminar was Dave Nilsen, which has the responsibility for the new rules update to Traveller.

For those of you that has been dead or in some other way missed the fact. Traveller is going to be updated to the Twilight 2000 rules 2'nd edition (T2K2). The major change is that TNE will use D20 rather than D10 which is used in Twilight. For those of you who want to know more about this before the TNE is released in February 1993 should buy the companion set to Dark Conspiracy (DC (not to be confused with DC Comix.))

The history will be propelled about 70 years into the future. The factions has spent all their fighting strength several years ago. The feared long night just became "a brown out." Domain of Deneb will not change much in its composition when it has not been affected by the Virus or the war. Despite protest from various element the virus has come to stay. One thing that is good about it is that it opens the door for artificial intelligent robots and computer, and computer controlled equipment such as starships. The latter one is nasty. If the computer decide the crew is a nuisance it just space them or expose the ship to vacuum.

Thus a new term is showing up. Vampire Fleets. This is ships that has taken control of its own destiny and spaced the crew. Clay mentioned that this is something like Berserker. I haven't read the books so I can't make a comparison, but the title Space Hulk sprang to mind. Another interesting thought is how do these fleets maintain themselves with spare parts without sophont help?

For those who hated the design rules for the need of spreadsheets the new rules will come as salvation. The design rules will be

revised, and some new standard will replace the old UCP form. What this is are not known, but according to GDW it should be possible to pit starship against grav tanks. Something that was truly difficult to do in the old rules. Personally I like the old rules very much because of the diversity. But I'm willing to let the new rules get a fair chance. Just lets hope that we won't see a 10 page errata.

The TNE rules will be released in two books. The first book will hold the rules for generating characters and so on. The next book will hold the necessary information for the campaign background in Traveller. For those who loved 2300AD, a sourcebook for this game will be released as well. It will then be incorporated into the first book to TNE. This will not mean that Traveller and 2300AD becomes one game, but that 2300AD and TNE will just have access to the same rules, but in a different universe. There was a vote for if the Stuttwarp drive should be incorporated into the Traveller, but the majority voted nay.



Buzz Scare, or how to pass shoddy goods

It was one of those nights at Agza Lion bar downtown. I sat at my usual place at the far end of the bar. This gave a me better overview of the entrance. I was observing a young and aspiring vargr trying to sell a device to some other vargr. After a while the first vargr's tail started to wag slowly, then increase in pace. The seller had managed to con the other puppy, it showed on his act and charisma.

Finally the deal went through. The buyer seemed happy and the seller was smiling broadly, pocketing a fat roll of credits. I rose from my place and approached him. I asked him what he was selling. Startled by my sudden approach he found his act surprisingly fast. "No-See. An invisibility device that works psionically on all animals with low intellect." He showed me a box with some crude and strange wiring. "Do you want one?" He offered eagerly. "Step into my office." I said mentioning him to

One other major change to the Traveller universe is that the systems that got so small stars that they can't support a planet will be changed. The physical data of the main world will not be changed, but the star will be changed so it fits to the planet instead. Thus we will eliminate all those planets that end up with frozen over seas and temperatures that would crystalize standard atmosphere mixes.

The GDW staff was excited about this update and showed eagerness to right what was done wrong before. So we will quite certainly see a much better product line in the future.

Star Viking will be a boardgame rather than a set of miniature rules that we first heard about for about 1½ year ago. The purpose of the game is that the players take the seat of corporations that send crafts into the now shattered remains of the Imperium. There wasn't said much more than this when the seminar changed over to TNE rather than SV. So we have to wait until the game is released. H

follow. Eager to sell a device, he couldn't rise fast enough to follow me. I went to my usual place and signalled him to sit down. "Now how does this marvel work?" I asked. "Oh. It is a spin off from Neural Activity Sensor. You know about that one?" he asked eagerly. "Yeah yeah" was my bored reply. This only increased his efforts. "Actually no hunter should be without one," he said, and continued "The one you just saw exiting with this gadget, was a hunter trying for the Goerrg beast down south." He took a deep breath. Now the sales pitch start I thought. "The device will turn the user invisible from low intelligent animals. This makes it safe to close on any animal for a kill or capture. The device work for 10 hours continuously before recharging of the...". "Are you aware of that you just has put your hands into a Foes Ant nest?" I asked casually not interested in his device. He started an angry growl annoyed by me interrupting. It was time to show who had most Charisma to bear. I rose and showed teeth while I emerged a deep growl. Sometimes it is favourable to be a Urzaeng Vargr. His tail dropped faster

than a planetoid sucked into a black hole.

