



INSIDE DECEMBER
The Space Gamer Magazine
Car Wars
The Assault
on Role-Playing
Dune & Junta Variants
Gato
Monty's D-Day
And much, much more!





INSIDE DECEMBER

The Space Gamer Magazine

Car Wars

The Assault

on Role-Playing

Dune & Dune Variants

Gato

Money's D-Day

Add much, much more!



THE KIP OF GAMING MAGAZINE

#2 FEB/MAR 86

\$3⁵⁰

INSIDE

THE *Space Gamer* MAGAZINE

SPECIAL CAR WARS ISSUE

ALSO IN THIS ISSUE:

The Assault on Role-Playing
Dune Variant Cards
Gato
All You Wanted To Know About
Mystery Games
Complete Junta Variant
Monty's D-Day
Cold War
Book Reviews...

AND MORE!



Capture and bring to life the entire spectrum of comic book heroes!

TEENAGE MUTANT NINJA TURTLES

& Other Strangeness™



© 1985 PALLADIUM BOOKS

The possibilities are endless! Whether you want to play straight comic book super heroes, post-holocaust mutants or frantic funny animals it's all here in one book.

Now you too can transform ordinary house pets into the super-heroes of tomorrow. From the family feline or hamster, to lions, tigers and bears, you can create the most unusual superbeings in the annals of history.

Teenage Mutant Ninja Turtles & Other Strangeness loyally adapt the comic book with each character, from Raphael to Casey Jones, depicted complete with background and abilities.

Highlights include . . .

- A complete NEW game!
- Compatible with *Heroes Unlimited*™.
- Endless animal mutation possibilities.
- Dozens of characters, villains and heroes.
- Several adventure scenarios and scenario ideas.
- An all NEW eight page Ninja Turtle comic strip done especially for this book along with dozens of illustrations by Eastman and Laird.
- 8½ x 11 Trade Paperback.
- \$9.95 (post paid)

PLUS page after page of Eastman and Laird illustrations throughout the entire book.

HEROES UNLIMITED™

Despite all the other superhero games on the market *Heroes Unlimited*™ is still the only game that covers every aspect of the comic book hero. Only *Heroes Unlimited*™ enables you to build/create a robot or cyborg, in addition to superspies, psionics, aliens and mutants. Comprehensive skills, education and background enable you to create three-dimensional characters that grow and develop. Guess-work superpowers are replaced by exact power descriptions. Combat is quick, clean and playable.

Highlights include . . .

- Steranko Cover
- Weapons and equipment.
- Robotics
- Bionics
- Psionics
- Spies
- Mutants
- Aliens
- Special Training
- Superpowers and skills
- An introductory adventure scenario and more!
- \$14.95 (post paid)

Palladium Books™
5926 Lonyo
Detroit, Michigan
48210

NEW!

AFTER THE BOMB!™

A Teenage Mutant Ninja Turtle & Other Strangeness Supplement.

Four generations after World War III, after the Nuclear Winter, after the Plague, after the collapse of humanity. Mutation runs rampant. Now the population consists of a small number of humans. Humans vastly outnumbered by mutated intelligent animals.

Civilization is starting to return, but the leadership is in question. Will the human mastery of super science give them the power to rule? Or can the animals restore the freedoms of the U.S. Constitution?

The balance of power may be determined by the technological secrets hidden in the ruined cities of N'Yak, Filly and Boar's Town. However, these death pits are inhabited by the worst of the mutant scavengers and constantly fought over by robot warriors of the Empire of Humanity; the Gun Bunnies; and the Rodent Cartel and other heavily armed parties.

Players can visit the Empire of Humanity, whose mad leader seeks to exterminate all sentient animals. Or infiltrate the Canines of New Kennel who with following their inbred loyalty to man have allied themselves with the Empire.

Artwork by Eastman & Laird

\$5.95 (post paid) — 48 pages

Complete Catalog

Send 50 cents for postage and handling to receive the complete catalog for information on our other fantasy, superhero and science fiction role-playing games and supplements.



TABLE OF CONTENTS

"But Seriously, Folks..." (Editorial)	1
The Olympus Enquirer (news & gossip)	4
Game Characters (an interview with Greg Costikyan)	5
THE SPACE GAMER (Science Fiction Games)	9
TWO BIT REVIEWS (Computer Games).....	21
FIRST CLASS GAMING (Play-by-Mail)	27
THE FANTASY GAMER	29
BATTLE PLAN	45
UNDER COVER (Book Reviews)	59
THE COUNTER MIX (Humor).....	61

Publisher: Alan Emrich
Editor: Pete Flahive
Asst. Editor: Gary E. Smith

Gaming Department Editors

Fantasy Gamer (Role-playing) Jeff Albanese
The Space Gamer (Sci-Fi) Warren Spector & Allen Varney
Battle Plan (Historical) Gary E. Smith & Alan Emrich
Bit by Bit (Computer) Robbie Robberson
Field of Honor (Miniatures) Norm Flam & Bob Trimble
1st Class Gaming (Play-by-Mail) Nolan Bond
Double Overtime (Sports) Wallace Poulter
Under Cover (Books) Gary E. Smith
Olympus Enquirer (News & Gossip) Alan Emrich
Counter-Mix (Humor) Alan Emrich

Contributing Editors Mike Mullen, Tom Dworschak

Art Director Pete Flahive

Game Library Carol Turrietta

Advertising Pete Flahive & Alan Emrich

Typesetting Century Composing

Business Manager Gary E. Smith

Circulation Manager Carol Turrietta

Trademark Notice

Most game names are trademarks of the companies publishing those games. Use of a trademark to identify a product commented upon in this magazine should not be construed as implying the sponsorship of the trademark holder nor, conversely, should use of the name of any product without mention of trademark status be construed as a challenge to such status.

The V.I.P. of Gaming magazine is published six times a year (bi-monthly) by Diverse Talents, Incorporated, 5374 Village Road, Long Beach, CA 90808 - (213) 420-3875. Application to mail at Second-Class postage rates is pending at Long Beach, California and additional mailing offices. POSTMASTER: Send address changes to The V.I.P. of Gaming, P.O. Box 8399, Long Beach, CA 90808. All material is copyright 1986 by The V.I.P. of Gaming magazine. All rights reserved. Subscription rates as of June 1, 1985: In the United States - 6 issues \$18.00; 12 issues \$35.00. Outside the US - Please add \$.75 per issue (Canada) or \$1.50 per issue (foreign) for surface mail. International rates are subject to change as postal rates change. NOTE: All payments must be in US dollars, drawn on a US bank. Printed in the US by Futura Press of Austin, Texas.

Art Credits:

Cover design by Brad Gorby, courtesy of Steve Jackson Games.
 Interior Art: Junta cards and other illustrations - Terry Hughes, Staff Illustrator.
 Dune cards and other illustrations - Century Composing. Star Fleet Battles Variant - Amarillo Design Bureau. Counter-Mix cartoons - Donna J. Barr.

"But Seriously, Folks..."

As you are reading this, a momentous change is, or has been, taking place. **The Space Gamer** magazine has been purchased by Diverse Talents Inc. from its previous publisher Steve Jackson Games. Starting with this issue, all the familiar features of **The Space Gamer** will appear right here in the science fiction section of **The VIP**. This new section will be called, (you guessed it) **The Space Gamer!** As we have also acquired the title **Fantasy Gamer**, our RPG section will now bear that name as well.

This brings us to the reason (besides trying to pay a few bills) for the existence of **VIP of Gaming**, to cover the entire spectrum of gaming. Period. If this hobby is to survive, its chances are better if the hobby doesn't fragment into sub-hobbies such as Fantasy RPG, Science Fiction RPG, wargames, etc. You, as gamers, need to know just how much the hobby is truly inter-related. (Example: **Twilight 2000** and **Traveller** are both, at their basic level, a **D&D™** style of game transposed to their respective genre. If you are a RPG person, you can fit easily into any one of these games, and if you like military RPGs, you can, by extention, fit into military board games. The same goes for **Traveller** and science fiction boardgames.

So, you ask, how does **VIP** fit into this mutual benefit society? "Easy," replies the Editor, "Think of **VIP** not as one magazine, but four." these Four (Fantasy, Wargames, Science Fiction and Computers) all share the letters' section, editorials, ads and what have you. Now, since **VIP** is a 64 page magazine with roughly 12 pages devoted to each of these Four magazines, you can look at this as being three (or even four!) 48 page magazines. (All for the price of one!) Confused? Don't be, just figure that you are getting a great deal, as well as a lot of fine, fun gaming material.

Specifically, For your money, you are getting direct input from other

gamers like yourself, but in all aspects of gaming. You can contribute material to interact with and assist them, too. We are working very hard to supply a balanced magazine, one that can appeal to the hobby as a whole, not just any one segment. This is no easy task. Some people might say that in trying to be something to

everyone, we will end up being nothing to anyone. However, the publisher, editor and staff of **The VIP** want to give you a magazine that you can use, one you'll refer to often, and one that will allow you to see the entire hobby at one sitting (well, may two sittings).

We promise not to take ourselves too seriously while striving so, but

we are not going to gloss over or ignore important things that you as gamers should be aware of. **The VIP of Gaming** is a "user friendly" magazine. Please help us make our dreams come true with it. They are really your dreams, too, if you think about it.

— Gary E. Smith

Assault on Role-playing or The "New Right" is Wrong

by the Editor & Staff of VIP

News Item: Pastor Somebody-or-other said today that the three great evils confronting today's children are: Rock Music, Drugs and Role-Playing Devil Worship games.

News Item: Young boy disappears while playing a one-on-one role-playing game. His parents blame a game, citing how their son was totally immersed in it, even to the detriment of his school work.

News Item: TV Show 60 Minutes does a segment on role-playing, D&D and its effects on children and young adults. The segment is nearly all anti-dep, stressing all the bad points and stories ever made about the game. Of course, this one-sided, questionably accurate "report" reaches millions of homes nationwide.

Maybe you've seen these items in the local news. What they portend is an assault on all role-playing games (RPG's) by the New Christian Right, usually in the name of God, Christ and Morality. The enemy, as usual, is Satan working to corrupt the youth of America. Please don't laugh, dear reader, for there is a potentially serious problem building here. Unfortunately, role-playing games, particularly fantasy RPG's and specifically Dungeons & Dragons,

are becoming a new rallying ground for concerned Christians whose conservative backgrounds haven't prepared them to deal with the likes of RPG's. A domain of their total ignorance.

Roots of the assault on Role-Playing

There are a number of reasons why this is happening. Primarily, the many people who are legitimately concerned about what exactly RPG's are, promote and teach. Some of these people believe that Satan is ever on the watch to lure and corrupt whomever, especially "innocents," and since RPG's involve magic spells, demons, witchcraft and various occult-like trappings to produce its effect (there must be evil out there for over which good to triumph). It is no wonder that real concern arises from those not understanding this very simple concept.

Other reasons for this "assault on role-playing" are the incidences of suicides allegedly linked to RPG's. Young people who lose special game characters are accused of terminating their lives to ease the trauma of their loss. This is a tragic area to delve into, but parents and educators hastily pass the blame onto RPG's for the loss of the kids.

Also, there is the most dangerous reason for this escalation of "the assault:" Special Interests (i.e.

money). Given the feelings and concerns of people regarding "evil" and suicides, there are those individuals who realize that you can trump up incidences to rally (and help create) the "truly concerned." So if you need contributions, subscription newsletters and 900-type phone numbers to generate the money to run the mission (and pay you to run it), you can morally justify it as no big deal. It's a cause, remember?

Not all these causes are dangerous. Most are run by well intending, sincere people. The trouble comes from these wrong reasons for founding causes. While true concern is a good reason, creating a power or political base, deriving an income from "truly concerned" people, or financially injuring the innocent targets of such misguided crusades; these are the dangerous reasons.

Cause-mongers really don't want to solve the "problems" they attack. Solving these problems would end them, and this involves dedication, intense work, and attention to the details (an effort they don't usually care to give). Besides, it means no more money from the "concerned people."

Look closely out there. Many of these groups start out against something (violence on children's shows, rock music, etc.) and when they've gotten some results (codes of standards, publicity, etc.) they switched over to other causes. After all, you can only hold peoples' opinions and attention for so long

on a single issue. They ride a concern when it's hot, because then the money flows in. When the flow slows, they either find a new cause or heat up an old one.

We have all played games where one player wants to run the show and make all the decisions for the other players. It works the same way in the world of causes, only in this case, *real* people get hurt, financially and emotionally. America is unfortunate in that its court system will cheerfully allow you to go broke hiring lawyers to defend yourself against lawsuits with little or no basis in fact. All it takes are people with a "mission" and an ax to grind.

Every company producing a role-playing product has to worry. Even Proctor and Gamble finally gave in and changed their corporate seal because the old one was called "Satanic" in a persistent rumor campaign that lawsuits, threats and explanations couldn't stop. Do you think that your average role-playing game producer has that kind of spare cash to counter this Assault on RPG's?

Strategies for dealing with the Assault on Role-Playing

The question remains, "What can be done?" A segment of the industry/hobby says "Don't do anything! All of this will blow over and go away. In the meantime, let's relax and enjoy the free publicity that we couldn't buy in a million years." This argument has, surprisingly, substantial merit to it. Dyed-in-the-wool players aren't going to quit because of the flap, new players are emerging all the time from the "they say we can't have it so now we want it" mentality, and the cause-mongers will, given an attention drop-off, shifting in the quicksand of cause-

income to more lucrative fields.

Still, while the cause-mongers are presently here, the damage that they can do is potentially great.

What is needed is to have ready the answers to any concerned person's questions about this role-playing "issue." After all, we are the boardgamers and role-players who enjoy this hobby and best understand it. There are no better qualified persons than us to spread the word and make adventure gaming once again a "non-issue," i.e. just a hobby.

The end result of spreading such information would be fewer concerned people, which would mean fewer contributions to the anti role-playing cause-mongers, and fewer contributions means they'll shift causes. Now, don't think for a moment that this plan would solve the problem quickly. It will help, however, and therefore enhance our public image, while doing nothing will leave that public image in bad shape. Why let people do that to our hobby and (by implication) us? As gamers, there are no better qualified people to formulate and follow a strategy and then play it out to win completely than ourselves. And now we have a cause as well, defending our treasured hobby of strategy and adventure gaming.

Tactics for Dealing with the Assault on Role-Playing

What we can do as aware gamers is help prevent this hobby (or any interest, for that matter) becoming somebody's whole way of life. Beginning with ourselves, we should strive to lead a balanced life; smelling the roses, doing school work or giving our attention to careers, family and social life. These are simple and obvious, but important enough to restate. If a person is wrapped up too tightly

around any hobby or interest, they'll alienate themselves from people. Other's perceptions often blame a person's interest rather than the person himself for such alienation. Try to keep from being one of this hobby's detractors' statistics.

When discussing the causes of a teenage suicide, remember, most were kids who:

*Had above average intelligence
Were sensitive emotionally
Were desirous of 'belonging' either to a group or a family
Were strongly attached to, or identified with, something material (cars, hobbies, computers, etc.)
Were either immature for their age and not toughened emotionally by their lives*

Then what happened? Something occurred, like not making the honor roll for the first time, losing a computer and disks in a fire or getting into trouble with the law which could mean expulsion from a sport team. These were typical cases which ended in suicide because the kids couldn't take the loss and/or rejection.

No real study has been done on "Role-Playing game suicides." An alleged case involved a kid who 'lost' his favorite long-term character in the course of a role-playing game. Thus, he was going to have to 'start over' in his game with a new character.

Now look at that profile again. When interpreted, it states that generally, anyone fitting this set of conditions, given a sufficient (to them) tragedy, has a strong suicide potential. That person could be a stamp collector, computer hacker, a member of the Glee Club or even a role-playing gamer. It's not what they do, it's how that person deals with life. Remember that when next you hear the debate start on "role-playing suicides."

When you consider what has been said about Satan and suicides, part of the problem is clearly mis- or no information. If supplied with first-

hand accounts from actual players (or better still, a first-hand experience by getting the misinformed to actually play a role-playing game), the minds of those people would be surely eased by the simple understanding that it is only a game and this is only a hobby. As with anything else, however, don't even bother dealing with the closed minded. It is better to sap away their more open minded supporters.

In the end, let them all know that anything can be evil, if people pervert it into being so. Remember, the Inquisition wasn't an atheist's creation; devout religious people thought that one up.

Everyone should agree that hobbies are good for people. Role-playing games are particularly good because they promote thinking, teamwork, social skills, problem-solving and a logical thought processes. All of these are things of which to be proud, so promote your hobby with positivism and enthusiasm. If you encounter persons or groups seeking to attach Satan, suicides or violence on RPG's, hopefully, the truth of the counter-arguments presented here will dissuade them. The "New Right" Christians are not all anti-role-playing, but those who are (and those who collect money from those who are) cannot be ignored or met with our silence. The light of information has always dispelled the darkness of ignorance. Truth is our weapon, but only if we have the courage and determination to wield it.

Authors, Artists and Adventurers!

The **VIP of Gaming** is looking for talented people seeking an outlet for their work. The Editor and staff need more authors, more artists and more game/module design people. By getting more material submitted, **VIP** is assured of using the most up-to-date items possible. It makes the magazine better. It makes you a published individual, able to point

to this magazine and say, "I did that."

Face it, the Editor and staff could probably write any complete issue. But that is not what our mandate requires. We want to get **your** input, from the gaming public itself, and feature it in these pages. Send us those 500 to 1000 word reviews! Do those game variants! Draw cartoons! Write letters!

To answer your next question: Yes, we are planning to put games in **VIP** (issue #4 will have one). Do you have a small (but excellent) game you feel would do well here? Write us for details on submitting it (**DO NOT SEND US THE GAME FIRST!**) for inspection, and be sure to describe it (without **too** much detail).

PRICES, PERMITS & PERSONS

VIP pays 1 cent per word printed when the piece is published. Special articles may be commissioned at higher rates. Certain dependable authors may receive pay and keep a game which we provide them to review. Send all material to the Editor in question (Fantasy, Computer, etc.) c/o **VIP of Gaming**.

For artwork, **VIP** will make contracts individually with artists. Our standard rates are \$1.50 per column inch for black and white illustrations, and \$30.00 per page of cartoons. If you feel capable of providing acceptable work, send us a sample (one that you could afford to lose), and a brief resume. If we can use your work, we will let you know. If you want your samples back, please provide the appropriate sized **SASE**. Send to **EDITOR, VIP of Gaming**.

For game/module designs, each contract is made individually. Send us only a brief note on the era and type of game. We will send you the appropriate release forms to fill out before we can view your work. Send

inquiries to Game Design, c/o **VIP of Gaming**.

The **VIP of Gaming Magazine**
P.O. Box 8399
Long Beach, CA 90808
(213) 420-3675

THE OLYMPUS ENQUIRER

An Insider's Report About the "Gods" of Gaming

Many of our familiar game companys in this community of ours (which we call adventure gaming) are on the verge of releasing their new Christmas releases even as this, the second issue of *The VIP* "goes to bed." Avalon Hill's long awaited *Advanced Squad Leader*, Victory Games' *Pacific War* and Mosby's *Raiders*, GDW's *Torch for Europa*, West End's *St. Lo* and Imperium Romanum II, Quarterdeck's *Pacific Fleet* and *Rommel's War*. (The reason that so many board wargames are listed here, and no fantasy games, is that wargame companies get press releases to us, fantasy & sci-fi companies don't). Two games that you won't be seeing right away are SPI's *Barbarossa* and 2nd Edition *Terrible Swift Sword* (now slated for Spring '86).

One of the greater "gods" of gaming, Gary Gygax, recently appeared on the television show 60 minutes. The *D&D* documentary was nothing short of a witch hunt conducted by the National Coalition on Television Violence (a right-wing organization with heavy religious overtones who's newsletter states that watching Disney's classic *Alice in Wonderland* movie would "definitely be likely to cause viewers to become more violent" and that "any person concerned with his own thinking would probably want to avoid (such)

movies). The story was then sensationalized by CBS.

The upshot was that if you play D&D, you'll kill yourself and everyone around you, so the game needs a warning lable clearly stating that this danger exists to all potential players. Noticably absent were parallel statistics for known school football (or family, or romance, etc.) teenage suicides, which undoubtedly would have appeared astronomical when compared to alleged D&D teen suicides. It would follow, then, that all footballs would have to carry a warning lable that playing this game can lead to your teenager killing his or herself. What balderdash! While the TV segment attacked the game on an emotional (almost hysterical) level, Mr. Gygax calmly, rationally and logically defended the game, but the average viewer is far more likely to remember the hysterics and not the cooler heads prevailing. Not one person denouncing the game ever said they played it, and their

lack of understanding of the game showed to all of those who have played D&D.

A final note about Gary Gygax is that he will be making a special guest appearance in Los Angeles at ORCCON 1986, being held at the L.A. Airport Hyatt Hotel February 14-17. There he will give seminars, sign autographs, and generally serve as a goodwill ambassador for gaming. For more information on ORCCON write to: ORCCON 1986, P.O. Box 8399, Long Beach, CA 90808.

Some game companies are moving. West End Games will be in the same building, but is moving up from the third to the eleventh floor. Lou Zocchi has been forced to relocate due to the hurricanes that blew through the Gulf States. 3W, Quarterdeck and Diverse Talents have all moved to larger offices as well.

Speaking of Diverse Talents (who publish this magazine, by the way), it looks as if their **Fire & Movement** magazine will have some special

projects in line for 1986. Look for Rodger B. MacGowan to be producing a 1986 F&M Calendar (desk-type, with large blocks for weekends so that gamer's can schedule their hobby in more easily). The calendar will be designed to be used and not just collected, as will the upcoming **F&M Special Edition #1**, tentatively entitled "The Beginner's Guide to Board Wargaming." This guide will be for beginner's reference and serve as a tool for the veteran wargamer to get new recruits. A final note about **F&M** is the planning of a spcial 10 year anniversary edition for 1986. Details are not yet available, but some reunion-type articles are speculated to be included.

Well, until this magazine gets on more press lists around the hobby, we'll keep digging away at the dirt from below the game table. More from Olympus next issue, where the "Gods" of gaming are making their sacrifices!



GAME CHARACTERS

Greg Costikyan: Designer of **Paranoia** and head of Advertising at West End Games. He served his time at SPI (1973-77) as well as helping found a game company or two. His designs include **Supercharge**, **Swords and Sorcery**, **The Creature That Ate Sheboygan** and **Deathmaze**. Greg has lent his development skills to such diverse games as **Battlefleet Mars**, **Drive on Stalingrad** and **Conquistador**. Not your "typical" designer/developer,

unless you have an odd concept of "typical".

What exactly compells a person to create/develop games for a living (a real living, not just part time) as opposed to just playing or selling them? What kind of vast quantities of money does one receive?

Greg was going to be intensively grilled about these things. Cleverly, he dodged away in time, no doubt a bit paranoid about the feared VIP news jackals. However, he has given us his story on his terms about his views. We accept.

An Interview, of Sorts With Greg Costikyan

I think I'm going to do an egotistical thing, and kind of ignore the interview questions VIP sent me, and say what I want to say. That may make this a non-

interview interview, and we'll see whether VIP still wants to publish it, and whether you're interested.

Close to four years ago, I graduated from college with a degree in geophysics; my area of interest was planetary sciences. College is about the last time you can expect to be subsidized by Daddy, and graduation is consequently a somewhat sobering occasion: you've got to make some kind of decision, like, what the hell do you intend to do for the next fifty years?

Well, there are not a lot of job opportunities for planetary scientists; Exxon isn't looking for exploration geologists for the asteroid belt, at least, not yet, and not likely any time in the next twenty years. My first game (**Supercharge**, part of SPI's North Africa Quad, which is out of print and, God willing, will remain that way for the rest of eternity) had

been published when I was 16, and **Creature that Ate Sheboygan** (designed when I was 18) had given me something of a reputation in adventure gaming. I decided to try game design.

I screwed around for a year or so, putting together a venture capital plan to start an adventure-cum-computer game company with Eric Goldberg and Bill Watkins. It came to naught, which, in retrospect, was a good thing; given what's happened to consumer software in the last couple of years, if we'd gotten the money we'd have lost our, and our investors', shirts.

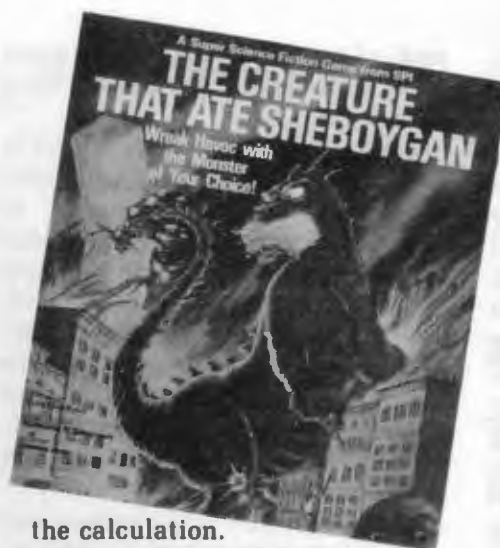
In the spring of 1985, I decided to chuck the business plan and look for a job. At the time computer games were still hot, and I was offered a job at various places, including Coleco and Atari. But in a long, sleepless night in my roach-infested New York apartment, I decided I'd rather starve than take either.

Coleco wanted me to turn successful arcade games into home versions. The idea made me want to puke. Designers whose talents I respect highly, including Dennis Sustare and Arnold Hendrick, worked for Coleco, and that was a recommendation; and certainly I was interested in electronic games; but arcade games were the antithesis of what I wanted to work on.

At Atari, Chris Crawford (the head of their Games Research group) gave me a copy of his **The Art of computer Game Design** in manuscript (now available from McGraw Hill/Osborne). Reading it was one of the most exciting intellectual experiences of my life. I still have an abiding respect for Crawford's talents — but it was also clear he dominated the group that worked for him. I've had a lot of experience with dominating talents, and it's not a personality type for which I want to work.

I decided to see if I could make it as a freelance game designer.

The answer was: Sort of. Here's



the calculation.

I figured I could do four games a year. A typical adventure gaming advance is \$1000. A typical adventure gaming royalty is 3%. I figured my games would sell better than most, and that a typical Greg Costikyan game would sell 10,000 copies over 3 years (this is low for Avalon Hill or TSR, high for almost anyone else). At an average price of \$15, my yearly production would eventually generate an income of \$18,000; not huge, but liveable.

There are a couple of things that equation ignores. Like, the first game I sold after I decided to go freelance was **Dark Emperor**, to Avalon Hill. That was in 1983. They still haven't published it. I don't earn royalties while they sit on it. Next time, I'll know enough to negotiate a time limit.

And like: that's \$18,000 over three years, on average, from publication.

My first year as a freelancer, I earned something like \$6,000.

My second, something like \$10,000.

Now, in case you live on Mars, I should tell you that it is not cheap to live in New York. When I lived in Rhode Island, I spent as much on rent as my father now spends to garage his car. Okay?

Have you ever lived for two weeks on spaghetti and peanut butter?

Can you spell J-O-B?

So now I work for West End as Research & Design director, which, in case any of you still have

illusions (about gaming or about West End) pays okay but not so great. That gives me a certain amount of financial freedom, although I have to spend more time than I'd like on petty things like ensuring that the games the rest of the staff develop can be played, the rules can be understood, our advertising makes some kind of sense, etc., etc.

But that's about money, and that's not what games are about.

If you have to decide what to spend the next 50 years doing, you have to choose something worthwhile, or somehow rationalize what you do choose. Something worthwhile would have been easy, in a way; I have the political connections, and God knows, America needs saving. (Right? Of course, every other politician has the same idea.) On the other hand, my politics are so wacko-loony that any sane political club would toss me out on my ear the first time I opened my trap. (Like: taxation is theft. Like all



drugs should be legal. Like: regulation is inherently immoral.) I might even be right; but practical politics is out of the question.

So if I can't save the world, I might as well have fun. But if I choose "having fun," I have to rationalize my decision.

So my rationalization is: Game design is an artform, and I am an artist.

That alone seems to be a pretty weird idea for most people. Art is, like, pictures, right? Gauguin was an artist; okay, so was Joyce, or Beethoven. But Steve Jackson? Let's get serious.

Art is simply a method of symbolically encapsulating a fraction of human perception, in a way that purely quantitative analysis cannot capture. You can quantitatively analyze Beethoven's Ninth; but what it means to the educated listener cannot be quantified.

As an artform, a method of encapsulating human perception,

capture dynamic tension, can show a player the possibilities, the options available in a certain situation. A story necessarily takes one path; a game can allow players to experiment with all paths.

The merest fraction of the potential of gaming has been explored. What gaming does best is to force the player to think like someone else. In a wargame, that "someone else" is the commander of a military force; but few wargames have concentrated on a single point of view, and that is an area that bears exploration. In role-playing games have been so limited in scope that few players are presented with a real role-playing challenge.

At the most recent GenCon, I was called upon to give an "I have a dream" speech, explaining what I wanted, artistically, to do in role-

playing games. I think that what I want to do most is to create conditions under which players must try to think like totally alien beings — whether that being is an alien from 61 Virginis, a High Elf, or a woman.

So my rationalization is that I'm in at the birth of an artform, and that art is worth devoting 50 years to. I'm reluctant to say I intend to do this for the rest of my life, if only because I remember saying at the age of 15 that mimeograph ink was in my bloodstream and I expected to publish fanzines for the rest of my life; but I intend to do it for the foreseeable future. And I pledge here and now that though some of what I do may be motivated by commercial concerns, in every game I design I will try in some way to advance the state of the art.



gaming is in many ways superior to other forms. For one thing, most artforms are static, permitting only "viewers" or "listeners;" that is, only the artist creates, and those who experience the art, play no active role. A player, however, is an active participant in the creation of the artistic experience; the designer merely creates the ground rules under which that experience is created.

Because of this, gaming can

The advertisement is for "GAMING HOUSE". It is framed by a decorative border of small, repeating fantasy figures (like dragons or knights). The text inside the border reads: "GAMING HOUSE", "1260 E COLORADO", "PASADENA", "(818) 449-9107", "LARGEST SELECTION FANTASY FIGURES", and "BRING THIS AD FOR 10% DISCOUNT".

★ Streamlined Rules!

★ Better Components!

★ More Options and
Accessories!

★ The Best
of the
**CAR
WARS**
World!

ALL RIGHT!
I FINALLY
HAVE
DELUXE
CAR
WARS!

I WONDER
WHAT'S INSIDE..

FAAANTASTIC!

CAR WARS DELUXE EDITION

Now available at hobby stores everywhere or send \$16.95 plus \$1.55 postage and handling to:

STEVE JACKSON GAMES

BOX 18957-CC

AUSTIN, TX 78760

Texas residents add 8% sales tax for each game. Car Wars is a registered trademark of Texas Instruments Incorporated.

NEW TECHNOLOGIES

CAR WARS REVISED or LET'S BE REAL!

(Editor's Note: This is an unofficial **Car Wars** variant and is not part of the official **Car Wars** rules.)

How it sounds:

George "Rolling Death" Lent cut into another of the ambushers' cars, already damaged from previous fire. The twin .50-cals stitched a row of death and destruction across the last of the armor and made sure that the local undertaker would not be idle this week. The car rolled, pieces flying, until it finally stopped, a smoldering piece of rubble. Better make that a closed casket funeral.

How it plays:

George "Rolling Death" Lent cuts into another of the ambushers' cars,

already damaged from previous fire. The twin .50-cals hit only once each, regardless of the range. All the bullets miss the wheels, no matter how much lead is flying. They hit the armor, not leaving little bullet-size holes, or even dinner-plate-size holes; instead they peel thick layers of armor off the entire side of the car. The extra damage that goes in totally avoids the empty space in the vehicle and unerringly hits the driver, whose peel-away body armor peels away, letting the bullets in. As the car rolls, huge, very thin pieces of armor are shaved off the various facings, leaving debris that resembles sheets of newspaper more than anything else. The car stops, a smoldering

piece of rubble.

There is a discrepancy here. If you wish to add some extra realism to your **Car Wars** campaign, here are some optional modifications you can make. Most are not too dependent on each other, so you can pick and choose the ones you wish to use.

Armor Modifications

Armor ceases to evaporate at the mere mention of bullets. While plastic armor will chip, crack, and break, it shouldn't do it quite so fast. So, if any die of damage comes up "6," one point of armor is lost, with a +1 to each die for every extra die of damage (over one) the weapon does. This means that a 1d6

weapon will remove a point of armor on a "6," a 2d6 weapon on a "5" or "6," a 3d6 weapon on a "4," "5," or "6," etc., so if a 2d6 weapon rolls a pair of fives, two points of armor are lost, but if a "3" and a "6" are rolled, only one point is lost.

Also, if five times the damage rolled by a weapon is *greater* than the armor (before the hit), 1 point of damage goes through the armor for each die of the weapon. For example, if a 2D6 weapon inflicts 6 points of damage, 2 points will get through any armor up to (6 x 5 =) 30 points of thickness. Any damage done that is greater than the armor goes in, naturally. For tires and passengers, treat damage leaking through armor as a 1D6 hit for 1 to 6 points getting through, a 2D6 hit for 7 to 12 points, etc.

These modifications make the armor much more realistic, downgrading the effects of small weapons on extremely tough vehicles, and upgrading the effects of large weapons against lightly armored targets. It also allows partial penetrations, which can slowly kill a vehicle while leaving the armor relatively undamaged.

Body Armor

Treat each point of body armor as 2 points, so a suit of body armor now has an armor of 6 instead of 3. Using the above armor modifications, armored people are now impervious to light pistols, which is entirely reasonable.

Windows

Windows are assumed to be made of the same material as the rest of the vehicle, only unpigmented. Windows can be hit separately from the rest of the vehicle. (See Hit Locations, below.) Treat windows as regular armor, but if any damage is made to or goes through the window, all shots fired out of that facing are made at a -1, because the window has been spiderwebbed and cracked. Tracking devices are assumed to be behind transparent plastic armor and are affected by window hits.

Tires

Tires get armor points equal to

their DP **when new**. If any damage gets through, the damage boxes are knocked off, and a roll made to see if the tire goes flat. This roll is a 2D6-2. If **greater** than the remaining DP, the tire goes flat and all DP are crossed off. Solid tires cannot be flattened, but the effect is the same when all the rubber is blown off the rim.

Passengers and Equipment

Unless a vehicle **literally** fits like a glove, weapon fire can penetrate, but do no damage. If a vehicle has extra unused space (including unused cargo space), roll 1D6 for each 1/6 (round up) of the vehicle that is unoccupied. If a "1" or "2" is rolled on any of these dice, empty space is hit. If internal hits are taken, roll 1D6 for each component that could possibly be hit, in order of the usual damage location rules. The first item for which you roll its spaces or less is hit and loses DP. Roll 2D6 to see if equipment (not power plant or passengers) breaks down. On a "7" or better, plus remaining DP, minus DP of damage, the item ceases to work, so if an MG takes 2DP of damage, on a 7+1-2, or 6 or better, it is broken for the remainder of the combat.

Maneuvering and Firing

To keep vehicles going 100 mph from making 10 steering decisions per second (I don't care what drugs you are on, humans just can't operate that fast), use the following rule: A 3+ on 2D6 must be rolled to perform any maneuver, -1 to the roll per 10 mph or fraction of 10 mph of speed. A Driver may add his or her skill bonus to this roll. A 4+ must be rolled on 2D6 to fire a hand weapon or vehicle weapon, and an 8+ to fire hand weapons from a vehicle. Anyone with Gunner skill may add his or her skill to this roll. These rolls are made whenever a maneuver is attempted or a firing decision made.

Range

The +4 for point-blank range is good, but the bonus should not drop to 0 at 1", at least not in a 2D6 system. Add a +2 at 1" to 3.99", and a +1 at 4" to 7.99".

Hit Locations

With the addition of windows, and the need to make tires vulnerable to unaimed shots, hit location tables have become necessary to determine where a shot hits. All tables require 2D6 rolls. A Gunner may use his firing bonus to add to or subtract from the number rolled on the hit location table, **instead of** modifying the "to-hit" number. Anyone may use the bonus to hit at ranges 0" to 7.99" to instead modify the location of the hit. Bonuses may be split to modify both the "to-hit" number and the hit location table.

Car, Truck or Van

Front

2-3 Tire, roll randomly for front tire

4-6 Front Window

7-12 Front Armor STET

Side

2-4 Tire, roll randomly for that side

5-6 Side Window

7-12 Side Armor (Top armor is from higher level)

Rear

2-3 Tire, roll randomly for rear tire

4-6 Rear Window

7-12 Rear Armor (Top armor if from higher level)

Cycle

Front

2-4 Front Tire

5-7 Windscreen (Front Window)

8-12 Front Armor (If sidecar-equipped, roll to see whether cycle or sidecar)

Side or Top

2-5 Tire, roll randomly

6-7 If left side, driver or non-sidecar gunner. If right side, sidecar. If none, see left side. If top, random occupant.

8-12 Random piece of equipment, including power plant.

Rear

2-4 Rear Tire

5-12 Rear Armor (If sidecar-equipped, roll to see whether cycle or sidecar)

Semi

Treat as "Car, Truck or Van," but "Side Window" results

count as "Side Armor" and "Rear Window" as "Rear Armor."

Acceleration

If the output of a power plant is 1.5 times the vehicle weight, its acceleration is 20 mph per turn, and if 2 or more times the vehicle weight, the acceleration is an incredible 25 mph per turn.

Slope

All roads are not created equal. Most roads that are uphill or downhill can be covered by using Slope. A Slope can range from 1 to 3, 0 being level ground. downhill Slope 1 increases acceleration by 5 mph, and decreases safe deceleration by 5 mph. Uphill Slope 1 decreases acceleration by 5 mph, and increases safe deceleration by 5 mph. Slope 2 acts the same way but in 10 mph increments, and Slope 3 in 15 mph increments. If acceleration goes negative, the vehicle must decelerate that amount until it reaches a speed of

four times its acceleration in mph, where the speed will level off. If deceleration goes negative, the vehicle must accelerate that amount each turn. Slope 1 is the equivalent of a steep on-ramp, Slope 2 a mountain grade, and Slope 3 is one of those roads you see the tractor-trailers crawling up and creeping down—or avoiding if at all possible.

Sloped Armor

If you are willing to sacrifice internal space for extra protection, you can slope your armor. Sloped armor will multiply the amount of armor you buy, without increasing the weight — because its slope angle helps deflect damage. If you sacrifice 1/8 (round up) of your internal spaces, you can multiply the armor of one facing (Front, Rear, Top or Underbody) by 1.1 (round up). Sacrifice 1/6 (round up) and you can multiply by 1.2 (round up), and sacrificing 1/4 (round up) will give you a multiplier of 1.4 (round up). Buy the armor you wish, not the

weight, and then use the multiplier on the armor, but its weight.

New Strategies

You can get away with thinner armor now, since it sticks around a little longer. However, it still has to be thick enough to keep partial penetrations from chipping you away from the inside. Extra magazines become important, since it is a lot harder to totally remove any decent piece of armor. Until armor is damaged, you need the following amounts of armor for total protection from the following dice of damage:

Damage	Armor Needed
1 Hit	5
2 Hits	10
3 Hits or 1/2D6	15
1D6	30
2D6	60
3D6	90
4D6	120
5D6	150

BIKES FOR CAR WARS LITTLE LEAGUERS

(EDITOR'S NOTE: This is an unofficial Car Wars variant, and is not part of the official Car Wars rules.)

Little Laguer — Child or juvenile autoduellist
— Roadie's Guide to Trucker Terminology and CB Slang

Tired of having kids screaming in your ear while you line up a shot? If so, get the kids out of the cars and onto the bikes!

Bikes in Car Wars are similar to cycles and can do what cycles do, with a few exceptions: They cannot

by Peter A. Hedegor

have sidecars; their maximum speed is just 30 mph; they have special ultralight armor (described below); and — of course — they don't have power plants. Only kids would want or need one...usually.

Kids were described in Chad Russell's "Kids in Car Wars" (Autoduel Quarterly Vol. 2/2). Kids weigh 75 pounds each, have 2 DP, and take one space. They are unable to drive because of their height (too short). They must shoot at any hostile target and they automatically have Gunner +3 because of video game practice. They lose

this when they reach age 13 (puberty). They will attempt practice shots on any signs or other possible targets unless prevented by adults. They must stop at every truck stop or rest area (I gotta go BAD!).

Kids and their bikes would be unable to handle the weight or recoil of car weapons, so they have new weapons. "Kids in Car Wars" introduced the slingshot and the shaken-up soda can; the chart following gives some more. These all function as hand weapons (i.e., no damage to vehicular armor).

LITTLE LEAGUER WEAPONS

Weapon	DMG	hit	spcs	cost	wt.	shots	DP	WPS
BB Pistol	1 Hit	6	1/2	25	3	20	1	.0001
BB Rifle	2 Hits	6	1	40	5	25	2	.0001
BB MG	1	6	2	75	7	50	3	.0001
Pellet Pistol	2 Hits	7	1/2	30	4	15	1	.0001
Pellet Rifle	3 Hits	7	1	45	6	20	2	.0001
Ball Bats	1	6	2 gren	7	3	-	2	-

Weapon Notes

BB Pistol

Repeater. Single-shot is 15 less and fires every other turn. Some pistols can fire either BB's or pellets, but cost \$15 more. When firing BBs, use the BB pistol "to-hit." When using pellets, use the pellet pistol "to-hit." Normal pistol bonuses and penalties apply.

BB Rifle

Pump Action. For \$15 more, it

will fire BBs and pellets. When using BBs, use the BB rifle "to-hit," when using pellets use the pellet rifle "to-hit." Normal bonuses and penalties apply.

BB Maching-gun

Rapid fire BB gun.

Pellet Rifle

See BB rifle.

Pellet Pistol

See BB pistol.

Ball Bats

As old as chains! Swing and hit. Only used in hand-to-hand combat, or when counters are directly next to each other.

Mounting Weapons

All BB and pellet weapons can be mounted. All mountings cost an extra \$5 (\$3 for the trigger, \$2 for the mount.)

BICYCLE CONSTRUCTION

Bikes are constructed much like cycles, and use cycle counters. They use a special light armor for protection, armor which is too thin

to mount on cars. Any vehicular weapon does double damage to this armor, while bike and hand weapons do normal damage. The

armor may be made fireproof, reflective, or both at the normal cost and weight increases.

Frames type	wt	wt cap	spcs	armor	price
Street	20	240	4	\$7/2 lbs	\$100
Dirt	18	220	3	\$10/1 lb	\$150
Racing	15	180	3	\$20/¼lb	\$120
Battle	30	350	5	\$12/3 lbs	\$200

Bikes of today don't have the type of suspension used back in the 1980s, they have special forks

with springs inside to give them a smooth landing. The rear wheel attachments haven't changed much

in fifty years, so they can be considered standard for all bikes.

Forks

	cost
Light	100% frame cost
Improved	150% frame cost
Heavy	200% frame cost

HC	type
0	Standard
1	Puncture res.
2	Hard

Tires

wt	cost	DP
4	15	2
10	25	4
15	40	6

Power plant

The rider is considered the power plant. To compute the bike's acceleration, compare its weight (without rider) to the rider's weight. If the bike weighs less, its acceleration is 5 mph; if it weighs the same or more, the acceleration is 2.5 mph.

A bike with a speed ending in 2.5 moves $\frac{1}{4}$ " instead of 1" in one of its phases. A bike with a speed ending in 7.5 moves $\frac{1}{4}$ " instead of 1", once

per turn.

Braking

up to 15 mph - no difficulty

20 mph - D4 maneuver

over 20 mph - tires take 2 pts damage, automatic crash

Crashes

Crashes go directly to this table

-1, 0, 1 — trivial skid (see **Car Wars**)

2, 3, 4 — major fishtail (see **Car Wars**)

5 — "Endo" — Bike flips over its

front. Driver takes 1-2 damage for every 10 mph the bike was going.

6 — roll (see **Car Wars**)

Accessories

Bikes can have only links, computers, portable fire extinguishers, or extra magazines (see **Car Wars**). Kids can have body armor (per "kids in **Car Wars**") that costs \$150 and adds 2 more DPs to their original 2.

DUNE

Dune (the game) is a very accurate reflection of the treachery, power struggles, personalities, and plots evident in **Dune** (the book). The game is easy to learn, can be played to completion in one evening and above all, it's fun.

One of the most intriguing factors in **Dune** is the balance of power. Each player has unique abilities, yet no one faction has superiority over another. All have strengths and weaknesses. One way of checking the powers of other players is with the "treachery cards." This article introduces eight new treachery cards, all of which have precedent in the novel and/or the motion picture. After the cards' description is a capsule summary of some questions which may arise.

Weather Scanner

Played at any time. Enables the

player to look at the weather movement marker selected by the Fremen. If the Fremen player gets this card, he/she has two options: discard it as worthless (using standard rules), or, reveal the card and pay the Guild player three spice to remove the card from the game.

Smuggler

Played immediately before the bidding round begins. Allows you to steal spice from any one player equal to the number of desert territories you occupy. Bene Gesserit tokens which are stacked with other players' tokens do not count for this purpose. If the victim does not have sufficient spice to pay the full amount, he gives you all he has and may then plead CHOAM charity. (He does not have to pay you the two spice he collected for charity.)