"Listen to me pup," I spat the word pup out. "what I'm about to tell you now is a true story." I leaned back and ordered some drinks. As we drank I began my story.

14 years ago in this very same bar, an young vargr, much like yourself, sold the device Buzz Scare. The vargr claimed that this device would make the Goerrg beast timid. This animal was just a legend back then. The salesman sold this device to a young aspiring hunter that wanted this animal. The hunter was very difficult to convince because the device looked like a small transistor radio. The hunter was about to leave when the seller had to play his last card. He offered a 30 day money back guarantee. Counting on that the beast did actually not exist, and if it did. The hunter would not have the luck to find one in 30 days. Actually the hunter was in luck and found the beast. However he did not live to tell. The beast killed him. However the remains was found by another hunting expedition. With the remains was this signed guarantee pamphlet. So the seller was arrested and sentenced to be dismembered of the right hand by Foes Ants. The torment of this sentence lasted 2 days without any form of

anaesthetics.

"You must be kidding" the pup exclaimed horrified. "No one is that barbaric." His eyes had a nervous look. "Oh no?" I countered and showed him the latest issue of Kfan Uzangou, a news magazine. "Look at this article then." I showed him the picture of a pickpocket that had his hand eaten off. The pup swallowed deeply and was visibly nervous. "What shall I do now?" he nearly screamed on the verge of panic. His charisma and voice was failing him. "You have sold a few of these things haven't you?" I smirked, enjoying myself. "However I can help you out. I gather that you are an offworlder or you would not pulled this stupid stunt. As an offworlder you have a pass with a magnetic strip that has to be inserted into slots every place you visit." I drag a small device out of my pocket. "This device makes you able to alter any information you wish in the card, so that you can claim to have been somewhere else than you actually was. The device is easily interfaced with a handcomputer, which is required for altering the data." The pup looked puzzled at me. I continued "when the hunter shows up and say that the device do not work you can claim that you never has seen him. When the police investigate the card they will see that you actually was at the Urrukae Museum of

contemporary art for instance." Now the pup was relieved, but suspicious. "How do I know that you don't try to con me off?" Pointing at the door I said "I don't think you are in the position to argue, your pal the hunter is back with the Blues, and he look pissed. Do you value your limbs? The device cost 6000Cr. Take it or leave it." The pup was near panic now "Okay here you have 3780Cr that's all I got." His voice was trembling. "Is there a backdoor out from here?" Handing him the device and pocketing the money I pointed to a red lit sign. The pup hurried out the door so fast that I didn't get time to warn him about the garbage cans outside. What the hell, it wasn't my suit that got dirty.

The hunter and the police searched the bar for 15 minutes, not finding anyone. After the police left, the hunter approached me. "Okay, Boss where's my share?" I handed him 2000Cr. "Boss, there is one con vargr at Dzaedh's Place, shall we try him before we call the night?" I looked up at him "No, I don't think so. Lets call the night." absent-mindedly I started to scratch my arm just were my right hand had been 14 years ago... #

Vargr Sector Analysts of HIW

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On the Previous page I have listed all the Vargr sector analyst I know of. I have included analysts of sectors that border to Vargr sectors, when they are affected by the Vargr one way or the other.

The listing is not 100% proof when there is some colliding information floating around. Two sectors are listed with two analysts, those are Tuglikki where Keith Potter and Martin Owen are registered as analyst. I don't know if Martin Owen is still responsible for Tuglikki, when He hasn't answered my mail.