Troop Carrier

Played during your movement round. Allows you to make an extra shipment to Dune. You must still pay the Guild for such a shipment. If the Guild plays a Karama card stopping one off-planet shipment, he/she may stop one, but not both, shipments (Guild chooses).

Dust Chasm

Played immediately after the spice blow. Prohibits movement into or through the territory shown on the spice blow for the current game turn. If tokens are already present in the territory, they are destroyed. Spice is unaffected by the **Dust Chasm**. Exception: Since the Fremen would be familiar with this phenomenon, their tokens in the indicated territory are not destroyed, but must leave the territory during their on-planet

movement phase or be destroyed.

Juice of Sapho

Played during the battle round after your opponent has determined his/her battle plan. You may then look at ALL CARDS remaining in your opponent's hand. This may allow you to make a logical deduction about the weapon and/or defense that could be used against you.

Imperial Conditioning

Played during combat phase, just prior to a specific combat and **before** battle plans are formulated. This card prohibits your leader from turning traitor FOR THAT BAT. If the leader is used in a later combat (even during the same game turn), he/she is subject to a traitor call.

Break Imperial Conditioning

Played during combat phase, immediately after an **Imperial Conditioning** card has been played. This card negates the effects of the Imperial Conditioning and may only be played by the player who is directly involved in combat with the player who used the **Imperial Conditioning** card.

Weirding Way

Played during the combat phase, before one battle. Causes your opponent to lose **double** the number of tokens he would ordinarily lose as a result of the battle. This card must be played before any part of the actual combat (i.e., before Bene Gesserit voice or Atreides prescience).

Some notes and clarifications on these new cards are in order. The **Weather Scanner** is an extrapo-

lation on a theme from the book, since the Fremens did pay the Guild not to place satellites or other weather predicting devices in orbit around Arrakis. **Dust Chasm** cannot be played if a worm is revealed during the spice blow.

How do you introduce these cards into the game? There are five worthless cards in the original game (seven, including the **Spice Harvest** and **Duel** expansions). Each of these worthless cards could be designated as one of the new cards. Of course, the Bene Gesserit (and Bene Tleilaxu, for those who use Kirby Davis' variant found in Volume 18, Number 5 of "**The General**") player would have the option of using the worthless card either as the new card or as his/her special power permits. The eighth new card, **Weirding Way**, would be represented by the **Family Atomics**, but only after the Shield Wall is blown. Easier still, you could order another set of Treachery cards from Avalon Hill for \$3 and make the new cards yourself.

I have found these new cards to be both playable and fun. They add new twists to the game without affecting play balance or slowing down the action. This variant, like **Spice Harvest** and **The Duel**, simply enhances **Dune**, a game that is more true to the book than the motion picture. Perhaps an AH representative would have been helpful on the set—at least he could have told the director that a projectile weapon can't kill Duncan Idaho when he is using a shield!

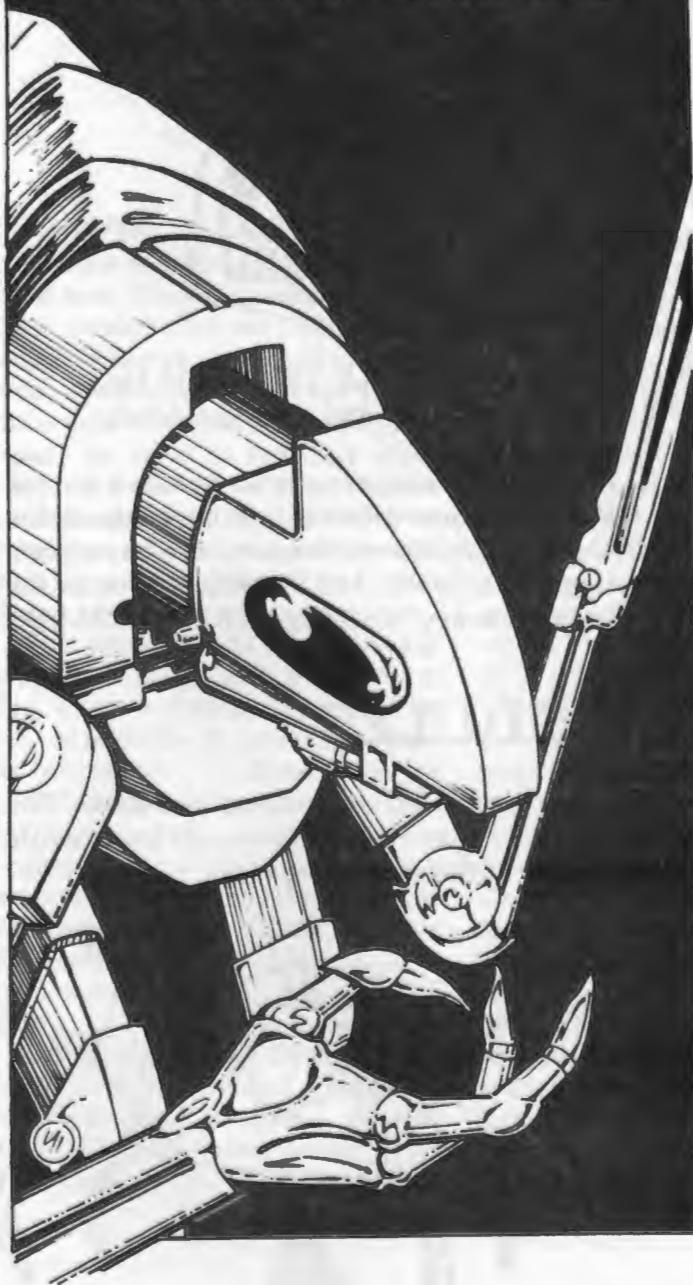


They came from a distant star with one burning desire. To destroy all human life!

Only you can stop them!

Or can you!?!

THE MECHANOIDS



The Mechanoids Are Back!

Because you demanded it the Mechanoids are back in an all NEW 168 page science fiction master piece of high technology, robots, alien marauders and adventure on a grand scale.

The scenario: is one of survival and desperation. A non-military earth exploration colony at the edge of the galaxy has been over run by aliens. Outside help will arrive far too late to provide little more than a eulogy for the dead.

The Aliens are a race of maniacal creatures of flesh and machine driven to exterminate all humanoid life. However, these creatures, the Mechanoids, must first extract their vengeance through torture, hideous genetic experiments and mind games before laying their victims to rest.

Ancient Secrets of superior alien technology lies looked beneath the earth. Weapons, vehicles and knowledge that could help defeat the Mechanoids if only the human can unearth them in time.

The Mechanoids is NOT a collection of the three original Mechanoid Invasion books, but a continuation of the conflicts and adventures found in the first 48 page game book "The Mechanoid Invasion". This is a fast paced game of battle, suspense, discovery, death and triumph. It is a streamlined, easily learned game with an emphasis on playability, characterization and action.

Highlights Include . . .

- New Character Classes
 - High Technology
 - Energy Weapons (New and Old)
 - Mechanoids (New and Old)
 - Robots
 - Maps
 - Several NEW Adventure Scenarios
 - And all the elements that the "original" Mechanoid Invasion is known for.
 - By Kevin Siembleda
 - 168 Pages - Lavishly Illustrated
 - \$14.95 (post paid) U.S. Funds Only
- Palladium Books
5926 Lonyo
Detroit, Michigan
Dept. D 48210

STILL AVAILABLE

THE JOURNEY

The Journey is a continuation of the Mechanoids (and Mechanoid Invasion) which carries the colonists beyond their galaxy. This is the transitional book in the trilogy and features the Mechanoid Mother-Ship, a sort of alien magic and adventure ideas on the mother-ship.

\$4.95 (post paid)

The Mechanoids or Mechanoid Invasion is needed to play.

HOMEWORLD

Homeworld takes us to the Mechanoids homeworld and a seeming end of the Mechanoid's intergalactic threat. It introduces a host of new alien playing characters, weapons, vehicles, star ships and conflicts. Homeworld is a complete game in itself and does not require the previous game books to play.

96 Pages

\$7.50 (post paid)

THE MECHANOIDS

For use with any superhero PRC

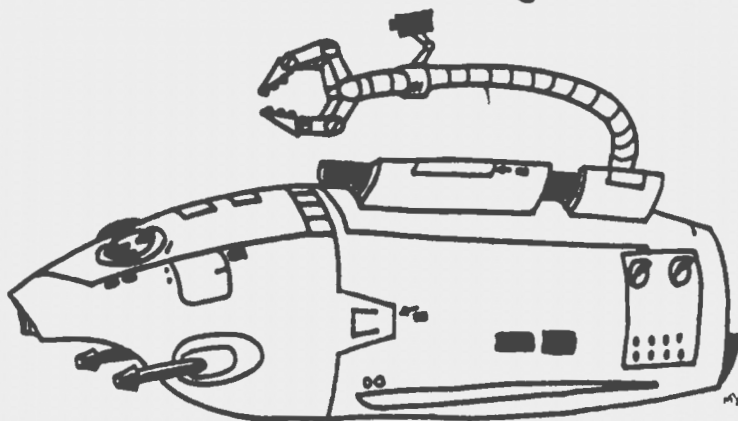
AND NOW FOR THIS COMMERCIAL MESSAGE...

If you're a supervillain who's tired of having to **DRIVE** to your rip-offs, right out in the open where any dumb cop can take a potshot, take heart - your cavalry has arrived!

CRIMETEK — supplier of state-of-the-art, wrong-side-of-the-tracks technology for the self-employed businessman, puts some muscle into your next hit-and-run with the

MIGHTY OLE ASSAULT SQUAD™

The newest addition to our **DEATH FROM BELOW COLLECTION** of burrowing specialty vehicles will make you the up-and-coming nemesis of any superhero team! Thanks to a recently stolen, next generation force field generator, you get not only unsurpassed protection, but your **MOLE** is **PUSHED AHEAD** while everything else - soil, rock, concrete - is **PUSHED ASIDE**! You travel underground in comfort and secrecy! Once on the surface, your **MOLE** acts like a hovercraft, using the same generator! Become an arch-villain with tactics **you** invent!



MASTERMOLE COMMAND MODULE attached to the SOFTTOUCH (with storage bin open and claw extended)

Start your dream team with **MASTERMOLE COMMAND MODULE**! this nerve center boasts a pair of punishing cannons with your personal ammo mix (smoke, HE, even armour-piercing!), super-dependable communications (laser link? of course!), and the new **EGOSTATISTICAL** computer. Actually a synthetic mind, it mimics an **actual mole**! Using home-garden-honed digging skills, the **MASTERMOLE** picks the **quickest** and **surest** way to your destination! That's not all, because every **MASTERMOLE COMMAND MODULE** attaches to interchangeable

MOLE MISSION MODULES

THE SOFTTOUCH

Snatch hard-to-handle loot with this sure-gripping power claw on an expanding flex-neck. The pressure sensors are so precise, you can pick up an egg! A mounted camera lets you see your prey, while the arm can carry up to 700 lbs. of hot merchandise to the built-in armored storage bin.

Or...

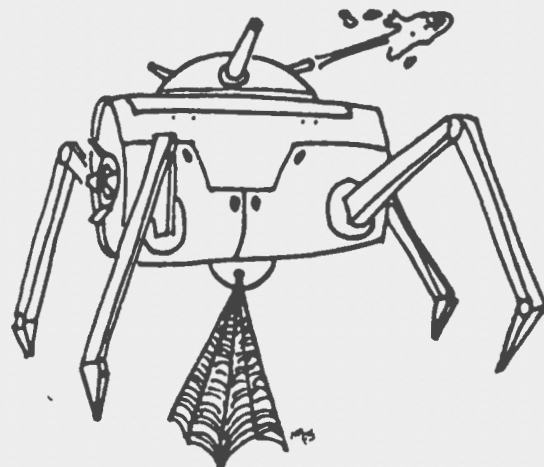
THE TERRORANTULA

Our most popular module, it detaches and merrily practices mayhem while you leisurely swipe all in sight! Retractable "head" turret holds our **HOTTIME** flamethrower, and on the bottom a **SPIN-DIZZY** rotating web shooter is certain to tangle any pursuit!

Only from

CRIMETEK

"We're building a badder tomorrow!"



TAXI DRIVER

A Car Wars Scenario

by Dave Cornehlis and Allen Varney

"City Hall, and step on it!" the passenger said as he lunged into the back seat. Hubie gunned the power plant as shots echoed from a block away. "Have ya there in no time," he said, speaking through his throat mike into the passenger compartment. He tried to keep his voice calm — even as he saw another cabbie speeding toward him, its recoilless rifle burping slugs. Life sure could get hectic for a taxi driver in a tough town...

This scenario uses the **Crash City** maps and rules (also available in **Car Wars — Deluxe Edition**). The city of Midville is considered to be in temporary civil disorder in the turbulent time before the rise of the MONDOs and other vigilante organizations. Players are rival cab drivers competing to get passengers and deliver them safely to their destinations. The scenario is for a referee and one to six players.

Setup

Each player gets a Galleria Taxi (described in **Autoduel Quarterly** Vol. 1/3: Mid-size, heavy chassis and suspension, super power plant, 4 PR tires, driver, 2 passengers, RR

front, 10 AP grenades — 2 each L, R, T, U, and 1 each F, B — wired to safteepro anti-theft system, tear gas SS hooked into passenger compartment. Cargo capacity: 265 lbs., no extra spaces. Armor: F27, R30, L30, B26, T20, U15, 2 in wall between driver and passenger compartment. Acceleration 10, HC 3; 4,935 lbs., \$12,000). Each cabbie is a Driver with body armor and gets two more skill levels of the cabbie's choice. Players set up where they wish and may choose their starting speeds.

Place two pedestrians (passengers) at each of six locations on the map: 2nd and Oak, northeast corner; 2nd, in front of deli; Elm, in front of City Hall; Oak, in front of Bill's Garage; Beech, in front of Games and Books; and 3rd and Elm, southwest corner.

A cab picks up a passenger by stopping within 1/2" of the pedestrian counter and waiting one second, after which the passenger is loaded. A cab carries only one passenger at a time. after the passenger is loaded, roll two dice and consult the chart below to

determine the passenger's destination. To receive payment, a cab must deliver the passenger to the destination alive and unhurt, stop one second to unload the passenger and get paid, and (optionally) wait an additional second for a tip. cabs must finish their trips within 1/2" of the desired destinations to receive payment. Passengers have no weapons or armor. Once delivered, passengers are removed from play. Attacking unarmed pedestrians means instant loss of license and the attacker loses the game.

Added Attractions

After all cabs have loaded passengers or after the fourth turn (whichever comes first), a wave of drunken (HC reduced by 1) autoduellists comes into town at 60 mph, along each of the four main north-south avenues: Oak, Elm, Beech, and Kazango. The ones on Oak will always enter from the south, but roll randomly to see which side the others enter from.

Determine the forces in each avenue by die roll: 1-3, Piranha with driver and gunner; 4-6, a pair of

Outlanders, each with sidecar, each with cyclist and gunner. They are played by the referee or a non-taxicab player.

Each invader will fire at any cab that comes in range, but will not deviate from its straight course unless fired upon, whereupon it will pursue the attacker with obsessive interest. If all invaders leave the map or are disabled, a new and identical wave starts at the beginning of the next second.

There are three police patrol cruisers in the police station parking lot. Each combat will draw one of these cruisers to the battle site, where it will wait three seconds to call for a cease-fire and then open fire on all remaining combatants. Any cabbie who fires on a police vehicle will lose his or her license (and the game). Police will attempt to disable all vehicles that do not cease fire when warned. Those that do can continue on their way — but if they're in a later combat when the police arrive, the officers will fire without warning.

Police cruisers are identical to those in **Crash City**. each police officer is Driver +1, Gunner +1, Handgunner, Runner.

Fare:

Ten dollars a block. A "block" is defined as the distance from one intersection of named streets to an adjacent intersection of named streets, or fraction of that distance.

If a cabbie waits an additional second at the passenger's destination, he or she will get a 15% tip (round up to nearest dollar). The tip is halved for each maneuver over D3 difficulty the driver made on the trip, and for each 7 mph the driver went over 80 mph at any point during the trip (passengers want a safe, smooth ride). The tip is **doubled** if none of these things happened, **and** the driver was attacked but escaped. The tip is **cancelled** if the passenger was injured or killed, or if the driver

started a battle.

A driver collects no fare or tip if the passenger is injured. Passengers killed in combat must be delivered to the hospital morgue; take them to the "X" in the center of block 2. Cabbies who don't deliver dead passengers promptly will lose their licenses (and the game). Live passengers will not get in a cab with dead passengers.

Scoring: After all passengers are delivered to their destinations or the morgue, score each player's performance as follows:

- 5 points per passenger delivered
- 3 points if passenger injured
- 5 points if passenger killed
- 1 point per dollar earned
- 5 points per rival cab immobilized

The player with the highest point total wins.

Passenger Destination Chart

Roll 1D6 twice to obtain a number from 11 to 66. If a passenger's destination is the same as his or her starting point, roll again.

- 11-13) 2nd and Oak, northeast corner
- 14-16) 3rd and Elm, southwest corner
- 21-23) 1st, in front of Radio-TV
- 24-26) Kazango and 4th, southeast corner
- 31-33) 4th, in front of King's Hobby
- 34-36) Beech, in front of Books & Games
- 41-43) Elm, in front of bar
- 44-46) 1st, in front of paint store
- 51-53) Beech, in front of IRS office
- 54-56) 2nd, in front of deli
- 61-63) Elm, in front of City Hall
- 64-66) Oak, in front of Bill's Garage



STAR FLEET BATTLES SCENARIO

This issue of VIP Magazine inaugurates a new concept: official *STAR FLEET BATTLES* expansion material directly from Amarillo Design Bureau (creator of the game series). This issue includes not only a challenging new scenario, but a preview of the new PF Leader ships from Supplement #3. The rule designator "SV" has been officially established for Star Fleet Battles scenarios appearing in VIP Magazine.

(SV1.0) NO ESCORT; NO PROBLEM (Y181) (Robert Hamilton IV, Ohio)

In an attempt to keep front line units supplied with replacement PF flotillas, the Hydrans began sending unescorted tugs through areas patrolled by Klingon raiders. The tug captains, however, felt no need for escorts because of the nature of their cargo.

(SV1.1) NUMBER OF PLAYERS: 2; Klingon vs Hydran.

(SV1.2) INITIAL SET UP

HYDRAN: Set up first. Light Tactical Transport with PF pallet in 1025, facing B, speed 8 (warp 2), Weapon Status-I. Four Harrier PFs, one PF-scout, one PF-leader, docked to pallet. The LTT has four Stinger-2 fighters. **KLINGON:** D5L cruiser (2 Z-Y fighters), two D5 cruisers (1 Z-Y fighter), F5B frigate, F-5S scout within 3 hexes of 3010, speed max, Weapon Status-III, facing optional.

(SV1.3) LENGTH OF SCENARIO: Until all units belonging to one player have been captured or destroyed or have disengaged.

(SV1.4) SPECIAL RULES

(SV1.41) Use a floating map.

(SV1.42) All Klingon drones are type-IF.

(SV1.43) All PFs and fighters have warp booster packs.

(SV1.44) Any PFs not on the tug when it disengages are considered destroyed for purposes of the victory conditions.

(SV1.5) VICTORY CONDITIONS: Use the Modified Victory Conditions. However, use the combat, rather than economic value of the PFs to reflect the importance of their survival.

SPECIAL: If the tug is captured or destroyed, the Klingons automatically win the scenario.

(SV1.6) VARIATIONS: If you do not have Volume III, replace the LTT with a tug and the D5L with a D7B.

(SV1.7) BALANCE: Balance can be adjusted by changing the Klingon-F5B to a D5 or vice versa.

(SV1.8) TACTICS

KLINGON: The challenge is to get close enough to the tug to score damage with disruptors while remaining clear of the PFs.

HYDRAN: The objective is to cripple the Klingons so that you can disengage. Of course, if you have a chance to destroy a cruiser...

(K4.0) PF LEADERS

One PF in each flotilla was a slightly larger "leader" variant with heavier shields, more power, and additional equipment. Players can approximate the PF leader of any race by adding these systems and the increased shields to any standard PF. Detailed conversions are in Supplement #3.

(K4.1) SHUTTLECRAFT: The PF leader has a special mech-link that can hold an admin shuttle (not a PF, fighter, or other special shuttle). The shuttle cannot be armed or loaded as a suicide shuttle or scatter pack by the PFL. It could be loaded as an SP by the PFT.

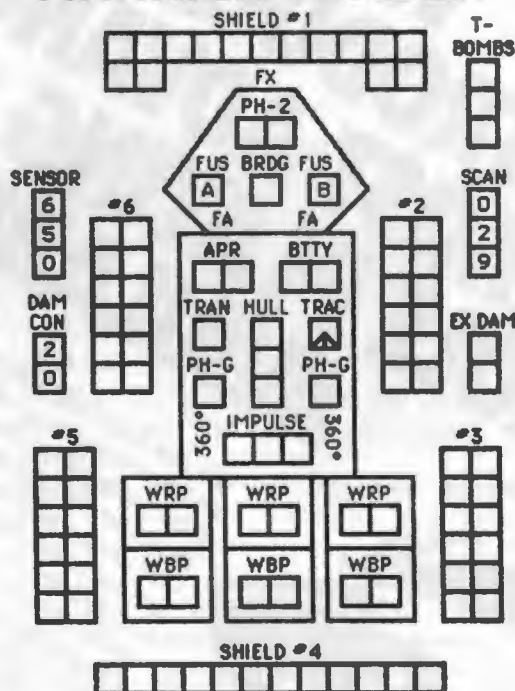
When docked, the shuttlecraft is destroyed by a "shuttle" hit on the primary DAC or by an "Weapon-C" hit on the PF-DAC.

(K4.2) BOARDING PARTIES: The PF leader has two boarding parties and can transport one off of the ship).

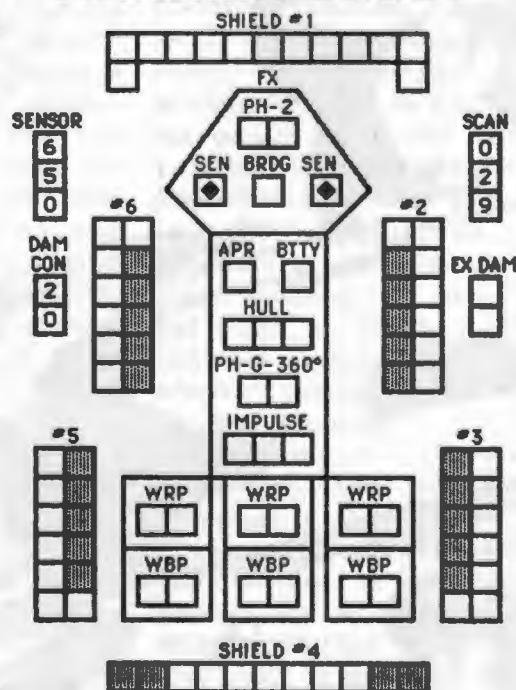
(K4.3) TRANSPORTER BOMBS (Optional): The PF leader carries three transporter bombs, and can drop or transport one bomb per turn. It cannot do both on the same turn.