Keith Potter are also listed with David Cheever in Mindhorn. I don't know what's right. So if someone got any information about this I would appreciate it if someone sent it to me.

Other analysts that are concerned with vargr on way or the other are:

Paul Drye - Julian Protectorate

Mark Henderson - Vland Domain Editor

The Systems Of Society of Equals

World	Hex	VFF	B Codes	Zo	PBE	Al	Star1	Star2	Subsector
Redzaera	1915	B7658DA-2		303	Vq	X8	V	M5	D Lla Iz Therrg
Aekfo	2015	B645444-8	Ni	523	Vq	F1	II	M2	D Lla Iz Therrg
Dhallas	1919	B66359C-9	Ni	603	Vq	F0	V		Lla Iz Therrg
Dzenzaega	1924	B20189B-7	Ra Ic Va	701	Vq	M2	V	M8	D Ksits Usanthu Odzuetarug
Ekkah	2117	B334573-C	e Ni	724	Vq	M4	III		Lla Iz Therrg
Gaknan Val	1616	A98A614-2	e Ni Wa	620	Vq	M6	III	M7	D Dzen
Chugi	1716	B686567-B	Ag Ni o:1717	404	Vq	M3	V		Lla Iz Therrg
Gnoengungag	1923	B759623-7	Ni	734	Vq	F3	V		Ksits Usanthu Odzuetarug
Guzrueng	2018	B788300-B	Lo Ni	122	Vq	F5	V	M7	D Lla Iz Therrg
Idza	2219	B5748AA-5	e	812	Vq	G0	V		Lla Iz Therrg
Ilkarkunotae	1622	B54587A-A		420	Vq	M6	V		Ruhk Odzuetarug
Knaegadaa	2119	A525586-D	Ni	924	Vq	F0	V		Lla Iz Therrg
Lloursouth	1717	A253A9E-C	Ni Po	602	Vq	M4	V	M4	D Lla Iz Therrg
Luxraengfangnoksas	1823	B476232-8	Lo Ni	210	Vq	M7	VI		Ksits Usanthu Odzuetarug
Oruekha	1914	B692120-5	Lo Ni	424	Vq	G1	V		Lla Iz Therrg
Ouse Paag	1724	A69476A-B	e Ag o:1623	222	Vq	G8	V	M3	D Ksits Usanthu Odzuetarug
Raersava	1524	B100262-A	Lo Ni Va o:1623	303	Vq	G1	V	M7	D Ruhk Odzuetarug
Rixrronggyzernoeell	1714	B3728AD-B		110	Vq	M3	V	M3	D Lla Iz Therrg
Rredutsaazongova	2023	B100ZAC-D	Ra Va	122	Vq	M2	II		Ksits Usanthu Odzuetarug
Tackoudhagmon	1623	A5M488C-D	e Fl Cx	323	Vq	M2	VI		Ruhk Odzuetarug
Tamaghoutraeng	2123	B86A755-9	Ri Wa	201	Vq	G4	V	M7	D Ksits Usanthu Odzuetarug
Tirrokoeleagz	1821	B463645-A	Ri Ri Sv	312	Vq	F4	V	M4	D Ksits Usanthu Odzuetarug
Tseghagvanz	2118	B675746-5	Ag	613	Vq	G5	IV		Lla Iz Therrg
Tseggvaksdzong	1912	E54379A-5	Po	910	Vq	M7	V	M8	D Lla Iz Therrg
Tsomduakfegum	1722	B245455-C	Ni	201	Vq	M8	V	M3	D Ksits Usanthu Odzuetarug
Ueksgug	2022	A576235-A	Lo Ni	235	Vq	G8	V		Ksits Usanthu Odzuetarug
Ungan	1721	B402122-D	e Lo Ni Ic Va	423	Vq	F0	V		Ksits Usanthu Odzuetarug
Uzotssaza	1816	B225435-D	Ni	101	Vq	X3	V	M9	D Lla Iz Therrg
Vanas	1918	B79879C-6	Ag	135	Vq	M3	II		Lla Iz Therrg
Zuerrguell	1713	B432321-A	e Lo Ni Po	120	Vq	F2	V		Lla Iz Therrg

Society of Equals



History. Society of Equals (SoE) are one of the oldest interstellar governments in Gvurrdon. It dates back to about year 400. Lack of records make this date uncertain. Neither are there any records available that tells who founded this government.