(R1.89) PF SHIELD REFITS: Added to new PFs (of all races) produced after Y181, the shield refit (shown as shaded boxes on the scout SSD) added 4 points to the BPV of each PF. Note that PF-leaders already have stronger shields as standard equipment.

HARRIER LEADER



HARRIER SCOUT



WE ARE INTRODUCING THE MOST ADVANCED ROLE PLAYING GAME AVAILABLE!



We are Leading Edge Games, an innovative company bringing fresh ideas and technical expertise to the gaming industry. Our unique approach provides an unequaled blend of realism and playability. We begin by working from computer simulations to create a truly realistic game, one without compromise. We systematically simplify this design, streamlining it, with speed of play and fun as the driving forces. This approach with an intensely realistic feel, lending a rich vivid texture to characters and adventures. Moreover, it provides a continuity and internal integrity throughout the game, minimizing loopholes, errors, and the necessity for unrealistic conventions.

RHAND: Morningstar Missions. A unique and fast paced science fantasy role playing game. Here the players are challenged to vanquish the evil Spectral forces on Rhand and preserve the fragile islands of civilization. Revolutionary melee, archery, and magic systems are covered in consistent, easily played rules. Also included are sections on character development, medical aid, physical laws, and the use of skills to perform hundreds of feats in the game world.


Most importantly, it contains rules which make designing a suitable quest quick and simple. **104 page, spiral bound 8 1/2" x 11" game book \$18.95.**

Hand To Hand Combat Supplement. The principles of our revolutionary Rhand melee and martial arts system in a modular form. Easy to use with any other game. **16 page, saddle bound 8 1/2" x 11" game book \$4.95.**

Leading Edge Games Miniatures Figure Case.

Made of high quality black polyethelene with grey foam inserts, this handsome case will hold about twenty 25mm figures. The foam inserts gently restrain and cushion the figures, protecting paint and delicate detail. The case measures 8 1/4" x 5 1/4" x 1 1/4" and is secured by dual clasps, making it extremely tough and durable. **\$5.95.**

LEADING EDGE GAMES
PO. Box 70669
Pasadena, CA 91107


LEADING EDGE
The Revolution in Game Design!

TWO-BIT REVIEWS

COMPUTER GAME REVIEW

This past fall has produced quite a bit of software for computer gaming. By this time Sir-Tech will have released Wizardry IV: The Revenge of Werdne and Origin Systems hopefully will have Ultima IV out to the retail stores. Due the sheer size of the game (reportedly there will be four disks) delays are to be expected. We'll be reviewing these games here

as soon as we get our hands on them. Don't miss it!

If you have a favorite computer game for which you have developed some winning strategy or tactics, then by all means let the rest of the world know. Or if you have a game which has been on the market for a while that you think is a classic and deserves a re-review, then write it! Drop us a line and

we'll send you a copy of our writer's guidelines and other information. The V.I.P. of Gaming is a magazine for you, the individual gamer, and not some self-serving gaming periodical. We're here to reflect what you want to see and read on gaming. And we can only do that if you participate.

Robbie Robberson

A Bridge Not Far Enough BRIDGE 4.0

by Robbie Robberson

Published By: Artworx Software Company, Inc.

Developer & Designer: Arthur Walsh

Price: \$24.95

Complexity Level: Moderate

Rules Clarity: Good

Graphics Quality: Not applicable

The next time you plan to play bridge and can't find three willing people, perhaps Bridge 4.0 will fill the bill. This program, which includes a floppy diskette and four page rules booklet, will allow you to play a solitaire bridge game with the computer providing the partner and opponents.

The program is rather straight forward, following the standard bridge rules and the Goren bidding system popular throughout the world. For those who are unfamiliar with bridge or novices at the game the rules provide a rather brief instruction

of bidding. Obviously this will cause no problems for those experienced at the game. Their complaints will be directed at the other aspects of the game.

Play proceeds by first having the player entering a random number at the prompt; this is a 'seed' for the random number generator used within the computer to avoid getting the same deal each time you start the game. After dealing and sorting the cards bidding begins. The player is the 'South' position, while his computer partner is in the 'North' seat. The cards are represented by the initial of each suit (C - clubs, D - Diamonds) and the number value of the card (2 - 10) and initials for face cards (J - Jack, K - King, etc.). The player and his computer players each take turns bidding according to the cards in their hands. Of course you can't see your opponents' hands until bidding is finished. Each bid is entered in the standard form. If for example you wish to enter a bid of 'two hearts' then you would enter

'2H'. After three passes, bidding is finished and the contract awarded to the highest bid.

If you or your partner has had the highest bid then he effectively becomes the 'dummy' hand, letting you take responsibility for the playing of both hands. His hand is displayed on the screen along with yours. If you can't win the bid then he plays his own hand and out of your view. Play proceeds until all cards are played with each player entering the value of card and suite on his turn. At the end the computer announces whether contract was made or not, and the score.

The computer players are competent and will give a challenge to the average player. They are rather weak on offense than defense, so you will find yourself six or seven out of ten times with the contract while they wait to beat you up. There are no serious aberrations during the bidding sequence, although I noticed a slight tendency for my partner to bid 'no trump', which is sometimes disconcerting

when you want to bid a slam!

The problem with **Bridge 4.0** is that you like and don't like it at the same time. It handles all the functions of player input perfectly, checking to see if you have bid properly and not reneged on your play of cards. It keeps score without protest leaving your mind free for practicing some finesse and the inevitable card counting that every bridge player must do.

Yet there is an obvious lack of chrome and polish which would have made this a superior buy. Besides being a game, it could have offered the value of being an educational tool. There could have been more than the one bidding system and Blackwood convention offered to play with. This option would allow more playing value for those who like to experiment and learn. And though you are allowed to replay a hand or look at all hands after play, there is no way to enter and play a hand of your own choosing or those from bridge columns or books. For the amateur a tutorial on bridge would also have been nice.

There is a lack of graphics in the Apple version which is not necessary. It would have been more pleasurable to see a hand represented by cards instead of letters and numbers on the text screen. And it wouldn't have slowed down play too much as to detract from play. We've seen other card games done in graphics with success. **Bridge 4.0** should have followed suit (no pun intended).

If you are a bridge fiend, then **Bridge 4.0** is not too bad of a buy, if you are willing to play with the bare essentials. If you are thinking about learning to play bridge, it is better to join a bridge club or buy a book on bridge. The money you save can be applied to a **Bridge 5.0** if it ever comes out.

Electric Conquistador The Seven Cities of Gold

by Robbie Robberson

Published by: Electronic Arts
Developer & Designer: Bill & Dan Buntun

Price: \$39.95

Complexity Level: Low

Rules Clarity: Good

Graphics Quality: Good

Electronic Arts has the knack of coming up with simulations on subjects that no one would think possible to be entertaining. **The Seven Cities of Gold** is one of these, an interesting replay of early exploration and discovery in the New world in the 16th century. The game includes a floppy diskette for the Apple II™, Commodore 64™, IBM™, or Atari™ computers. Plus rule book and player aid card for the buyer's particular computer. A joystick is required for play.

The player will find himself at the beginning in Spain before the royal court asking for a grant. With the money in your pocket, your next move is to buy ships, hire troops, and buy goods (trinkets to trade to the unsuspecting natives) and food (a necessary item if you wish to survive). Each ship will carry only so much, so it is a bit of a challenge to find the right combination that will allow you to maximize your exploration and trading.

After outfitting, you set sail into the west waiting for landfall. If you do make it to shore, you can disembark your men and supplies and start your exploration. A rolling map screen lets you see only the immediate territory around you. As you push farther inland (and as your food supply dwindles),

you will come across different types of terrain, including mountains, rivers, and lakes. Also scattered around are native settlements, from the lowly hunter tribes to the mighty Aztec and Incan treasure cities. Each settlement has an amount of gold and food available dependent on its population, culture and wealth.

How well you do in your journey is dependent on how you deal with the natives. You can be peaceful in your approach to them, trading trinkets for food and supplies. In return the village will provide native bearers to you, increasing how much gold you can carry back to your ships. These bearers also prove to be handy guides showing where gold mines and those valuable treasure cities are. They may also be converted to Christianity allowing you to establish a mission. Or you can be down right nasty and lay waste to their village, and taking all they possess. Of course you risk losing any bearers you had before (they tend not to hang around bad tempered explorers) or even being harassed, ambushed, and wiped out by natives who are angered by your re-entry in their territory.

After exploring and collecting gold, you return to your ships, load up and return to Spain to record your exploits. You will receive a rating according to how much gold you have collected, how many forts you have established, and discovery of geographical landmarks and sites. A nice feature is the updating of a map of the overall view of all your explorations, so

KEYBOARD CAMPAIGN A REVIEW OF PRESIDENT ELECT

by Thomas D. Dworschak

From: Strategic Simulations, Inc.
Designed by: Nelson G. Hernandez, Sr.

Developed by: Nelson G. Hernandez, Sr.

Price: \$40.00

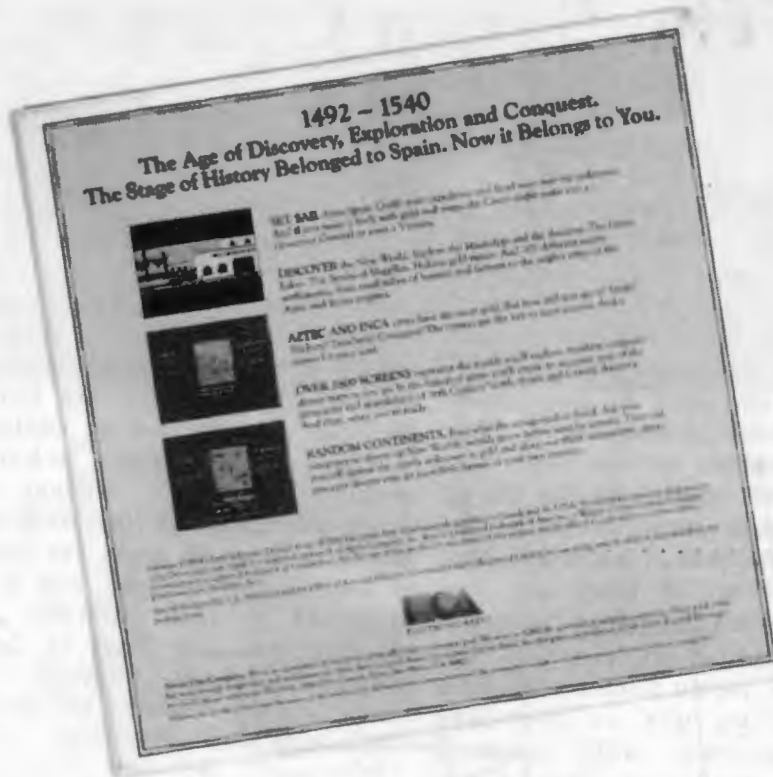
Complexity level: Introductory

Rules Clarity: Fair

Graphics Quality: Good

Apple version reviewed; 48K required

Commodore version available



you can see where you haven't yet been. Then if you're game enough for another round, it's back to the merchants to buy more ships, men and supplies with your ill-gotten gold, and onward to new discoveries.

For those who quickly tire of exploring or find the going easy, advanced options are available. You can explore lands where the villages are kept invisible until you run literally across them and the attrition and native aggressive levels are increased. If you need more of a challenge, then employ the world generator option where a whole new world is created based on geographical and cultural principles. This option in itself gives the game a long play life since each world is different and holds surprises around each corner. The worlds I have generated have been perfectly logical and certainly interesting

as I explored them. It gives credence to the time and research Messrs. Bunten and Bunten put into this design.

As far as the technical aspects, the program runs like a dream and the joystick lets you make easy decisions without error. The graphics are beautiful and clear without clogging up the screen with a lot of useless detail. The rule book is clear in its approach, taking you step-by-step on your first exploration. And a little education is thrown in on the side with some interesting excerpts on real-life explorers scattered throughout the rules.

I believe all ages from eight to eighty will find this an enjoyable game, although the younger set will need a little assistance in setting up the map disk for play. I got a bang out of The Seven Cities of Gold, and definitely recommend it as an addition to your game library.

So what if it's not an election year! With SSI's **President Elect**, you can now select a chief executive any time you want. The game includes a ten page rulebook, single page rules summary, a campaign expenditures pad and a 5¼" floppy disk.

Players become the campaign managers for one of the candidates of any presidential election which took place between 1960 and 1980, or in a scenario of your own creation. The game is played against either a human or computer opponent in nine one-week turns between Labor Day and election night, during which time players expend funds to campaign and advertise. Campaigning consists of selecting the number of stops which will be made in each state, while advertising dollars may be used to influence the entire country, selected regions, or individual states.

President Elect is extremely easy to play. Numerous screen prompts make it possible to never read the rules yet still

play well simply by following common sense. In fact, the rulebook is probably best ignored all together. The designer has stated that the rulebook is little more than a typeset rough draft which was put together over the course of two evenings, and that the rules were more coy than informative.

Before every turn both players are shown a poll indicating their overall standing with the voters as well as a national map which shows whether they lead, trail, or are even in each state. Aside from the national map, there aren't many graphics. For the most part the screen displays numbers and letters, such as where each candidate campaigned and how much money was spent in each state. A number of extras have been provided, including a fairly detailed debate procedure, candidates making questionable statements and committing outright gaffes, fatigue, unfolding economic developments, overseas crises, foreign trips, and third party candidates. A pair of human contestants can finish a game in about two hours, and games in progress can be saved for completion later.

On election night, the results can be displayed as the votes are tallied, a realistic and time-consuming procedure which, save for Dan Rather's running commentary, accurately simulates national TV coverage of the event. Vote totals may be reported faster if the players so desire, and may even be completely tallied in fifteen seconds and then be displayed along with final state-by-state results.

The straight historical scenarios are best ignored. As the rules point out, only two campaigns—1960 and 1968—are true toss-ups; in most of the other races, the historical winner need do little more than register a pulse on election day to emerge victorious. Tinkering with the

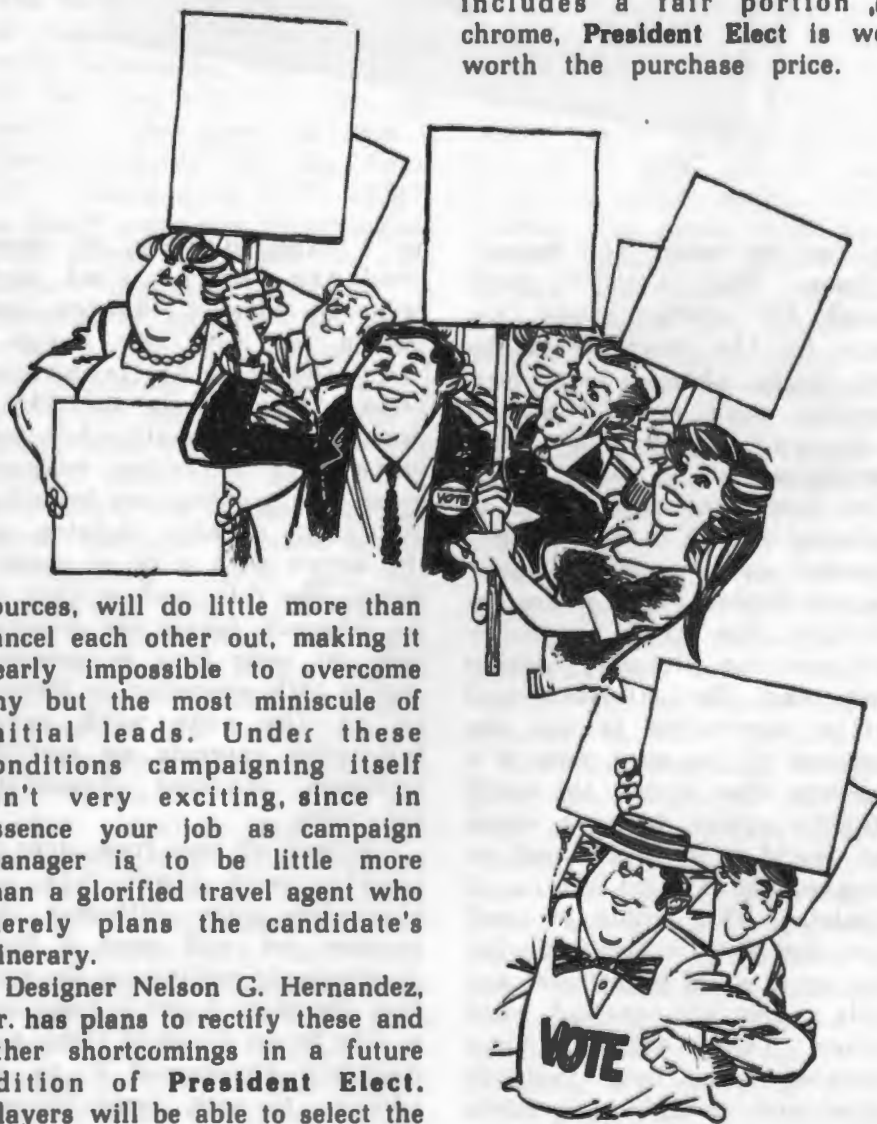
domestic and foreign conditions or replacing candidates will breathe a little life into these situations, however.

President Elect is much more fun when used to depict a fictitious race. The ratings for 45 different candidates are already included in the game; better yet, by taking a stand on each of a series of 25 topical issues, any other presidential aspirant—yourself included—can be programmed into the game as a candidate for the White House.

Overall, the game itself, while both fun and easy to play, does leave a little to be desired. The biggest problem is that over the course of nine weeks two campaigning candidates, each with identical financial re-

issues which their candidates will stress, the tone of rhetoric employed, and the courting of particular voting blocks. A real-time debate procedure, expanded polling to include regional blow-ups, scenarios for every 20th century election, improved documentation, and print-out capabilities are also slated. These changes will transform the players into flesh-and-blood candidates.

In the meantime, it wouldn't be a bad idea to pick up a copy of **President Elect** and take a shot at taking on the big boys. So long as you can be content with a simulation which sacrifices a certain amount of detail in exchange for a game which is easy to learn yet hard to master, fast moving, and still includes a fair portion of chrome, **President Elect** is well worth the purchase price.



sources, will do little more than cancel each other out, making it nearly impossible to overcome any but the most miniscule of initial leads. Under these conditions campaigning itself isn't very exciting, since in essence your job as campaign manager is to be little more than a glorified travel agent who merely plans the candidate's itinerary.

Designer Nelson G. Hernandez, Sr. has plans to rectify these and other shortcomings in a future edition of **President Elect**. Players will be able to select the



Computer Sub Skipper: GATO

by Tom Dworschak

World War II Gato-Class
Submarine Simulation

From: Spectrum HoloByte Inc.
Designed by: J.A. Yandrofski
and Timothy Reese

Developed by: J.A. Yandrofski
and Timothy Reese

Price: \$40.00

Contents: —One twenty page
rulebook

—One command summary chart
—One 5¼" floppy disk (copy
protected)

Complexity level: Low

Rules Clarity: Excellent

Graphics Quality: Excellent

Apple version reviewed; 128K
required; joystick optional

IBM version available

Almost everybody has a favorite World War II submarine movie, from the vintage **Torpedo Run** to the classic **The Enemy Below** to the recent **Das Boot**. Although Spectrum HoloByte hasn't furnished any cameras, their **GATO** provides just about everything else to let you follow in the footsteps of Hollywood's greatest and take your turn pretending to be at the periscope.

GATO, which takes its name

from a class of submarines employed by the USN during the Second World War, is a real-time computer game of undersea warfare. Play is solitaire only, with the computer handling the warships and merchantmen of the Imperial Japanese Navy while the human player is at the controls of the submarine **Growler**. After selecting either day or night conditions and one of nine difficulty levels, your mission from COMSUBPAC flashes on the screen to the accompaniment of beeping Morse code. Missions include sinking enemy patrol boats, attacking escorted and unescorted convoys, saving downed aviators, and resupplying spotters.

The game takes place in an imaginary section of ocean which has been divided into twenty quadrants. This playing area, which remains fixed from game to game, is dotted with islands and accompanying shoals upon which unwary skippers can run aground. Your job is to use your conning tower, radar, and periscope to locate the enemy, employ swift yet exposed surface movement along with slow yet surreptitious submerged movement to get in the best position to complete your mission, and then use a combination of fleeing and diving to avoid pursuers. Concise, well-written rules offer tactical advice and clearly

explain the commands used to maneuver the sub horizontally and vertically, fire torpedoes, and to employ the radar and periscope; a pull-out chart with a keyboard layout and the functions of each key is included for quick reference. The computer keeps a Captain's Log with dated entries of the names and tonnages of all your kills, and when fuel and torpedoes begin to run low you can rendezvous with your supply ship, to replenish.

The designer's efforts to faithfully recreate the specifications of the **GATO**-class submarine are only partially successful. Although the sub's surface and submerged speeds are accurate, the boat is missing two of her six forward torpedo tubes, all four of her aft tubes, and her deck gun. The submarine is also permitted to dive to 400 feet, some 100 feet greater than her maximum recommended depth.

These errors are not crucial as long as one accepts that, Spectrum HoloByte's advertising notwithstanding, **GATO** is an arcade game, not a strategy simulation. While playing **GATO** involves neither the kind of rapid-fire button pushing of **Defender** nor the non-stop joystick pumping of **Pac-Man**, the single most important operation—the firing of torpedoes—is performed in true

arcade fashion with the assistance only of cross hairs. The players are not afforded the rudimentary fire control computers found aboard World War II submarines, and since the game has no stated scale, hitting a target is little more than a matter of guesstimation mixed with trial and error. Other elements needed to elevate this arcade game to the level of an historical simulation are also lacking. The exclusion of capital ships such as the carriers **Taiho** and **Unyo** and the heavy cruisers **Atago** and **Maya**, all of which succumbed to **GATO**-class boats during the war, and the absence of patrol aircraft are the most serious omissions.