In the latest 300 years it have stood as a steady rock in the usually fluctuating structure of the Vargr society. But this is only on the surface. It has gone through a lot of changes since it was founded years back.

From 930 to 1030 it quadrupled in size, most of it can be explained by sharp charismatic increase in the leaders, but equally true is it that much of the territory fell for conquest. From 1030 to about 1110 there was little change in territorial boundaries.

SoE had for a long time border disputes with Thirz Empire. In 1109 when the old king of Thirz Empire died, plans for conquest in Thirz was laid. The young Vargr that inherited the throne was viewed as low-charismatic by the leaders in SoE. They counted on that

his inexperience and relatively low charisma would make it an easy victory.

In 1111 they attacked over a broad frontline. At first they penetrated relatively deep into Thirz territory, but then it stopped. Thirz through their contact with the Zhodani managed to regroup and rebuilt what they had lost of military material. The throne heir did also have excellent leader capability which helped win the war for the Thirz Empire. When peace came in 1116 SoE had lost about 47% of their territory. Most of it to Thirz Empire. A few worlds rebelled and proclaimed themselves independent.

Government. Society of Equals are ruled by an elite council. This council are staffed by the most charismatic persons in the empire. There is one representative from each

world. They have one vote every million inhabitant for the world they come from. Those worlds that do not have one million inhabitants have to group together so that they can get one or more votes.

A council member sits until there comes another Vargr with higher charisma. As a rule of thumb, the one with the lowest charisma in the council must retire or withdraw if there is someone that have higher charisma.

Equality, what equality? The gimmick with SoE is that before you can call yourself a worthy citizen of SoE, you have to be rated Equal. If a Vargr (or some other sophont) are going to have any of these careers he or she must be rated equal: Any military officer, Leader, Aristocrat and law enforcer officer.

Un-equal sophonts may not be promoted past NCO rank in the military or law enforcer careers.

Even cubs from parents that have been rated equal must go through a test. Anyone that wants to may go through the test. It is usually taken at age of 16 to 18 years old.

Not being rated equal do not spell disaster, but the choice of jobs are limited. For cubs to an aristocrat there will be

a loss when the test fails. To be able to inherit the title and the estates the cub must be rated equal. If not, the cub will lose most of the inheritance.

The law does protect the unequal from abuse, but they must take what is second best. If a new world is to be colonized the Equals may choose first where they want to have their estates mines or what ever.

Those who fail the test get their canines pulled. In this way there will be no question about their social status. Those who do not take this test usually become wanderers. When they are inside the borders of SoE they must wear a special head wear and belt. These are not treated like citizens, so they cannot get any work. However they are free to go where they please as everyone else.

REFEREE: For characters that are born in Dzen Reng Kho, they have to roll this task before they choose one of the following careers: Any military officer career, Leader, Aristocrat and Law enforcer officer.

Difficult, End, Int, [Hazardous]

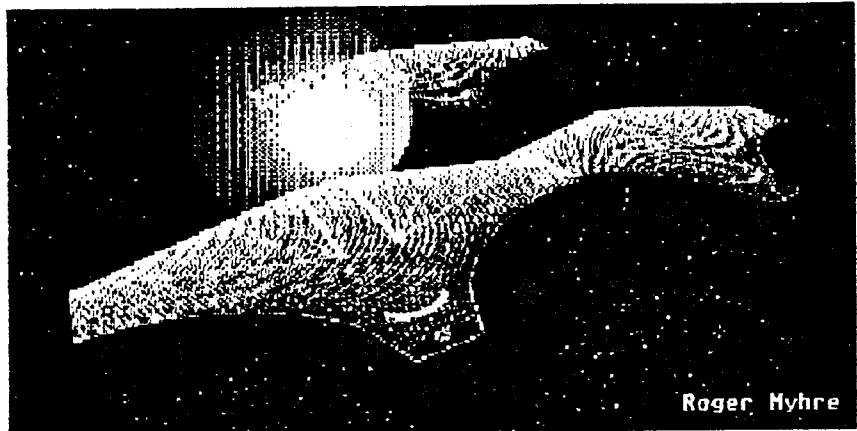
Referee: On a major mishap roll 1D+1 and subtract STR, DEX and END of the indicated amount. Example: The PC rolls a 4. He must subtract 2 from STR and one from both DEX and END. For those who manage this task give a CHA+1 and a DM+1 on the enlistment roll on the chosen career. If the parents of the character is rated equal give a DM+1 on the above task. The parents are rated equal on a roll of 9+ on 2D.

TNE note: Take the average of Endurance and Intelligence and multiply with .50. The character has to roll equal or less than this on 1D20.

Ranking.
An Equal ranks above an unequal vargr, but there are exceptions. For instance an Unequal vargr may own a starship and have a crew which is mixed with Equal and Unequal crew. This tend to be rare, but the situation exist. Because a vargr is unequal he or she are not prevented from starting their own business. Equal vargr that seeks employment with them are doing this on their own. And are not forced in any way to do so.

Slavery.
Only equals may have slaves. No citizen of SoE may become slaves, Equal or not. However there are rules about temporal slavery for unequals when they cannot pay for any damage they do on someone elses property.

Slaves from outside are to be protected from hazards, but



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they can be put to dangerous and risky jobs. But only if they get necessary safety equipment. A slave may also be sold further to others if the need arise.

Slaves are slaves for life. If the owner decides he or she may free the slave from slavery. Usually slaves that have performed far beyond their required service are often set free. A slave that have been set free must get funds enough to survive a month. A free slave may apply for citizenship and then also become an Equal if the test for that rating is passed.

Military.
The interstellar forces are financed by taxes of the different worlds. Council members have to contribute with their personal forces. How much they must contribute with depends on how wealthy and how large the population of his or hers world is. Low populated worlds usually only contribute with vargrpower

that crew starships or are placed into infantry forces. More wealthy members contribute with starships. Larger starships like destroyers and cruisers are financed by the taxes.

The insignia.
The insignia symbols the canines of an equal. The canines are the symbol of strength and power. Who came up with the symbol is unknown, but the symbol is not as old as the SoE is.

The teeth are white while the background is red, just like in the mouth of a Vargr. On military vehicles and starships the teeth are usually tipped with red so it looks like they have been drawn blood. The honorary guard have teeth painted in silver. This symbols their steel hard discipline and strength.

NOTE: This article was first released as document 6F07. Since then it has been changed somewhat. H

Newsline

Uthgvoe Gvurrdon 8512
Date: 877-1123

The talks between SoE and Thirz Empire took a serious nose dive when the foreign minister to SoE demanded that Thirz Empire pays SoE for the damages done to the world of Tongaesodhongaell (1015). Khaesz, the foreign minister of Thirz Empire answered that losses like that could only be expected during a war. Besides Thirz will never pay for damages done to an aggressor.

There is unknown when new talks will be taken up.

Uthgvoe Gvurrdon 8512
Date: 879-1123

The Spokesbeing to the Royal house proclaimed that Uerrogae gave birth to triplets today. This is the first cubs to Oekhuerso and

Uerrogae Thir. "This is a major event in Thirz Empire history." The spokesbeing proclaimed. He continued with that all the cubs and the mother was healthy.

Orra Gvurrdon 8929
Date: 867-1123

The Rukh government proclaimed Anti-Rukh formally war. This is the first time that Rukh has taken this step. Until now the situation has been very tense with a few skirmishes not counting the short war after the charge plate scandal.