But as a game, **GATO** is quite

fun. The computer is a respectable opponent, especially at the higher difficulty levels, and the graphics are superb and faithfully portray ships at all angles and distances. Better yet, the designers have bent over backwards to make the game as playable as possible. A rapid deployment command allows a sub which has not been detected by the Japanese to instantly move to any spot, thereby eliminating potentially boring and time-consuming journeys to and from patrol areas. Missions can be changed at any time, so if you're in a bloodthirsty mood but have been ordered to merely rescue a stranded pilot, you can immediately request a new mission without having to first

complete your initial assignment. The difficulty level can be adjusted instantly any time during play, and should you be playing **GATO** when you shouldn't be, a tap on the Delete Key will freeze the game while filling the screen with a simulated spreadsheet.

Although not without its faults—the sound effects are pathetic and play on a monochrome screen is somewhat difficult—**GATO** will make a valuable addition to any computer wargame collection. **GATO's** ease of play and quick pace make it an enjoyable departure from more complicated simulations.

FROM SIMULATIONS CANADA

NEW For Your Computer: SEVENTH FLEET, Modern Naval Combat In The Pacific Ocean. For a number of years the U.S.S.R. has been building up its naval forces in the Pacific basin as a counter to the U.S. Seventh Fleet. Our newest computer game builds on this situation to model current naval strategic operations and confrontation. As the area bursts into conflict as a result of renewed combat China and Viet Nam, the forces of the Superpowers and their allies go on alert and begin maneuvering. Outright warfare is only a matter of time. Design by W. J. Nichols, art by J. Kula. Disk for Apple II or C-64/C-128 systems.

GOLAN FRONT is an operational game of the 1973 Arab / Israeli war in the north against Syria. Israel holds a thin line as the Syrian assault rolls in. The Syrians must clear the heights as the Israeli forces struggle to pave the way for counterattack. Disk for Apple II or C-64/128 systems.

BATTLE OF THE ATLANTIC is a strategic game of the struggle in the North Atlantic during WWII. The Allied player must stretch to keep the shipping lanes open as the Axis, deploys air, surface, & submarine forces to starve the Allies into submission. Disk for Apple II or IBMPC systems.

SIEGE IN AFRICA is a game of the campaign in North Africa from the first Italian advances in 1940 through the final battles in 1943, covering the armored thrusts and parries across the sands, escarpments, and mountains of Egypt, Libya, & Tunisia. Disk for Apple II or C-64/128 systems.

FIFTH BSKADRA is a strategic level game of modern naval conflict in the Mediterranean Sea. The players are placed in the positions of the Nato or Soviet naval commander for the Med. Each must utilize the available forces to gain control of the great inland sea. Disk for Apple II or C-64/128 systems.

FALL GELB is a strategic game of the campaign for France in the spring of 1940. You are placed in control of the Allies or Germany as the invasion of the West begins. Your computer acts as your Chief of Staff, sending your orders, providing intelligence, and resolving combat. Disk for Apple II or C-64/128 systems.

GREY SEAS, GREY SKIES is a representation of modern naval combat at the tactical level. Depicting the surface ships, aircraft, & submarines of the world's major powers in a highly realistic manner, you struggle for local sea control. Disk for Apple II or C-64/128 systems.

ORDERING INFORMATION: All computer games are \$60.00 each for Americans (including shipping), \$75.00 each for Canadians (Fed Tax & shipping included), and \$83.00 each for purchasers outside North America (shipping included). Please specify the game title(s) desired on a separate sheet and send it, along with your payment, to our address below.

NOTE: Purchasers outside Canada should send payment in U.S. funds (meaning Americans can just write a cheque). Nova Scotia residents must add an extra 10% of the total for Provincial tax. Our disks are Guaranteed. If you have problems, return the disk to us and we will send you a replacement.

SIMULATIONS CANADA, P.O. Box 452, Bridgewater, Nova Scotia, Canada, B4V 2X6.

FIRST CLASS GAMING

by Nolan Bond

As the new editor of the PBM section, I would like to thank those Powers That Be who have given me this opportunity to contribute to my hobby. I hope in the issues ahead that I can not only justify their faith in me, but can earn the support, respect, and loyalty of you — the reader. That, boys and girls, is going to be a true challenge given the space we have to work in. For the time being I have one page to cover the fastest growing segment of the gaming industry. Obviously, that means for right now, we can't afford the luxury of "think pieces" on morality and courtesy in PBM (a true sacrifice), in-depth studies of successful strategies in "Gonzo Quest" (a debatable sacrifice), or player fiction (a willing sacrifice). Instead, we will concentrate on the things that will give you the "most bang for your buck". We will have at least one initial observation of a game which will be evaluated on the Rules/Setup package which you receive in exchange for your hard earned bucks. These "Forward Observer" reviews will be written before any turns have been submitted and are intended only to let you know up front what you will get for your money, an initial impression of the game, and what you will have to pay to play. Thus if you love "wandering clan" games and we tell you that your setup in "Gonzo Quest" consists of three pages of rules written on notebook paper with a crayon, YOU can decide whether it's worth the risk. Who knows? You might find a real jewel. The actual reviews of games will be concise and to the point evaluations where the reviewer has played at least five (hopefully more) turns and has had a chance to see both the warts and the dimples

of a commercially operating game. What you will get is an informed opinion by an experienced gamer. Whether you agree with that opinion is something else entirely. As space allows, we will try to get in PBM company news, playtest announcements, and other useful information. These items will probably be included with the editorial remarks which I will definitely keep to a minimum. Fair enough? Fair enough.

SPACE GAMES

Now let's talk about the aforementioned "Space Games". Like me, you (hopefully) want to see more space devoted to PBM. The obvious question is "How?". To paraphrase an over-worked commercial, you do it the old fashioned way, you EARN it! If you like what you see here and think more would be better, then write to The Powers That Be (editors-in-chief) and TELL them! Face it, folks. A magazine is a business and a good business responds to the needs of its customers. Believe me, if 20% of our subscribers are PBM fans who let it be known that they want more space devoted to them, they'll get it. By the same token, if you sit out there in Bullfrog Corners, Nebraska bitching and moaning about the lack of coverage without communicating that fact, you deserve just what you get! Another equally effective way of getting something done is to let our advertisers know that you saw their ad or read about their game in our magazine. After all, PBM companies are businesses, too, and they support the magazines which get them the best results. So there you have it. The two main things that make a magazine successful are subscribers and ad dollars and

you have a say-so with both of them. To put it bluntly, the ball is in your court, gentle reader.

Out of Gas at Xlashen Pass? HORIZONS END!

Reviewed by John C. Muir

Published by: Schubel & Son, Inc.,
P.O. Box 214848, Sacramento, CA
95821

Price: Setup (per unit) \$5.00

Rulebook \$3.00

Move (per unit) \$3.00 to \$5.00
(plus)

Combat (each) \$2.00

Newsletter \$3.00 per month

Complexity: Low

Rules Clarity: Good

Graphics: Fair and far between

Horizons End! is a tactical/operational level, post-holocaust game where you lead a small mechanized force of Terrans on the planet named Horizons End!. This world was jointly colonized by the Terran Federation and the warlike Xlashen, has been cut off since the beginning of the Great Interstellar War, and has been devastated by inter-species ground combat. You are free to remain neutral, join a player alliance, or join either the Terran Federation or the Xlashen Auxiliary. The setup package consists of a forty-eight page rulebook (the usual S&S 5"x8" size) which includes a sheet for starting and naming up to six units at once, a two-sided data sheet on types of terrain, a data sheet on the history of the United Terran Federation, two types of turnsheets, a set of turn cards, and two sheets showing what information/supplies are required and what is optional for various standard actions. You must make your own maps of the 40x80 sector playing field. You must subscribe to the newsletter to play.

This game has the most realistic logistics requirements that S&S has produced. It is tougher to play than a "smash-n-bash" barbarian game

where your bows never run out of arrows nor your catapults out of rocks. This is mechanized warfare with projectile weapons where every move and every battle depletes fuel and ammo. If you can put yourself in the role of an armored force commander on a nuked-out world, **Horizons End!** can be enjoyable. If you can't be bothered worrying about where your next bullet or tank of gas is coming from, pass **HE!** by.

There are an adequate variety of actions possible. Of 44 standard unit actions there are nine for combat (each with four options), five for scouting, six for scavenging, three for recruiting, and a variety for transfers, mining, building, destroying, training, and resting.

A good feature of the game is that there is a turnsheet for every taste. If you don't mind blackening in boxes on machine-readable cards you get ten actions for \$3.00. If cards drive you crazy, you can use a paper turnsheet for standard actions and the GM will type them in to the computer for you, but it is more expensive because of the manual labor - eight actions for \$4.00. If you want to do something more complex than standard actions, like explore ruins or do advanced training, there is another turnsheet with room for some narrative input. That turnsheet is GM-evaluated and can produce impressive results — but you only get four actions on it for \$5.00. And you can send in extensive narrative submissions to sway the GM's decisions for an extra \$3.00 per sheet.

Keeping track of cargo capacity, range on current fuel load, and number of battles that can be fought with the current ammo stocks is moderately difficult. Without that information, you can run out of fuel or lose track of your priorities for scavenging. Not much point in scavenging vehicles if you are already short of fuel. A computer spreadsheet makes it easy, if you

have one, but a plastic-covered form, a grease pencil, and a calculator will also do the job. Making your own maps with graph paper is easy and you can use several different scales to record various levels of detail.

S&S has tried to balance the game by making large units less effective in scavenging than small ones. They hope that this will discourage "pooling" of units and counter the S&S reputation for favoring the player with the most funds. It doesn't go far enough, because a player willing to operate half-a-dozen small units as a wolfpack can still win out over the one-or-two unit player; it costs dollars to do that, but some people always seem to be willing. Most players, in fact, who enjoy the game will want to operate about three units and a base. That would run to fifteen to twenty dollars a week. It takes that many units to provide an initial parts supply to build a manufacturing/refining center and the raw materials to keep it supplied. Bases produce fuel and convert minerals to manufactured goods, but can't collect minerals. Units can mine and also collect food over a wide area but need a dependable fuel source. You need to operate both.

Bases also convert civilians into troopers by training. Units can recruit civilians cheaper and in larger quantities than they can troopers. By transferring them to a base and getting them back later as troopers, there is a net gain at low cost.

The newsletter gives a pretty good idea of what units are in the game and what alliances are active, may give some idea of the character of other units that you scout, and shows where the action is. Sometimes, it includes tips on strategy, like who is large enough to be worth a nuclear strike. Without the newsletter, you would have only the sketchiest idea of what is going on and would write the game off as having limited possibilities.

Knowing what combat has taken place, and where, lets you know where things are happening that you want to avoid or get involved in. Player communications are very infrequent, though there are many player alliances. The high turnover rate in players has not encouraged long range plans for the alliances. Plan on going it alone in this game.

In summary, I liked it well enough to grow to three units and a base, despite the cost. The high drop rate and lack of growth in game units indicates that a lot of players find the role unappealing. It has more logistics than the pure combat player likes and more combat than the builder likes, so it is a tough game for either type. If you want a challenging game with easy to prepare turns and can afford the potential costs, **Horizons End!** is worth a try.

SPIRAL ARM

Spiral Arm is our latest play-by-mail game of strategic galactic conquest. Designed by The Australian Wizard, Spiral Arm features a map of over 650 stars, up to 50 players per game, economic production, 7 ship classes, 8 racial types, 4 modes of space movement, space and planetary combat, colonization, and technological development. You can name your Empire and new stars. The customized turnsheet is in a convenient "fill-in-the-blank format" for easy use in submitting orders.

Costs: Rules \$2.50

Turn fees: \$4.50 per turn

Game Entry: \$15.00

(Set-up and 3 turns)

.....

FEUDAL LORDS

Feudal Lords is our original, and most popular, play-by-mail game of medieval power politics. Fifteen players struggle to become King of England after the death of King Arthur by means of medieval economic development, military conquest, and diplomatic intrigue. Feudal Lords features agriculture, trade, knights, mercenaries, ships, bribes, spies, and much more.

Costs: Rules \$2.50

Turn fees: \$3.00 per turn

Game Entry: \$10.00

(Rules, set-up, and 3 turns)

For further information on our games, write to:

GRAAF SIMULATIONS
27530 Harper
St. Clair Shores, MI
48081-1924





THE WITCH'S CAULDRON

SCIENCE FICTION GAMING WITH A FANTASY RPG

by Bob Kindel

Is your group tired of hacking dragons and slashing orcs? Are you ready to try something different as a change of pace? A good way to get a different gaming experience is to try science fiction gaming, however, a new gaming system is expensive both in time and in money.

You've invested a lot of money into the fantasy system you use and know. And your group understands and are comfortable with the rules. Are you ready to spend \$15 to \$30 for a new game system and to spend hours learning a new set of rules? If you're going to discard your fantasy campaign and play only science fiction, you may want to. But if you want to play science fiction only as a change of pace or as an occasional, on-again-off-again campaign, you may want to simply convert your present system to science fiction.

Arthur Clarke said it best when he observed that "any sufficiently advanced technology is indis-

tinguishable from magic." Think about it. What, after all, is the difference between a bolt of lightning from a mage's spell and a diffused energy beam from a mark V-A blaster? Nomenclature, that's all. Postulating a sufficiently advanced technology allows the GM to ascribe "magical" functions to mechanical objects. You needn't worry about how the things work — if you knew, they wouldn't be science fiction. Fifty years ago no one would have believed that a briefcase-sized computer could exist. But it does.

Spells can be easily converted. An antigrav device on a belt, a cloaking/shadow/invisibility device on a collar, etc. can take care of spells, magic items, or attributes. The only difference between a dwarf's darksight and a starlight scope is that the scope has printed circuits. Be flexible. Limitations of the energy pack that powers a device can explain why an item can be used only once or must recharge between uses and can be used only after fixed intervals of time.

Systems that use spell books can be handled by making some devices so complicated to use that they can only be reset to use by following step by step instructions from a

tech manual.

And so, a handweapon set on "stun" acts as a sleep spell, a "medikit" set on (1) cures 1D6 wounds, on (2) 2D6, on (3) cures poison, etc. Systems using classes could be converted by specifying specialty training. Only "medics" (cf cleric) could handle a medikit, only "technos" could operate energy weapons, etc.

"Troopers" (cf warriors) would carry "spring rifles" (cf crossbow), "slug throwers" (cf longbows), knives, handaxes, and machetes (swords).

Monsters could be interesting for both the GM and the players. "Alien creatures" could be straight out of the rules or could be converted by applying the attributes of the monster to a different form. Consider a fire-breathing centauroid, a pacifistic, vegetarian dragonoid, or a hobbit-like creature with the ethics, attributes, and appetite of a troll. Things may not be what they seem. Players will have to stop and think before they flame down what looks like an orc. It may be friendly and/or helpful.

At the end of this article, I've attached the weapon stats for the system I use — I began with AD&D™. It will, hopefully, serve as a guide to converting your system to science fiction and a high tech milieu.

The important thing is to enjoy the game. Don't get tangled up in details, just do a little conversion and enjoy the change of pace. Changing can be simpler than you thought and cheaper than a new system.

WEAPONS TABLE

WEAPONS, Non-Standard to use in conversion of FRPGs to SFRPGs

WEAPON	DAMAGE	RANGE	SHOTS/RND	SHOTS PER CLIP/PACK
ENERGY WEAPONS (Lightning Bolt)				
PISTOL (no area effect)	2D6	3"	1	1
PORTABLE (5' wide bolt)	4D6	9"	1	5
MOUNTED HBY (10' bolt)	7D6	12"	1	10
EXPLOSIVES (Fireball)				
HAND GRENADE	3D8	1/2/3	1	1
GRENADE LAUNCHER	3D8	8/12/16	2	5
MORTAR	5D8	15/30/45	1	NA
ARTILLERY	Varies			
SPRING GUNS (silent, non-explosive) *				
PISTOL	D4	8/16/24	2	60
RIFLE	D4	10/20/30	2	250
SLUG THROWERS (Gunpowder using firearms)				
PISTOL	D6&1	8/16/24	2	10
MACHINE PISTOL	D6&1	8/16/24	5	30
ASSAULT RIFLE	2D4	10/20/30	2-4	20
SNIPER RIFLE	3D6	30/50/70	2	10
LIGHT MACHINE GUN	2D6	15/30/45	4	100 (belt or drum)
HEAVY MACHINE GUN (Mounted)	3D6	25/50/75	4	200 (belt)
MISCELLANEOUS GRENADES				
SLEEP GRENADE	SPECIAL**	1/2/3	1	NA
TEAR GAS GRENADE	SPECIAL***	1/2/3	1	NA

NOTES: * - Adapted from the DORSAI novels of Gordon Dickson

** - 2" radius. D8 human sized creatures sleep D6 Turns. Save negates.

*** - 2" radius. Acts as "stinking cloud".

Why play to buy time when you can play to buy Columbia?



Cartel



The new Play-by-Mail game of Economic, Political, and
Military Domination where your imagination is the only limit!

Rules book \$4.00*
Registration \$3.00
Rules & Registration \$5.00*

*We've found CARTEL to be so fun and exciting that we offer a money back guarantee on the rules and registration fee. If, after reading the rules, you don't think CARTEL is everything we believe it is, return your rules for a complete refund of fees. You've nothing to lose and the world to own with CARTEL! Send your check or money order to:

Diverse Talents, Inc.

Dept. PBM, P.O. Box 8399, Long Beach, CA 90808

SAMPLE "MAGIC ITEMS"

MAGIC ITEMS converted to high tech artifacts for SF Games

MEDIKIT (clerical abilities)

Kit has limited number of charges, then must recharge before being used. Medic can cure D4 of injury per wound without kit. Charges available equal (1 x number of first level spells normally available) & (2 x number of second level spells) etc.

Abilities equivalent to first level spells use one charge per use (eg cure light wounds, etc), second level spell equivalents use two charges, etc.

VISION ENHANCEMENT

INFRAGOOGLES: Equivalent to 60' infravision

STARLIGHT SCOPE: Equivalent to 90' ultravision

BINOCULARS: As regular binoculars. May be used with or without the above.

OPTIC BUG: Self contained, mobile viewing device. cf.: "Wizard eye" spell.

WEAPONS

Hand weapons made of especially good metal alloys, throwing weapons that are especially well balanced (or gyroscopically enhanced), and missile weapons with special sights can be treated as "magic weapons" with pluses to hit and/or damage.

A hand projector that fires heat seeking darts can be used to replace "magic missile" spells. The projectors fire variable numbers of darts to allow for levels.

AUTOINJECTORS ("potions")

May be used by any class. Those available include:

"CURE LIGHT WOUNDS"

"NEUTRALIZE POISON"

"REMOVE FEAR"

Using the above as a guide, you can see that almost any spell can be translated to a device.

AD&D Rule Changes/Clarifications

by Jeff Albanese

I have been playing D&D/AD&D since its creation in 1974. Over the years that have passed, I have discovered that many of the rules are unclear, while some need to be changed outright. This is not to throw down the system, since all role-playing games have faults. These rule changes and clarifications are intended to keep the **balance** between the player characters and the "monsters".

1) The only AD&D rulebook that the players can use during the game is the Player's Handbook. This allows the DM to throw new tricks at the players.

2) If the DM uses any Mythos in his/her campaign, then the Clerics, Druids, Rangers, Paladins, and Bards will have to choose a Deity so that the player character will be able to get spells.

3) Critical Hits and Fumbles: Since AD&D does not have hit location, most, if not all of the critical hit systems are basically unusable. Therefore, if you want to use them, then use the following: Criticals are determined by rolling a **natural** 20 on a 1D20, then backing it up by rolling the **natural** number or greater needed to get it in Double Damage. Fumbles are determined by just the reverse (a 1 on a 1D20), and if it happens, you drop your weapon.

4) To Hit and Saving Throw rolls: A **natural** 20 always saves on hits, unless silver and magic are needed to hit, while a **natural** 1 always fails. This spell gives everyone a fair chance.

5) Spell Points: I do not use them, however, The Complete Warlock and The Spellcaster's Bible are good sources of information to use.

6) Psionics: I do not use them because they can upset the balance of the game.

7) Weapon Speeds: Do not use for the following reasons:

A) Does not take natural attacks into account

B) Does not take strength, dex, or experience into account

8) Weapons Vs. Armor Class: Do not use for the following reasons:

A) Does not take natural attacks into account

B) Does not take armor classes over 2 into account

C) People can get a certain armor class without wearing armor.

9) Spell Casting Segments: Do not use because experience or dex is not taken into account. I use the following system because it is cleaner to handle:

A) One round to prep, then they go off during the magic phase of the next round.

B) Teleport and Word Of Recall - Instantly (Gives MU's the same break that Cleric's have.)

10) Dex for initiative bonus: NO! It gives the PC's an edge that most monsters can never get.

11) Attacks with two weapons for non-fighters - **No**, this should be reserved for the fighters who get more than one attack per round.

12) Rolling up PC's: I have two ways -

A) 4D6, taking the best 3 and putting them in whatever order the player wants, just like in the DMG.

B) 3D6, putting them in order of how they are rolled. However, if the player wishes to do so, he/she may take 3 points from one stat to give 1 point to another stat. However, no stat can go below a 9 and no stat can go above 18. (A little twist from the first D&D rules of 1974.)

13) Stats (When rolling):

A) Only fighters can have % strength.

B) Cannot go above or below racial maximums.

C) The highest stat for any PC is 18. 19 and above would be

reserved for the "Gods".

14) Character Classes:

A) Can only do what the Player's Handbook allows.

B) Cannot go above racial maximums. (Unless one gets hold of a book or a wish.)

C) For the sake of balance, characters should be retired at 20th level.

15) age should be used and kept track of.

16) Hit Points: 1st level PC's should get max hit points (helps MU's).

17) The DM will watch all rolls by the PC's.

18) The DM should keep a copy of the PC's sheets in his/her game (hopefully on a computer).

19) Death due to damage: Death can happen when the PC's hit points reaches one of following four options:

A) -1

B) -4

C) -10 (DMG)

D) Based on constitution (total or ½) (minus for both)

20) Experience Points: Two options -

A) Party - equal shares (helps MU's)

B) Character - personals (helps Fighters, but can turn the game into a "glory hunt")

C) DMG method (which I prefer)

In cases A & B, one gold piece is equal to one experience point. If option B is used, give spellcasters 100 ep times level of spell used (No scrolls or devices).

21) Weapons and Armor: Classes may only use the weapons and armor useable by their class.

22) Helmets and Shields: The DMG rules on these items should be used.

23) Strength bonus should not be used when firing missile weapons (Bows).

24) DM's should make all thieves rolls to ensure that the PC does not know if they made it.

25) Material components should not be used for spellcasting, except in the case of Clerics, Druids, Bards,

rangers, and Paladins, who will need a holy symbol from their "church".

26) NPC's: They should be limited to the same rules as PC's. However, some NPC's should be allowed to be higher than 20th level.

27) Monsters not in any of the books: care should be taken with the creating and use of them.

28) Spells and Magic Items not in any of the books: rule #27 applies.

29) Paladins Protection From Evil: Change to just that all evil creatures are -2 to hit.

30) Rangers cannot be Bards. The Player's Handbook says fighters.

31) Rangers and Paladins must tithe 10% of their treasure to their "church".

32) Clerics and Druids: rule #31 applies the them too!

33) Monks, Druids, and Assassins fight for the higher levels.

34) Only evils (and some neutral - Thieves) can use poison.

35) Poison cannot be bought except from the Assassins Guild (Ha-Ha!).

36) Party "In-Fighting" - If they want to do it, let them do it, because it will teach them a lesson.

37) If the PC says he/she says that they are doing something, they do it (Tough!).

38) Stats should not go up or down with age, because of the 9/18 rule that I discussed earlier.

39) The DM has the final say! (Period!).

40) Keep noise at the table to a minimum. This allows for smoother play when you can hear everyone.

41) The DM should match the encounter to the party's size/strength.

42) Weapons such as Vorpals, Blades & Swords Of Sharpness should not be allowed critical hits if a system is in use, because they already have special powers on a roll of a 20.

43) Artifacts & Relics: If one has a bad side-effect, leave it on there.

44) Each person should run only one PC at a time, unless you have a group of less than 8 people.

45) Height & Weight: Use the DMG or any other suitable source of

information.

46) PC Elves cannot split-move and fire. This is reserved for the Elves from the various monster books.

47) Secondary skills: rule #45 applies here.

48) Characters can only go up one level per adventure.

49) PC Halflings do not get the +3 with missile weapons. Rule #46 applies.

50) Monks must tithe 10% of their treasure to their "temple".

51) Assassins cannot be Bards. The Player's Handbook says Thieves.

52) Money Agreements: Up to the party. However, there are two options that you can use:

A) One share per person (Henchmen get a 1/2 of a share.).

B) One share per level (Henchmen levels count as 1/2). (As in Player's Handbook.)

53) Magic Item Division: Up to the party. However, there are two options that you can use:

A) Highest Die roll (One roll per person or per level.), or

B) Pick by level.

In either case, another option can be used: The party leader should get first pick, because of the fact that he/she had to make the tough calls.

54) The +5 Holy Sword: Must be Lawful Good in order to use it, even for the +2 Bonus.

55) Monks cannot critical with their hands, due to the special powers that they already have.

56) The Order of the Turn in my games:

A) Move

B) Magic

C) Missile

D) Melee

57) Silver Tipped Weapons should cost 3 times the normal amount, while Silver Tipped Arrows & Bolts should cost 1 GP each.

58) You should not mix game systems because they generally upset the balance of the game.

59) Rangers, Bards, and Paladins do not get the Wisdom Spell Bonus like a Cleric and Druid do. This

would make them too powerful.

60) If a Ranger is wearing more than chainmail for armor, he should lose his surprise bonus.

61) Thieves and Assassins must give 10% to their Guild.

62) The Spells Protection From Evil, and Protection From Evil, 10% Radius should be changed to say that it is only a -2 to hit for evil creatures. Otherwise, the spells are too powerful as written.

63) PC Dwarves do not get to save at four levels higher bonus. See rule #46.

64) Rangers and Paladins throw spells at seven levels lower than the level at which they exist.

As stated earlier, these are just changes/clarifications designed to make the game play more smoothly and to be fair to everyone. If you have nay comments, please write to DTI, and I will try to answer them. (Please include a self-addressed stamped envelope.). I hope that these changes improve your game, and until next time, roll those 20's.

STRATEGICON

presents

ORCCON 1986

and Special Guest

E. GARY GYGAX

A complete Strategy and Adventure Game Convention featuring three full days of tournaments, demonstrations, seminars, exhibitors, prizes and much, much more.

ORCCON 1986 is to be held at the Los Angeles Airport Hyatt Hotel, February 14th - 17th President's Day Weekend. Pre-registration is only \$15.00 if postmarked by January 31st, 1986, and there are no separate charges for individual or events (a STRATEGICON tradition).

And don't miss L.A. ORIGINS '86, July 3rd - 6th at the Los Angeles Airport Hilton Hotel, and GATEWAY 1986, August 30th - September 1st at the Los Angeles Airport Hyatt Hotel. To pre-register or for more information, contact:

Diverse Talents, Inc.

ORCCON 1986

P.O. Box 8399

Long Beach, CA 90808

or call (213) 420-3675

YOUR BEST GAMING MOVE
IS IN SOUTHERN CALIFORNIA!

LET YOUR NPC LIVE

A much under-rated resource for the hard working game master is the non-player character. They have the ability to make a game both more complex and entertaining. However, there is a tendency to treat them solely as opponents, such as the AD&D system where everyone but a player is referred to as a monster. Non-player characters (NPC's) offer unique chances for the game master to convey misinformation, pose puzzles, and create interesting backgrounds. Even as a simple opponenet, NPC's can be portrayed as having personalities and personal habits.

Let us look for a moment at the most famous of the NPC's, the captive princess. The princess, heiress, scientist, you have been sent for may not be ready to be rescued.

Movie buffs may remember the complications that arose in "The Professionals" when the mercenaries sent to save a millionaire's wife discovered she hated her husband and had willingly gone with the Mexican bandit. Your Princess may simply feel she has a better deal living with a powerful wizard, mad scientist, supervillain, etc., than the nerd who let her get kidnapped. She simply may not trust you and try to run away. It may be that the NPC you are returning her to is another enemy of hers! Even worse, what if she has no charisma or is weird enough to fall in love with you? Does anyone need an unappealing, jealous mate hanging around?

REWARDS AND FINANCING—Many adventures begin with a reward being offered. Can the people offering the reward be trusted?

In the movie 'True Grit' Rooster Cogburn (played by John Wayne) almost turned down a large reward being offered for a fugitive in

another state for a smaller one being offered in cash right then. He only changes his mind when he finds the larger reward is being offered by a man running for public office. He figured a candidate had to be more careful of his reputation.

Many players undertake missions out of loyalty to King and Country. However, if they do it on commission and don't get a written enforceable contract, you should consider cheating them, just to keep everyone on their toes. A cheater might not only be royalty but a contemporary money man, or even a government official.

SOURCES OF INFORMATION—Since the game master cannot lie about the basic assumptions of the game, there is a tendency to assume you can trust the NPC who arranges or assigns your adventure. There may be several reasons for their withholding information or even lying.

How the object of your quest was lost could be quite embarrassing if it reflected on your employer's competence. The magical artifact, superscientific instruments, art treasure, etc. you are after may have some special value. Even a trusted agent might not be told everything in order to avoid being tempted.

Conversely, your treasure may hold some special danger, something that might scare you off the job. A good example might be a messenger given an empty bag and sent out as a decoy.

Buying information from a stoolie, magician, sage, or public librarian is a very common tactic. What if one of these NPC decides it is simpler to make something up, take your money, and move to a new place of business. The fact is, many adventurers never make it back so why worry about their complaining? Stoolies, especially, can look at an adventurer and decide it might be safer to take their money, tell

them where to go, and then warn their opponents since they tend to be more powerful and pay better anyway. Why offend the Godfather to curry favor with someone he will chew up and spit out?

Finally, and this is very hard for a player to guard against, your NPC can make an honest mistake. If the players don't ask if something is a fact or a guess on the NPC's part that's their fault. However, it is necessary to make it possible for an alert player to spot such a guess to keep the game honest.

PUZZLES—Puzzles are quite common in both fantasy and adventure role-playing games. They add zest and let you use your brain as well as your dice rolling skills.

However, most of the game masters I have played with just throw them in. Several players did quite badly at a tournament I attended recently (I was one of them) when a puzzle clue was presented on an inscription on a statue set in front of a strong-hold built by a still living villian. None of us could understand why the villian allowed such an inscription to be placed there and suspected a trap.

Creative use of an NPC can pose a puzzle in such a way as to allow the players to evaluate it as well as solve it. A popular variation of the mystery story is the dying clue. A murder victim has to leave a message naming his killer but cannot speak or write clearly so his clue is cryptic. A variation to this in a fantasy game might go like this:

An NPC stumbles from the darkened cave, her skin burned, and whispers "the dripping fire" before giving up the ghost. Your party starts to look for fire protection spells, acid proof armour, and weapons to fight slime monsters. Then, of course, it may turn out to be burning pitch.

Prophets, soothsayers, and gods

often give advice and direct in riddles. Gods enjoy such games, and many only allow their servants to answer in riddles.

An example of this was the Delphi oracle of classical Greece. A priestess of Apollo, the oracle lived in a sacred cave near Delphi. When asked for guidance she would reply in riddles. A group of Athenian generals who were about to face a Persian invasion asked how to conduct their campaign. She told them to "put your faith in wooden walls".

This could have meant build defenses around Athens, but they decided it meant they should attack with their fleet of wooden ships. The result was a great victory, and classical scholars who today study Greek rather than Persian.

ALLIES—You cannot, of course, supply too much help putting NPC's in as regular members of parties and keep the game interesting. Occasionally, however, it can be useful. For example, when one is running a game with a group of inexperienced players, one might assign an experienced man-at-arms to work for an inexperienced wealthy character. It might be the hireling was arranged by the rich kid's family. A poor hero may be hiring cheap help to lead on an adventure and chooses your novice.

I recently lead a group of players through a role-playing system with which they were unfamiliar. Since this system was set in a medieval world I created a mystical unworldly monk who asked a party of pious, youthful characters to follow him. He tended to speak in parables, giving very little practical advice, and was too old and feeble to take part in battle. However, he would answer questions if asked carefully, and through divine guidance led the players toward the 'Grail' they were seeking. His failure to involve himself in the mundane daily problems of the party left the players with the freedom to make both practical and moral mistakes.

The main problem of putting an NPC in a party is the players will

want to have him open all the doors and climb the dark stairways. After a time, it will be necessary to have your NPC rebel at being constantly exposed to jeopardy. There are situations in which one must allow for an extremely powerful ally to be ready to appear and save the day. In superhero role-playing games, a hero may never (or at least very rarely) be killed. In fact, one cannot allow the villain to destroy too much property.

To honor this convention, the game master should have an ally more powerful than anyone being played waiting in the wings to run, swoop, swing, or swim on to the scene and save the day. Perhaps this rescue should be designed to cost the players a bit of dignity, just to keep the game a challenge.

VILLIANS—The chief villain tends to have his character and

motivation worked out. Most chief villains have squads of lesser thugs working for them. Not all of these will be ready to fight to the death, or even risk serious injury. Every role-playing system includes the means to determine physical damage to characters. Even if no specific means of determining morale is allowed for, a simple rule of thumb can be used. If a character receives a certain amount of damage in a single attack he will always try to run. If he receives a larger percentage of damage over several attacks, he surrenders. If attacked by more than one opponent he might also run.

It all works out to the fact that if you are willing to spend a few minutes on planning, NPC's can be a source of those delightful little complexities which give role-playing games their zest and semi-realism.

DUELMASTERS



Tired of your old campaign? The arenas of Alastari are looking for a few good gladiators. Now you and your friends can battle like the heroes of old in **DUELMASTERS™**, the ongoing campaign by mail where gladiatorial combat is a way of life.

is the most realistic and intense combat you will ever experience. Step into our world. Victory, disgrace, or death await you on the arena sand ...

Write for our free, no obligation set-up and rules.

Turn fees are \$4.75 for one gladiator and \$1.50 for each additional warrior up to 5 (an average of \$2.15 per duel for a team of 5). You may fight some, none, or all of your warriors in a duel and you only pay for the ones you use.

Write to:

**Reality Simulations, Inc., P.O. Box 27576,
Tempe, AZ 85282, (602) 967-7979.**

All You Wanted to Know About **MYSTERY GAMES** *State-of-the-Art Report*

by Marc Schwarz

It is of the highest importance in the art of detection to be able to recognize, out of a number of facts, which are incidental and which are vital.

Sir Arthur Conan Doyle

Mystery games, while for the most part overlooked within simulation gaming circles and review publications, continue to be popular in terms of both sales and actual participation. Players, individual or in teams, gather various information for the purpose of solving a literary puzzle, usually a murder.

While it may prove convenient to classify them as such, mystery titles should really not be confused with what has become known as role-playing games. In the latter, play is loosely structured and allows for a plethora of rules and options as designated by one "gamemaster". More often than not, such role play tends to concentrate on a player's ability to develop emotionally based interpretations of quasi-imaginative situations or concepts (e.g., the accumulation of points or "gold" from the perpetual slaying of antagonistical creatures).

In mystery gaming, the scope of the rules as well as the overall objective are quite finite. The players are presented with a single situation and a limited set of facts and allowable options. In order to be successful, an individual player must be able to reason completely through the game situation at hand, and on that basis develop motives and consequences from deductive premises. Within its proper context, the mystery or ratiocination game is an exercise in logical reasoning. The players are presented with a

literary equation, which they must attempt to solve using a limited, and at times regimented, play sequence.

While the modern mystery story is an American invention, often attributed to Edgar Allen Poe and his first ratiocinative yarn, *The Murders in the Rue Morgue*, the mystery simulation was initially a creature of the British Isles. **Clue**, the first universally popular mystery title, and considered by many still to be the definitive board mystery, was invented in Britain shortly after the Second World War. It met with immediate acclaim, and Parker Brothers, of Salem, Massachusetts, purchased the rights to manufacture the game in the United States in 1949.

Play itself is fairly straightforward. Each individual player represents both a detective and plausible suspect. During the turns, players move from room to room examining "clues": the weapon, person, and location cards randomly placed at the beginning of the game. Each clue acts as an eliminator, and is checked off on the respective discoverer's notepad, which itself is much like a Socratic grocery list. When they believe they have solved the three questions, Who, Where, and How, players race to the center of the board, where an accusation is presented. The first player to identify correctly the murderer, the room, and the murder weapon is declared the winner. In that determining a solution, and not necessarily guilt, is the object of play, the winning player may actually turn out to be the murderer, which is somewhat reminiscent of Dame Agatha Christie's first novel, *The Murder of Roger Ackroyd*, in which the actual murderer was also the book's narrator.

The only major changes in the

game have been aesthetics. The most significant change in the board was the elimination of the room representation, which took place around 1973. Prior to that, the board resembled a floor plan with furniture placement indicated in each individual room. In more recent editions, rooms have been represented by various floor-covering swatches. The boxcover, as well, was redesigned several times. The dominant graphic on the lid from 1963-72 was an enlarged thumbprint. The game's various characters, once represented by cartoon-like drawings, are now photographs of models. The pawns, once wooden, are now plastic. One correction has been made concerning the playing pieces: The "revolver" in the earlier editions was represented by a playing piece which resembled a Colt Government 45 automatic; present editions more properly feature a Derringer "pepper-box", instead.

Clue remains a popular title and still sells well. In reaction to the title's continuing appeal, other companies have developed their own variants and spinoffs of its basic design. One of the more successful variants was **Whodunit**, published by Selchow & Righter (the makers of **Scrabble**) in 1972. As in **Clue**, players roam the board and fill in their respective fact sheets, from which the winner correctly deduces "whodunit". What makes **Whodunit** worthy of note is that its design is a well-thought-out extrapolation of the earlier title. The clues, instead of presenting actual objects, represent abstract conditions of said objects (e.g., suspect clues are variables of height, temperament, and physical characteristics). Each suspect, weapon, and scene has a unique set

of three conditions. Naturally, sets relating to a specific object in question may contain conditions which are common amongst themselves. Players, in developing their respective solutions, must learn of "alibis", which are elkinator conditions that are secretly and evenly distributed among the participants at the beginning of the game. Other innovative features include the addition of a fourth requirement, motive, which enhances the game's overall realism.

Although the game has been out of print for a few years, during its run it was mass produced. So it was no trouble, in the course of research for this article, to find copies at three different used-games shops. By and large, the merits of the game warrant the few extra telephone calls that might prove necessary to locate a copy.

The **Clue** genre of games, involving the familiar murder in the Victorian mansion scenario, remains as the predominant of two basic designs within the somewhat limited family of mystery titles and serves as the foundation for the state of the art. The other primary design revolves around the fictional character of the Victorian era who was, arguably, the most famous and celebrated literary figure of his day: Conan Doyle's Sherlock Holmes. This Victorian detective, named in honor of Oliver Wendell Holmes, has been the subject of many of the more recent mystery designs. The basic Holmes design incorporates a standard board and play sequence, to which a collection of cases is applied. Each case represents one complete game scenario. The advantage of this system is that it allows for a greater sense of realism. Each scenario may be approached along the lines of a participatory novel, in which all the facts, suspects, and eliminators are self-contained, but not prerecorded on fact sheets, as in the **Clue** format. It is up to the various players, either individually or in teams, to weed out and determine what are the important variables, with the

eventual winner exposing the guilty and seemingly writing the final page of the story.

221 B Baker Street, developed and released by John N. Hansen Co., in 1977, is perhaps the earliest "Holmes" design. The game in many respects resembles **Clue**, physically as well as mechanically. A case card explains the situation and gives the requirements for victory, which may range from the standard Killer, Weapon, Motive to the unscrambling of a coded message. This card is first read out loud. The participants then move around the board, which is comprised of fourteen distinct locations within London. Each location has a clue, which is a sentence or word puzzle that the investigating player is allowed to study secretly for thirty seconds. Each player is provided with a sheet used for jotting notes and checking off the locations he has visited. After splicing any number of the fourteen clues together, a confident player returns to 221 B Baker Street, where he may present his solution to the other players. He then gets to see the actual solution. If his findings are correct, the game ends and he is declared the winner; otherwise, play continues and he is disqualified. Hansen also publishes game supplements with new cases for those interested in working on additional scenarios.

While **221 B. Baker Street** is at times quite enjoyable, it is not without detracting stylistic flaws. A major problem is its unrealistic clues, which rely heavily on puns and other assorted word games to relate important information. (For example, in one case the players must discover that the victim, Jacob Ladder, had been electrocuted. Someone with a rudimentary knowledge of electronics would likely know that a Jacob's Ladder is a simple and cheap ionizer, a favorite theatrical device used in many low-budget horror movies.) While many will find the game fun, an avid Doyle fan will probably find **221 B Baker Street** a bit sophomoric and lacking the character of the

novels.

The casual player might very well be satisfied with any of the previously mentioned titles, which are all fun to play and in their own unique way well thought out. The aficionado or budding mystery writer, however, should seriously examine Sleuth Publication's **Consulting Detective**. This game, published in 1981, comes in a three-ring binder and allows each player, whether solitaire or as a group, to become a Baker Street Irregular and compete against the adroitful Mr. Holmes himself. **consulting Detective** is a working extrapolation of the Holmes novels, in which all movement is regulated through a relative time scale, without dice, over a street map of Victorian London. Clues, instead of being represented as objects or word puzzles, are stated in plain sentences. It is up to the players to interpret and follow up on the rules, which may occasionally lie or appear contradictory and require a thorough retracing. When a player or group reaches a solution, he opens the game's quiz booklet and answers each question for that specific case to the best of his ability. Each question is worth a number of points, with 100 being a perfect score. In that Holmes administers the quiz, he always receives the maximum score and acts as a gauge against which the players compete. As Hansen with **221 B. Baker Street**, Sleuth makes available supplements to the basic game.

The newly established Aulic council Publishing Company, of New York, has introduced what may well be the only historically based mystery game available. **Jack the Ripper** is a two player game that simulates the series of murders which occurred in Whitechapel during the autumn of 1888. One player represents the police commissioner, who must identify the murderer from a historical list of suspects and restore order to a panicked London. His opponent is the Ripper, who, in order to win, must evade capture while racking

up victims to a point where public outcry is such that the commissioner is forced to resign. Historically, this occurred with Commissioner Charles Warren's resignation, as announced in the *London Times* on 13 November 1888. While not your traditional

mystery game fare, *Jack the Ripper* plays cleanly and provides for an entertainingly even match. Additionally, the rules include a bibliography for those interested in the further pursuits of Ripperology.

In number of titles, the mystery gaming market remains a fairly

small subset of conflict simulation. Since the introduction of *Clue*, perhaps fewer than one dozen have been developed. Yet, mystery games do well in terms of sales — as do novels! — and they provide a pleasant change of pace from standard wargaming.

In the bloody days of Richard Lionheart...

HOLY WARRIORS



A Module Of Faith, Intrigue and Death During The Crusades For:

Time & Time Again

The Time Travel Role Playing Game

TIMELINE LTD





Elfquest, The Official Roleplaying Game

Published by Chaosium Inc.
 Designed by Steve Perrin
 Developed by Yurek Chodak, Jeff Okamoto and Greg Stafford
 Price: \$20.00
 Complexity Level: Low
 Rules Clarity: Good
 Graphics Quality: Good
 Reviewed by Michael DeWolfe

The game Elfquest is based on the world depicted in the comic series of the same name. The Pinis world of elves, trolls and humans is adapted to roleplaying terms. This boxed set includes two rulebooks, a map of the World of Two Moons, an example of play, character sheets, 2D20 and 3D6.

Elfquest uses the Runequest system found in so many of Chaosium's games. This system is one of the best in the industry. It certainly is a good system for this game. Characters can be one of four races; human, troll, preserver or, of course, elves. Scores are generated

using various dice formulas. The character is also given skills and sub-abilities. Both sets of numbers are derived from the seven basic characteristics.

Combat is also simple. Size, dexterity and weapon type define how soon a character can attack. A character can make one attack in a twelve second melee round. He also may dodge or parry in the same round. If a character does defend himself by dodging or parrying, he has a chance to survive combat. Otherwise, combat is deadly. Combat is well-done because the game takes into account various realistic factors. It is also playable because it requires no more than three rolls to complete an attack.

Magic is good, although it does not conform to the way magic works in the comic. This system dictates that a character is either proficient or powerful, but at his choosing. In the comic, a character is either proficient or powerful, but not both.

So much for the good points. The scenarios are mediocre. Two are heavily based on stories in the

comic and the other is good but a little far-fetched. The maps in the game are useful but horribly done. It's cruel to say this, but they look like place mats from a chain of greasy spoon restaurants. Unfortunately, the greatest problem of this game is not the fault of the design or the comic. It is the fault of the intentions behind its publication. Apart from encountering other elves and fighting trolls and humans, there is much to base an adventure on. Those who have read the comic may run out of interest before those who have not. That is because a novice is not used to the world.

My conclusions? Elfquest is a well done game, at least in its RPG systems. I recommend it to those who are either unfamiliar with Elfquest, very creative, or good at roleplaying. Elfquest fans will appreciate the game because it crystalizes all of the facts of Elfquest as well as providing several new facts and a few new pieces of Wendy Pini artwork. Elfquest is certainly a change from the standard fare of fantasy roleplaying. Chaosium really should consider redoing the map (or you the buyers could try your hand at doing new ones) to improve that part of the game. As such, the game may not be for everybody.