The reason to the open war is that Rukh claims that Anti-Rukh sabotaged the nuclear plant that blew up a few months back. However evil tongues will have it to that the reason for the blow up is poor maintenance.

Library data

Voronol Knaergh: (925-1005 Imperial).
Famous Vargr architect. He have designed many buildings in the Rukh Regz alliance. His pride are the Taknarkag city, which he used 10 years in drawing. Unfortunately he did not live long enough to see the first stages of the city being completed.

Alloulloukde TosoeKh:
One of the biggest ship warfs in the Gvurrdon sector. It is based at Rengvoun (1726). It is reputed for its contact net for connecting potential buyers to patrons for financing of crafts. It boast that many of the crafts the Kforuzeng corsair band uses are bought from them.

Tongaesodhongaell massacre:

During the Equality war Tongaesodhongaell (Gvurrdon 1015) were heavily attacked by nuclear and chemical weapons. Most of those who could not afford the overpriced tickets out of the system before the attacking fleet reached the world, got killed in the attack. The few survivors from the attack are totally dependant on the relief help from the occupation forces. The world are interdicted by the Thirz Empire because of the high radiation level.

MegaTraveller 2: Quest for the Ancients

Finally it's here on the Amiga computer. MegaTraveller 2 has been released. The title has the promising name "Quest for the Ancients." The title makes me instantly think of Adventure #12 "Secret of the Ancients." Not surprisingly we hear the names Vlen and Trow Backett from the same volume.

The controls of the game has been improved greatly. But still they could have been better. Sometimes the controls just don't respond when they are activated.

Graphics is good, but not great. I don't find this as a bad point. In a good adventure game you don't need superb graphics. That is only waste of disk space. Swapping disks isn't my favourite past time. And wasting 10 to 12 megs of my hard disk for a game is just too much.

The plot line of the game is rather straight forward, the difficulty is to find the different contacts on the different worlds. And understand what they want. Someone gave me a coded letter, asking me to give it to its right owner, whoever that might be.

I loved the first game because of its rather simple command structure. The combat sequence was a pain in the... In this version it is greatly improved when the party can react independently to a threat. This is fine. I hated to run

through the sequence of splitting up the party, then assigning targets to each member, while the opponent turned you into a slab of dead meat.

The game has options for basic and advanced character generation for humans and two career generation for Vargr. The latter is the reason that I got 3 Vargr and 2 humans. Okay, I like Vargr so I would have had 3 vargr anyway. The character generation follows the standard rules for character generation far as I can see, but it lacks one thing. Anagathics. Why isn't this option included? Not that it matter much, but it would have been nice to have that feature too.

The game features more than 100 worlds spread out on 4 subsectors. The players can travel between these worlds using either their own starship, or booking passage. There is options for buying and selling starships, be aware of one thing. There is possible to jump to a place without a gas giant, and which do not supply fuel at the starport. Refueling from the sea is easy, but alas it is not included in the game. Thus you have to hire a tow boat to get it to a system where you can get fuel, and this is expensive.

I haven't played through the game yet, but I think that I will have many enjoyable hours in front of the computer. Maybe more than necessary. The game is riddled with Binary Unusable Garbage Subroutines, or BUGS for short.

The game has GURUED twice for me. I got an A500+. My friend that got 1.3 machines that has been upgraded have even more trouble than me. The ship locker routine doesn't work properly while onboard the ship. When leaving or entering a city error messages flashes on the screen for a while informing the player that a routine or entry is corrupt. This hasn't GURUED the game yet. One other thing is that the game can't be saved to hard disk for some strange reason.

Finally the 10 Megacredit question. Where do I type in the code string from game 1?

I think most of the problems mentioned above may be caused by improper porting of the code from PC to Amiga coding structure. Many of the features are more IBM PC than Amiga. You just have to look at the Amiga technical supplement for that. Evidently the programmers haven't touched an Amiga.

Even for these problems I think most Traveller fans will enjoy the game. Just remember to save often. On a scale from 1 to 10 I would give it 8.