TREASURE VAULT

(Blade/Flying Buffalo Inc.);
 Written by Steven D. Howard, with illustrations and additional material by Stephan F. Peregrine. One 8½" x 11" 40 page booklet. Suitable for use with any fantasy role playing system. Published 1984.

Review: Lawrence Person
 Price: \$6.95

Treasure Vault is the latest in Blade/Flying Buffalo's excellent Catalyst system. Like the Grimtooth or Citybooks, **Treasure**

Treasure Vault is suitable for use with any role playing system. The book details 26 separate items (both magical and otherwise), together with 38 NPCs connected to the items and 57 scenario suggestions. Each item is detailed by appearance, the lore surrounding it, its actual powers, and the aforementioned personalities and scenarios appropriate to each. The NPCs are detailed by height, weight, age, and their fighting and/or magic skills rated on a scale from poor to excellent, plus a detailed description of their background and personality.

The good points of this booklet are many. The detailed powers of the listed items are, for the most part, unique and interesting. Among my favorites are *The Rondolím*, *The Swords of the Elements*, *The Chalice of St. Trem*, *the Obtuse*, and *The Spirit Boar*. The personalities are also well detailed, as well as frequently being outside the usual wizard/thief/priest/warrior types that seem to make up 75% of all Fantasy NPCs. How many times have you seen a bookseller, librarian, or second-hand shop owner detailed? Some of the suggested scenarios also have long term campaign possibilities. As with the *Grimtooth* books, **Treasure Vault** has a sense of humor. Though not quite up to wonderfully sharp wit of *Grimtooth* himself, certain scenarios, such as the one connected with *The Lost Ring of Laroc*, or with *Mordin's Mystical Mirror*, have great possibilities for amusement. And there is this one illustration on page 27...Another strong point of this book is that it suggests scenarios for role playing encounters as well as those for combat.

Treasure Vault is not without its flaws, however. One of the minor annoyances is the fact that two items are left off the index. A couple of characters have magical powers mentioned, but not rated. Some of the powers for listed items are fairly mundane or puny. The Robe

of *Sigil*, for instance, is nothing more than a device that analyses magic, a minor spell in many FRP systems. A more significant problem is the fact that the entire book was written by one person. Mr. Howard's ideas are good, but additional input from someone else (like the many *Grimtooth* contributors) would have been nice.

The most significant problem with this book, however, is its price. \$7.00 for 40 pages is a bit steep, especially when you compare the number of items with the other *Catalyst* series books. In *Grimtooth's Traps* you were paying a dime a trap, while here you are paying about 27¢ an item. I would personally have preferred more items and less background and NPCs. If you really have a need for unusual items and scenario suggestions, by all means buy this book. If not, see if you can find a copy going for around \$5.00, which I feel is a more fair price. Overall, a very good job, but a little expensive for what it is.

D&D COMPANION GAME MODULE CM4 EARTHSHAKER!

Published by TSR
Reviewed by Richard Long

Earthshaker! is a 24 page adventure for 4-6 characters of 18th to 20th levels. It uses the D&D rules booklets (basic/expert/companion), but can be converted for AD&D play.

The picture on the cover tells you exactly what **Earthshaker!** is: A giant robot-like creature, capable of leveling castles at will. The players will need both a sharp sword and a sharp mind in order to prevent disaster.

Speaking of disasters, this module rates as a good one. It reminds me of AD&D module S3, **Expedition To The Barrier Peaks**,

which in my opinion, was one of the worst modules ever put out by TSR. the idea of combining technology with fantasy simply does not work out well at all. **Earthshaker!** would be better off in a Sci-Fi game setting, where it would make sense. If TSR wants to do Sci-Fi RPGs, then let them design a suitable system accordingly.

The module is very easy to run, but the plot is very simple. Anyone who has characters in the 18th to 20th level range should be able to figure it out. (Of course, that statement is a matter of opinion, and will be the subject of future articles.) Therefore, I cannot give this adventure a good grade.

It is designed for people who want something totally different in their game. The rest of us will find it dumb and a waste of time.

MONEY APLENTY CASTLE CALDWELL AND BEYOND

D&D MODULE B9
Published by TSR
Review: Will Hearst

Castle Caldwell And Beyond contains five short (3 to 4 hours) adventures designed for four to eight players of 1-3 levels. The adventures are set-up for the D&D Basic system, but they can be converted for use to AD&D. If a person were to play in all five, and live, they would have a third level character assuming that they started at first level) at the end of this module.

The five adventures are:

- 1) *The Clearing Of Castle Caldwell* - Rid a castle of unwanted "guests"
- 2) *Dungeons Of Terror* - Clear out the dungeons of the castle
- 3) *The Abduction Of Princess Sylvia* - The standard free the beautiful daughter adventure

4) The Great Escape - The characters are prisoners, and must get out

5) The Sanctuary Of Elwyn The Ardent - Recover a sacred item for the church

Overall, the adventures are interesting, and increase in difficulty with each one. The only real complaint that I have is the one that applies to most of the basic/expert modules: too much treasure. I feel that defeating four Goblins and getting 4,000 sp and 3,000 cp is way too much. Treasure needs to be even with the type of monster/trap/etc. that the party encounters. Perhaps the designers assume that basic D&D players need a hook, like more treasure for their efforts, than AD&D players?

But even with that drawback, **Castle Caldwell And Beyond** is still a good adventure, and would be good to introduce new players to the game. Vets, like myself, will find it a good adventure to start up new characters, even though the plots are pretty standard. Overall, go out and buy it, and just modify the treasure and indulge in a little plot tinkering.

Supermodule!

AD&D Module #1

BLOODSTONE PASS

(Designed For Use With The AD&D BATTLESYSTEM)

Published By: TSR

Reviewed By: Iylla Ramusky

Written By: Douglas Niles & Michael Dobson

Price: \$13.25

Complexity: Moderate

Clarity: Excellent

Graphics: Excellent

BLOODSTONE PASS is the first module that is set up to use the

AD&D BATTLESYSTEM. In fact, one must have the BATTLESYSTEM in order to use this module. **BLOODSTONE PASS** contains the following: 1) A 32-page adventure booklet; 2) A 24-page army and character booklet; 3) 104 die-cut counters; and 4) 12 3-d adventure fold-up sheets. The fold-up sheets are used to build a village which is the focal point of the adventure.

The players (15th level+) must organize the peasants to defeat an evil army that menaces their poor village. The villagers cannot pay much (Where have I heard that line before?), but the players, being from the forces of good, do accept, and off they go. Shortly thereafter, the players run into some problems with which they will have to contend throughout the adventure.

If you are into mass battles, you will enjoy this module. But a large group is needed to run this game. Both players and DM's will find this very different from the "normal" dungeon or wilderness adventure. If you have miniatures, by all means, use them. They will add more color to the adventure, along with a little more realism.

But read the module carefully, and make sure you understand the BATTLESYSTEM rules as well, because the less time that you spend looking for a certain rule means more time playing out the battles in **BLOODSTONE PASS**. The rules are well-written, and you do not need to be a law clerk like myself to understand them.

Like I said earlier, **BLOODSTONE PASS** will offer all a challenge to even the most veteran player of the game. It provides a change of pace from your game, and gives you a feel for the "big picture" of the world your players live in.

High-Level Madness Dungeons & Dragons Master Rules

Published by TSR

Designed by Frank Mentzer

Developed by Harold Johnson

Edited by Barbara Green Deer

Review By Jeff Albanese

Complexity Level: Depends On Age Of Players

Rules Clarity: Good

Graphics Quality: Good

This set is the fourth, and final group of rules for the D&D system. The master set covers levels 28 thru 36, along with new spells, magic items, monsters, etc. In the box you will find two books: a 32-page one for the players, and a 64-page one for the DM's. One must have the first three sets in order to play the complete package.

My introductory line above is "High-Level Madness", and I do mean madness. I have been playing **Dungeons & Dragons** ever since its "birth", and I enjoy the game a great deal. In fact, I am also a member of TSR's Role-Playing Game Association Network, and have protected the game when many have called it "evil".

But even with all of that, it is my opinion, along with everyone else with whom I game, that it was a waste by TSR to divide the game into two groups: D&D and AD&D. When this split happened, myself, and with the rest of my group, picked up on AD&D as the natural choice to replace the boxed set of the early 1970's. We use the D&D modules, but we adapted them to AD&D play first. This produces a better game "series".

Ok, enough of that, it is time to review this set. As a set of rules, the Master Set is well-written, and put

together well. As for complexity, if you are a 12 year old, it might be hard to understand, but any adult should be able to use them without any trouble. However, my gripes are with the system in general, not with the lay-out of the sets, which as games, are put together so all can follow and understand.

As for the system, the D&D game allows characters to climb up levels at a rate which is crazy. It takes characters in the AD&D game a lot more time to advance to those same levels. All this is doing is promoting poor play and a lack of true role-playing with these younger players. And these troubles do appear at many conventions and result in parties getting wiped out early in AD&D tournaments.

To conclude, if you must play straight D&D, this rules set will be a good addition to your collection, given you have the first three sets. However, I recommend that you play AD&D instead, because you will enjoy it more.

BATTLESYSTEM - FANTASY COMBAT SUPPLEMENT (For AD&D and D&D) 3D AD&D

Published By TSR
Price: \$20.00
Review: Jeff Albanese

In 1976, before the division of AD&D/D&D, TSR put out a booklet called **Swords & Spells**, which showed how to handle mass fantasy battles. Now, in 1985 TSR has improved upon it with their **Battlesystem** supplement. It is combination of boardgame, miniatures, and role-playing mixed together using the SPI case system

of numbering.

In the box you will find the following:

- A) 32 page rule book
- B) 24 page scenario (4 scenarios) book
- C) 16 page guide to miniatures
- D) 2 player aid cards
- E) 2 metal miniature generals
- F) 801 counters
- G) 24 army roster sheets
- H) 8 pages of 3-D adventure fold-up figures

So you can see, you get a lot for your \$20.00. The counters can be used to represent groups of 10, 5, 2, or just 1 figure. There are small, medium, and large counters for the different types of "creatures-- in the game. The rules are broken up into three groups: basic, intermediate, and advanced, in addition to the first three scenarios. The fourth scenario comes from the Dragonlance series (You will have to buy the supplement to find out.).

Using the case system, the rules are very clear and complete. The scenarios give you a great feel for the rules. The sequence of play varies on which level of play you are but here are all of them:

- 1) Initiative Phase
- 2) Initial Missile Phase
- 3) Rally Phase
- 4) Movement Phase
- 5) Missile and Magic Phase
- 6) Melee Phase

Scale is at 1 inch - 10 yards. Length depends on how much you wish to put into your battle. The only conversion is that you must divide the movement rates of D&D by ten in order to work out the movement phase of the system.

The miniature guide is an introduction to the hobby. It gives you tips on painting, terrain building, and assembly of the fold-up figures that are included in the box. It is very nicely done.

Overall, I feel that the **BATTLESYSTEM** is a great aid to fantasy gamers. It improves on the

old **Swords & Spells** supplement, and allows you to learn the rules in stages, if you care to. It is worth the \$20.00 price tag, but unless you DM a lot, you do not need it, unless you want more counters and fold-up figures. The **Battlesystem** is for those of us who have advanced to the stage where we want to run mass battles, but want ease of play. And this allows us to do it.

Aerial Adventuring AD&D Module UK7: DARK CLOUDS GATHER

Published by: TSR
Designed by: Jim Bambra & Phil Gallagher
Complexity Level: Moderate
Rules Clarity: Excellent
Graphics Quality: Excellent
Review by: Lewis Evans

DARK CLOUDS GATHER is the seventh module produced in the UD series by TSR UK Ltd. It is an adventure for 5 to 8 characters, levels 7 thru 9. It is 28 pages in length, along with 4 pages of pull-outs to aid the DM. Four pages of color maps are on the inside of the module.

The story of the adventure is this: Huge black clouds hover over the area, resulting in caravans not arriving at the local village, putting the villagers into a panic. The characters are asked to solve the problem, and to put to an end the attacks on the caravans.

I call this module "aerial adventuring" because most of it will take place with flying creatures/locations. To make this work well, the module has to be well-written. And such is the case with UK7. The designers should pat themselves on the back for this one. Everything is well done in this, the highest level

adventure produced by the English branch of TSR.

The level of play, is not for either beginning players of DM's. Both sides must know what they are doing in order for all to have a good time with this adventure. This module, along with any other should be carefully studied by the DM, in order to avoid any problems that may occur.

In closing, **DARK CLOUDS GATHER** is an excellent adventure, and shows that our friends "over there" can do a bang-up job of producing adventures for us D&Ders.

MYSTERY OF THE SNOW PEARLS

D&D Companion Level Solo Adventure: CM5

By Anne Gray McCreedy

Published By TSR, 1985

Module Review By Mark Snow

This adventure, the fifth designed for TSR's Companion Set (Levels 15-25) is a solo adventure using the Magic Viewer System. For all of you not aware of that system, let me very briefly explain it. Most of the adventure as written is concealed from normal viewing. It takes a piece of red plastic (AKA The Magic Viewer) to be able to read it.

Now on to the adventure. You are playing Christov Yetta, a 10th Elf (Fighter/Magic User), and the plot involves one of the magical white pearls that protects your village, which is missing. The evil wizard Milgor gives you riddles in order to recover the pearl before time runs out.

Although this is a solo adventure, it can be expanded for group play. As for its conversion to AD&D, I see no real problems in doing so, provided that you use a multi-classed character from that system.

As for the module itself, I was not impressed with it. D&D/AD&D are

designed for group play, along with a DM. Interaction is the key to the game. As an avid player/DM, I feel that TSR should spend its resources making group adventures. However, I can see that there are D&Ders out yonder who may not always have a group to play with. Therefore, I guess these modules would be better than nothing. But with role-playing, one of fun things that I get from the game is missing with solo adventures, namely group interaction.

But this review is not all bad. The adventure itself, **Mystery Of The Snow Pearls** would make a good group module, once you made adjustments for a group of player characters. But as it stands, I cannot endorse this product, because the "feel" of playing **Dungeons & Dragons** is not there. Give me interaction and role-playing anyway over this!

Dragonlance Goes To War AD&D Module DL8: Dragons Of War

Reviewed by Jeremy Pierez

Written By Tracy and Laura Hickman

Edited by: Mike Breault

Complexity Level: High

Rules Clarity: Excellent

Graphics Quality: Excellent

Dragons Of War is the eighth in the **DRAGONLANCE** series. It is designed, like the others, to use the pre-rolled characters, but players can bring in their own if they wish. The module contains a 32 page booklet, and a two-sided giant color map of the tower in which most of the adventure takes place. Also in the module is an 8 page appendix, which is optional rules to use with the **AD&D BATTLESYSTEM**. If the players use their own characters,

the adventure is designed for characters of levels 8 thru 10.

The adventure begins with the characters on the island of Ergoth. From there, they must figure out where and how they will proceed to their next adventure, the Tower of the High Clerist, fortress of the Knights of Solamnia. The players must pull the Knights together in order to save to day (And the world, for that matter.).

This adventure is the most complex of any in the series. Even without the optional battle rules, the DM better be awake at all times. Carefully read the entire work over until you fully understand what is going on. In regards to that, the module is well written, so that will not be a problem. The biggest problem is running the adventure, and the tower section for sure (8 pages out of 32.).

Even with all of this, **Dragons Of War** is a great adventure. If your group has the time, space, and players, I strongly recommend taht you play out the battles using the **AD&D BATTLESYSTEM**. But even if you cannot, you will enjoy this adventure.

PRISONERS OF PAX THARKAS

Super Endless Quest Adventure Gamebook #1

by Morris Simon

Published by TSR, Inc.

Reviewed by Kirk Keilholtz

Prisoners of Pax Tharkas is the first of TSR's Super Endless Quest Adventure Gamebooks. These books are longer and more detailed than their Endless Quest books. Decisions come every few paragraphs and now two dice are used both to create your character

and to determine the outcome of many situations.

No amount of play mechanics can make up for a weak story line, a fault of most decision making books. Not so with this book, based on the Dragonlance world. You only have to read just under two pages before the first decision has to be made, and from there on the pace quickens. Also, this book has more branches than many trees do! This story does not guide you in any way. If you make a wrong choice you may not find out until considerably later.

The story concerns the return of Bern Valenshiel (you) to Solace, now in ruin from an attack by dragons. Kegan, Bern's younger brother, has been captured by Draconians, evil half-men/half-dragon creatures, along with most everyone else in Solace. All are being taken to Pax Tharkas to be slaves to Lord Verminaard. It is up to Bern to rescue everyone from this terror.

This book compares favorably with many of the text computer adventure programs out. And in that lies the one problem with all game books of this type. You are playing alone, there is no interaction between players. Therefore, as good as **Prisoners of Pax Tharkas** is, it is not a substitute for a real game of D&D. However, if no one can be found and you are wanting to role play, **Prisoners of Pax Tharkas** is as good an alternative as you are ever going to find.

Brains, Not Just Brawn

Journey to the Rock

D&D Module B8
by Michael Malone
Published by TSR

As compared to the first seven Basic D&D modules, JOURNEY TO

THE ROCK is not a "hack-and-slash" adventure. There is fighting, to be sure, but this adventure requires wits and skill to go along with brawn. The module is 32 pages in length and contains the adventure, pre-rolled characters, optional encounters, and ideas for future adventures.

The module is written for 6 to 8 players, levels 1 to 3. It is also different from most modules because it is a wilderness, rather than a dungeon adventure. Therefore, rules for wilderness play have been included for the DM and the players. Also, this module, like many others, can be converted for use with the AD&D game system.

Now, on to the module's story. The player characters have been hired by the wizard Lirdrium Arkayz to discover the secret of "The Rock". The party is not the first to try, and the roads to "The Rock" have claimed many lives in the process. Agreeing to the

wizard's terms, the party treks out across the wilderness to get to "The Rock". The players must find the way in, and also find its secret. The end of the adventure is going to surprise even the most experienced of players.

How does the module play? Very well, thank you. It is designed well, and the encounters are balanced for the levels involved. Even experienced players will enjoy it, and as I said before, the module can be converted for AD&D. Another reason why I like it is the fact that this module does not give a whole lot of treasure, as compared to most basic modules.

Journey to the Rock is worth the money, for it will surprise everyone who plays it. It is a change from most modules that only call for brute force, and you will enjoy the change of pace. Definitely recommended.



Variants, Interviews and Profiles for those who enjoy reading, writing and using them.

The V.I.P. of Gaming Magazine is a full-sized, professional bi-monthly publication which brings you the experimental ideas from new writers, designers and playtesters. The V.I.P. also serves as an outlet for creative professionals and variants, scenarios and errata from the game companies themselves.

Mixing a format of short current reviews with variants, scenarios and optional rules "homemade" by enthusiastic gamers like you (who just love to tinker with their favorite games), makes The V.I.P. of Gaming truly a "users" game magazine. The V.I.P. covers the entire hobby spectrum by department and is a must for you, the gamer seeking and sharing new challenges and ideas.

Sample copies are \$3.50 each.

6-issue subscription — \$18.00

12-issue subscription — \$36.00

To subscribe to or obtain information about writing for The V.I.P. of Gaming Magazine, write to:
DIVERSE TALENTS, INC., Dept. VIP, P.O. Box 8399,
Long Beach, CA 90808
Dealer inquiries welcome!





Design & Development by John Prados

Published in S&T #102

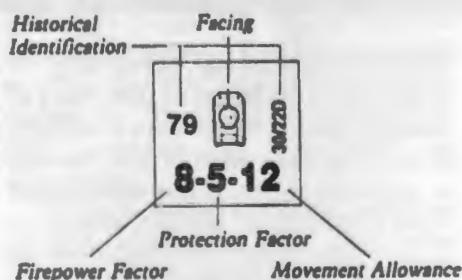
TSR Inc.

\$9.95

Reviewed by Russ Walters

Wargamers should well be aware of John Prados and his ability to produce interesting and informative game designs. That is what we have here in *Monty's D-Day* (MDD), a look at the invasion of Normandy covering the Commonwealth beaches of Sword, Juno and Gold. No game has looked at Normandy from such a point of reference before, so one's interest is stimulated at the outset.

Graphically, **MDD**, does not quite measure up to past SPI standards. The magazine cover art is very active, but a bit too busy. The map, on the other hand, just doesn't come off. While no one thing is amiss, it presents a rather bland look. Terrain details are absent, where the old SPI might have detailed the trees and hills, this map just shows colored patches in the appropriate spots. The map does its job, but in *Armor/Weapons/Artillery*



such an uninteresting manner that one wonders how much say the accounting department had in its design. While third world game companies might do maps like these, one should expect more from TSR/SPI.

The counters are also different. The **MDD** game system calls for flipping counters over to show whether a unit is in travel mode or combat mode. The travel mode side for armor shows little drawings of tanks. Now, to my taste, little drawings of tanks seem out of place in games of this type. Leave them to "toy" wargames. Since facing of

units in travel mode is important, a red band is used at the top of the counter to show the "front". While good as a quick visual reference, the red band clashes rather loudly with the muted tans and greens of the British/Commonwealth forces. Perhaps an arrow or a dark grey band could have been used.

The game itself is really two separate game scenarios played as a whole, one phasing into another. The first game scenario is that Commonwealth forces must successfully land in France and establish a bridgehead. Paratroops must select landing zones, determine wind conditions, then check for scatter based on the wind and German interference. At least the paratroops do end up in Normandy, though most won't be exactly where you intended them to be.

The seaborne invasion troops are also in for a rough ride. No simple "fire-shore-batteries-put-survivors-on-the-beach" here! John Prados has given the Commonwealth player a bumpy road to follow. Sea conditions, German mines & shore batteries, tidal settings and terrain all factor in to allow troops to land correctly, abort until later, land in the wrong hex, or land anywhere, but be disrupted. Once troops are ashore, the beaches need to be cleared of the enemy and friendlies to allow room for subsequent waves of reinforce-



ments. Clever German attacks can keep the bridgehead confined just long enough to crimp the Commonwealth forces effectiveness in the next round of play.

The second game scenario is the Commonwealth exploitation game, wherein the beach-head forces must move out to try and attain their D-Day objectives. A victory for the Allied player occurs if they were the last player to occupy or pass thru 4 hexes of Caen and can trace a line of supply free of enemy ZOCs back to a beach hex. Period. A draw occurs if somewhat lesser territory is captured by the Commonwealth. Anything else is a German victory. Given that the victory conditions match the historic D-Day objectives (which Monty and his boys failed to achieve), the Germans are likely to get draws more often than not.

Combat between units is well-conceived in **MDD**. Units can be in

either travel mode (generally to lessen the time to get to the front) or combat mode, which sets a unit up to better give or receive fire. If a unit is in travel mode, it has designated flanks behind it, within which no close assaults or fire combat can be initiated by itself. But, enemy units attacking a defending unit in travel mode thru these flank hexes gets a one column shift of the CRT.

Fire combat is the description used to cover ranged weapon attacks on enemy units. These weapons are bombardment, tank/AA guns, small arms and a mixture of any of them. Close assault is as it says, short range and hand to hand combat for enemy positions. Both types of combat run thru 10 steps to resolve, none of which are difficult, but you will need to refer to the printed word for a while to get the hang of things. Still, the representation of different

kinds of attacks is nicely done and worth the effort.

Monty's D-Day is a good, solid representation of the initial fight for the Normandy beaches. John Prados has given us a well-thought out and close to innovative combat system here. What makes me happy is that John's apparent thrust in the development was to keep things simple and easy. I'd say he gets an 8.5 out of 10.0 on that aspect. The games I played went smoothly, ending up as draws. The game itself may not be overly exciting or arresting, but it is fun, it does cover a topic not previously seen, and the system is very worthwhile. Hopefully John has got some other campaigns in mind to try it on. **Monty's D-Day!** Buy it.

The Australians Are Coming! Trial Of Strength

Designed by Dave O'Connor
Published by Panther Games
Price: \$40.00
Review by Don Towers

Australia, the land down under has, quite surprisingly, always had a strong wargaming element. Over the past few years, this interest has blossomed into a small but constant production of above average quality games. One of the latest releases, **Trial of Strength (ToS)** by Panther games, looks to continue this trend.

Okay, it is the East Front again. Covered a hundred times, you say. Maybe, but in this case it is not what you say but how you say it that matters. Graphically, **ToS** has a good look. The box is a standard bookcase, black background with red lettering and white outline. The cover art is a color action shot of German troops in action. The two maps measure 26" x 24" each and run from Hannover in the west to Archangel/Astrakhan in the east; Baku in the south to the North Cape in the north. The color mix is very good for the terrain, with three different kinds of "rough" present. All the usual types of terrain are to be found with no surprises on placement. All in all, the maps are equal to most any on the market from the big guys.

The counters (800 ttl) are done up in the traditional Soviet red, German grey, SS black color scheme we all know and love. The minor Axis powers are all here, each in separate livery. The counter cutting was a bit off on my Axis sheet #3, but nothing serious. All the sheets do have a noticeable bow to them, meaning that some counters have a proclivity not to set flat on the map or each other. Again, this is a minor problem, but there, never-the-less. Both the map and the counters are glossed, a rather useless feature, since this is done to

enhance durability. Just how often have you seen a tremendously worn game? If it is that worn, it has been played a lot. If it has been played a lot, it is probably a good game. If it is a good game and played a lot, it's not because it "looks" good. All that gloss makes for "white out" under certain lighting conditions. A clear flat finish is preferable, if durability is a factor.

The game itself is set at corps and army level, with a hex measuring 45 miles and the time scale set at 10 days. Being at corps level all corps (infantry, recon and armored) have the same movement allowance (MA) of 10. Clear hexes cost two MA per, so the maximum walking speed is five clear hexes, or 225 miles. Which means most infantry corps are moving 22.5 miles a day, quite a feat for the largely unmechanized Soviet and Axis forces. Seems too, that the mechanized corps could have been left at 10 MA while pure infantry corps could have dropped to 8 MA. However, the MA level has probably been set based on the amount of average combat expected in the terrain the battles were fought in. "Realism in Combat" at the expense of "realism" in movement.

This is because combat is a factor of MA allotment also. One uses MAs to move units and engage in combat with enemy units. An additional twist is that, as the number of enemy units to attack in a stack goes up, the cost to attack that stack goes up. In addition, the enemy (depending on the initiative rating of the relevant HQ) may move in reaction to a potential combat, even reinforcing the stack under attack. Ground units are generally moved stack by stack, each stack performing its movement and combat before moving on to another stack. You can, though, move stacks to combine in an assault on the same target. **ToS** recommends that you

align all units facing the same way then turn each unit out of alignment to indicate the end of activity for that particular stack.

To help you thru all this, **ToS** comes with a 48 page rulebook on all the ins and outs of Panther Games CLIMACS (Conventional Land-Warfare, Integrated Movement and Combat System) (great marketing feature this CLIMACS. -Ed) which is basically the MA system with national morale, supply, command control, terrain effects and air/sea power built in. It is nothing really new, but this is a good workable system. **ToS** is not for beginners. Assuming the 3W games are moderate, **ToS** edges into advanced.

To keep track of all the units and have essential game information handy, **ToS** supplies HQ display, Ready Reference (CRT, combat chart, etc.) and Reinforcement Rate and Unit Display cards (8 ttl) for each player (4 each). This is a welcome touch, since Tower's 3rd Law of Wargaming says that you only really need to know four pages of rules to play any game. It's knowing which four pages worth of rules that sets the experts apart from the novices.

In case you don't want to play the entire East Front campaign, three additional (shorter) scenarios are provided, along with one mini scenario (Operation Blau, the summer 42 German offensive). **ToS** gives you two backprinted situation maps of the entire playing surface, marked to show where the respective forces set up. A nice touch of chrome, but they could have probably numbered the hexes (they aren't) and told us the starting places for each unit. Panther might have got the price lower by doing so.

In conclusion, Dave O'Connor says in his designer notes that due to a lack of innovation in the hobby, his new CLIMACS system was evolved, which "... would simulate the interaction of forces and pay

credence to the role of momentum." This short capsule review is an inadequate tool with which to measure **Trial of Strength**. The system looks good. The components of the system are not "new", however, using the same ingredients, with different levels and types of spices and an original touch or two; **ToS** does show a strong promise. Repeat playings

will tell. I recommend that you buy it, though the price tag of \$40.00 may make you want to shop for a discount somewhere. After all, **Fire in the East** by GDW is \$60.00, a 50%



increase, yet the owner gets 4 times the map size and 3.5 times the number of counters. Good luck to Panther Games, this is a good start.



Make Your Own Wargame History!

Fire & Movement Magazine 1986 Wargame Calendar

Beautifully Illustrated by Rodger B. MacGowan!

The F&M Desk Calendar — 8½" x 11" format — is filled with quality reproductions from the RBM Military History Portfolio. Rodger MacGowan has designed the Wargame Calendar to be functional and informative, with plenty of room for your own notations and appointments.

If you enjoy reading **Fire & Movement Magazine** and Playing Wargames you are really going to love our 1986 Calendar — the First Calendar ever Designed for Wargamers!

Whether you play Board Wargames or Computer Wargames or both you will find this handsome Desk Calendar to be both helpful and informative as you fight your campaigns and battles of 1986.



The Right Gift!

The F&M Wargame Calendar makes a perfect gift for that special friend or gaming opponent who enjoys wargames and military history as you do. And if you wish, we will include a gift card from you with each order.

You can use the coupon below, or send the necessary information on a separate sheet of paper. Payment of \$5.95 for each F&M Wargame Calendar must accompany order. Sorry, no credit card orders can be accepted. All payments must be made by check or money order, payable in U.S. dollars drawn on a U.S. bank. Please add \$1 per Calendar ordered for shipping and handling; California residents add 6½% sales tax.

☐ A Gift For:

Name _____

Address _____

City: _____

State: _____

Zip: _____

Name for gift card: _____

Mail to: **Fire & Movement Calendar, P.O. Box 8399,
Long Beach, CA 90808**

OPERATION MARKET-GARDEN:

Descent into (Double-Blind) Hell

Game Designer's Workshop
P.O. Box 1646
Bloomington, IL 61702
Design: Frank Chadwick
Review: Christopher Cummins
Price: \$12.00

GDW has struck again, this time deep behind the lines. Their third entry into the growing double-blind area is their best game to date, leaving players sweating and biting their nails from start to finish as they compete for that 'bridge too far'.

Unlike "Normandy Campaign" (GDW's first entry into double-blindness), the Allies are not already on the board, and enjoy the delicious agony of deciding how to allocate their airborne drops, both in location and numbers. To add more troops to the 1st, to change drop locations entirely, to risk dropping directly on to German forces (guess who lost a regiment trying to drop on the Arnhem airfield) or next to the Arnhem or Nijmegen bridges are a few of the possibilities facing the Allies. The Germans, too, have their share of tense decisions. Where to counterattack, what to hold onto, and when to run as well as guessing at where the Allies are weak and

where those nasty Guards' tanks are lurking. There's too much territory for the Allies to adequately defend and this leads to see-saw battles for control of the Highway as the Germans hit and run.

The game has an excellent feel for the details including airdrops, bridge demolition and repairs, armor effects (paratroopers vs. Panzers is bad news), supply, and weather. Counters represent battalions and the map is laid out at two miles to the hex. The movement/combat rules are confusing at first, but careful reading and literal interpretation will clarify the seeming ambiguities. Players each have two movement/combat impulses, a road impulse and an off-road impulse. A player decides which he will take first, moves his units, exchanges fire with encountered enemy forces (on an off-board combat resolution display where you get to see at whom you are shooting), and then, moves and fires again. The rules do not specify whether units which move or fight in the first impulse can move and fight in the second, so I presume they can.

Another area of confusion is

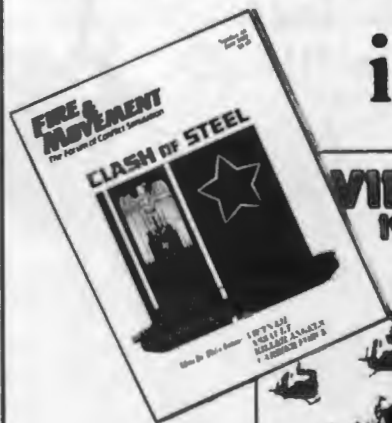
airdropping on German forces. Once the Allies have undergone that first round of combat, it would appear that they still undergo doubled attack from the Germans and are not allowed to combine reduced units, leading to the Germans first reducing the paratroop battalions, and the previously mentioned type of massacre. The only bone to pick with the system is the sequential firing of units, which means that you might have 6 tank battalions attacking an infantry battalion, roll a retreat on your first roll, and the unit retreats without loss! The charts are laid out well except for leaving off a combat results table on the combat resolution display. The counters are excellent and colorful, although it would have been nice to have their turn and location of entry printed on them to facilitate play.

All in all, the game system and play is excellent. It should provide many tense playing sessions for those interested in either the double-blind system or Operation Market-Garden. I put it at the top of my list as best double-blind game to date.

FIRE & MOVEMENT

The Forum of Conflict Simulation

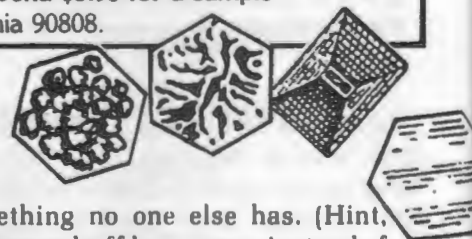
is Back!



- The Independent Forum of Wargame Review & Analysis
- 6 Time Winner of the "Charles Roberts Award" for Best Professional Boardgame Magazine
- A Serious, Professional Magazine on Wargaming

Six issue subscriptions are currently available for \$20; Twelve issue subscriptions for \$37.50. Back issues #22-24, 30-38, 40, & 41 are available for \$3 each (+10% postage & handling). Send \$3.95 for a sample issue to: Fire and Movement Magazine, P.O. Box 8399, Long Beach, California 90808.

Universal Terrain Stamps™



by Letters: Suite 555
429 West Ohio
Chicago, IL 60610

Universal Terrain Stamps are just what their title says: Rubber stamps you would use to help create game maps and unit pieces. Just add hex sheets and ink pads to create your own maps, game scenarios or campaigns.

Three sets are available for the do-it-yourself game designer. The first set, 555, contains seven 15 mm stamps depicting city, town, swamp, water, forest, desert and rough. Wargamers would find this set attractive for creating strategic level maps for games. The retail price is \$19.99.

The second set, TT 555, contains 25 mm terrain stamps for tactical level (Squad Leader™) maps. You get stone buildings, wooden buildings, bog, forest, city, shell holes and orchard. This set retails for \$22.00.

The third set, US 555, gives you unit symbols for aircraft and ships. Specifically, you get silhouettes for fighters, medium and heavy bombers, aircraft carriers, submarines, merchant ships, destroyer-type and cruiser-type ships. These stamps make a standard ½ inch counter. The retail price for this set is \$15.50.

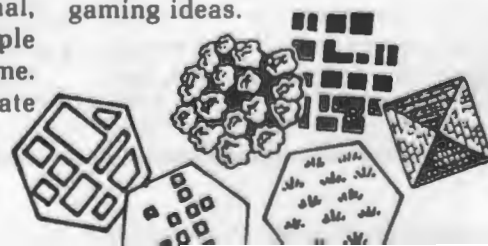
Naturally, you'll need colored felt pads. Letters supplies black, green, blue, purple, red, brown and orange for \$3.50 a piece, or all seven for \$22.00.

Having used the 15 mm strategic level stamps only, I must say that they are very useful to the amateur designer who wants something better than a hand scrawled map to show people. The effect of these stamps, carefully used, makes your projects look more professional, and this helps in getting people interested in playing your game. Besides, it's just fun to create

something no one else has. (Hint, use tan or buff hex paper, instead of white, to give your maps an extra attractive touch).

The only bad point seems to be the price, as \$15.50 through \$19.99 for sets of seven or eight stamps seems a little steep. You can buy good professional games for those prices. If you plan to outfit yourself, consider buying the set (or sets) you truly plan on using, and try your local art supply store for the pads. With sales, specials, discounts, etc. you can save money there. Maybe a club could go in for these sets as a club library asset.

These products are recommended with the stipulation that you use care not to streak or blotch your work. A little caution will allow you to make some good artwork for new gaming ideas.



PLAY IT AGAIN, SAM

PLAY IT AGAIN, SAM



COLD WAR Balanced Scenario

by Alan Emrich

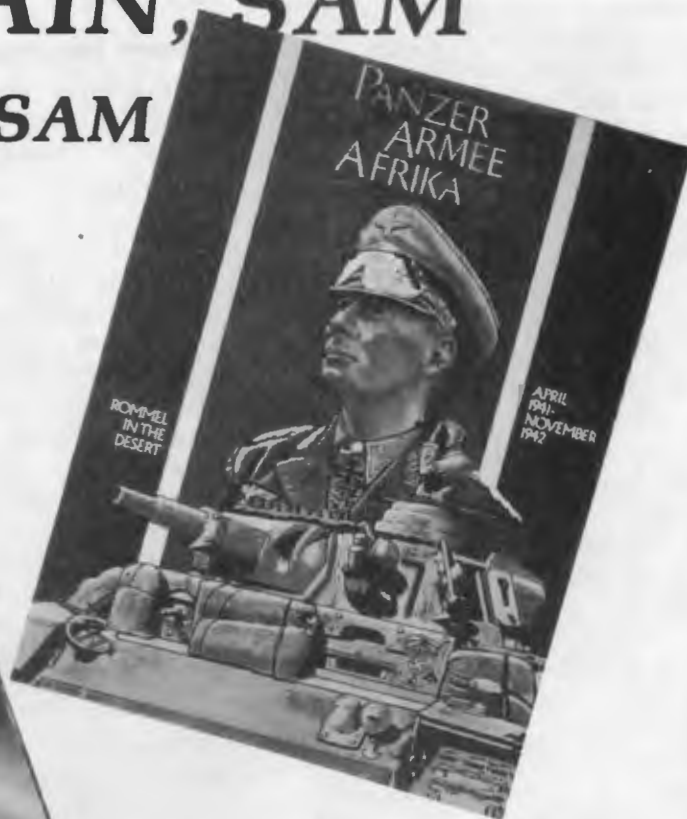
The restrictive set-up limits of each nation's Vital Region markers leaves little real flexibility to vary the basic scenario of this wildly fun and cut throat power politics game. If your group would really like to throw some oil on the fire, try the following rule change:

SETTING UP Vital Regions

You can place your opponent's Vital Region markers in any area on the board with a value of 1, 2 or 3, not already occupied by another

Vital Region marker. The only restriction is that each player end up with a Vital Region marker in one area of each of these values (thus, if you still had a Chinese Vital Region marker to place, and ones already existed on areas with values of 1 and 3, you would be able to place it on any 2 value area not already occupied by a Vital Region marker).

The effect of this variant is to add more strategy to the game set up and more balance during play. This also unties any possibility of Japan or West Africa from becoming someones "sphere of influence," thus making them more "fair" game for the great power struggles of Cold War.



PANZER ARMEE AFRIKA AT EL ALAMEIN

by James E. Meldrum

Unfortunately Avalon-Hill's PANZER ARMEE AFRIKA game, like many others dealing with the fighting in North Africa during the Second World War, consumes so much playing time that before the end of the game players are forced to quit. As an alternative to the campaign scenario presented with the game, players may try playing a shorter scenario simulating the battle for North Africa starting with the Battle of El Alamein.

SCENARIO: THE BATTLE OF EL ALAMEIN

British Set Up:

Three 2-50 infantry in hexes: 1247, 1148, 1047.

One 2-50 infantry in hexes: 0948, 0949, 1248, 1351.

Two 3-50 armor in hexes: 0950.

One 3-50 armor in hexes: 0948, 0949, 0848.

Three supply units and one truck unit are deployed anywhere east of the xx48 hex row. One supply unit **must** be placed in Alexandria(1351).

Axis Set Up:

Two 3-60 and one 3-40 units in hexes 0847 and 0947.

Three 4-60 units in hexes: 1246.

Two 1-40 units in hexes: 1147, 1046.

One supply unit is placed in hex 2110, 1440 (Matruh), 1925 (Tobruk). In addition, one supply unit and one truck may start the game anywhere west of the xx46 hexrow.

Game Length: The game begins with turn 17 and ceases at the end of turn 20.

Reinforcements: Both sides receive their regular reinforcements. Each side will receive one supply unit per turn; the British units appear at Alexandria and the Germans receive theirs at El Agheila.

Victory Conditions: The player occupying Alexandria at the end of turn 20 with a supplied unit is the winner.

Variants:

- 1) Allow the German player to place the units received for turn 16 in Tobruk (1925) to simulate a reinforced Afrika Korps.
- 2) Play this scenario with neither side receiving reinforcements.
- 3) as above but each side receives one supply unit per turn.

As a further variant, allow the British to ignore the rules governing the withdrawal of units during the game. This variant biases the game in favor of the allies but demonstrates what might have happened if the British had not sent troops to Greece and the Middle East from North Africa. When this variant is used the German player may receive his reinforcements one turn earlier than indicated in order to balance the game.

WINGS

by James John Myers

This contest pits Lothar Richthofen, Manfred Richthofen and Werner Voss against 9 Sopwith 1½ Strutters. On the evening of the 2 April 1917, Werner Voss was flying home while being accompanied by Richtofen. Lothar had lost sight of his flight and after having come out of the clouds, sighted his brother and Voss. During the time while Lothar was trying to join up with his brother and Voss, they saw a flight of English Sopwith 1½ Strutters off in the distance. They gave chase with Manfred getting his 33 victory.

Set-up: 3 Albatros D.III's vs 9 Sopwith 1½ Strutters. Lothar starts in hex 1505 direction 1, Richtofen starts in hex 3335 direction 1 and Voss is in hex 3435 direction 1. Altitude is 90 for everyone. Clouds at altitude 60-70 and cover the entire board. Wind is direction 4 force of 1. Allied Sopwiths start in hexes 2624, 2723, 2823, 2922, 3022, 3121, 3222, 3322, and 3423 all direction 1. Roll for Allied crew experience. Roll for experience with Werner Voss having 23 kills, Manfred Richthofen 32 kills, and Lothar Richtofen 10 kills. Use all applicable basic, advanced and optional rules.

Special rules:

Lothar: May enter a spin (in stall speed) and recover at any altitude and in any direction that he wishes with applicable power and/or dive increments.

Werner Voss: Because of his great flying ability, any shot at him has a 1 column shift to the left on the damage table.

Manfred: 'C' hits will not be rolled for on the critical hit table.

An English plane that receives any C, E or L hits must attempt to leave the battle area in direction 1.

Victory: Allied must destroy two of the three Germans. German must destroy and/or scatter the entire English flight.



THE SEARCH IS OVER



LAST GRENADIER DISTRIBUTORS INC.

**8823 RESEDA BOULEVARD
NORTHRIDGE, CALIFORNIA 91324**

CALIFORNIA (818) 886-7116



OUTSIDE CALIFORNIA (800) 845-9822

WHAT ? IF

SUPERPOWERS ON THE RHINE

by James E. Meldrum

TSR's new SUPERPOWERS AT WAR game featured in S&T #100 offers tremendous opportunities for variant situations. This article presents variants for the game's two scenarios, Drive to Munich and Across the Rhine. All variants use existing game equipment and mechanics. Unless otherwise noted all reinforcement schedules and victory conditions will be used without modification.

Drive to Munich Variants:

1) Germans Only;

This variant simulates a NATO-Warsaw Pact conflict in southern Germany using only German forces. Omit all French and Italian units from play together with all units of the Czech 41st Army. Warsaw Pact air support is reduced to four.

2) NATO On Alert;

All NATO forces are supposed to be on alert at the start of this scenario. NATO air support is increased to six and all NATO reinforcements arrive one turn earlier than indicated.

3) Disputed Air Space;

In this variant neither side has achieved complete air superiority and almost all of both sides' aircraft are engaged in air superiority operations. As a result neither side wants to risk conducting an airborne operation without air superiority. Neither side may conduct airborne or airmobile operations. Airborne forces for both sides may not be used in paradrops and instead must enter play like other units.

Across the Rhine Variants:

1) Complete Air Superiority;

In this variant NATO is assumed to have achieved complete air superiority. Warsaw Pact forces may not receive air support and the 103rd Guards Airborne division may not be used.

2) 1950's Variant;

This variant speculates how a battle between NATO and Warsaw Pact forces might have been fought before the West German Army was reconstituted in 1956. No German or helicopter units may be used. No Russian airborne mechanized units may be used. The Russian player may conduct only one nuclear attack during the entire game. The NATO player may make one nuclear attack per game turn but may not use air support in the same turn in which a nuclear attack is made. All NATO nuclear attacks are assumed to be made by aircraft. All Russian forces are deployed as per game instructions. All US, British, and French forces are deployed on the map east of the Rhine anywhere within six hexes of the Rhine River. All Belgian units are deployed within six hexes of Liege and Dutch units are placed anywhere the NATO player desires. NATO receives no reinforcements.

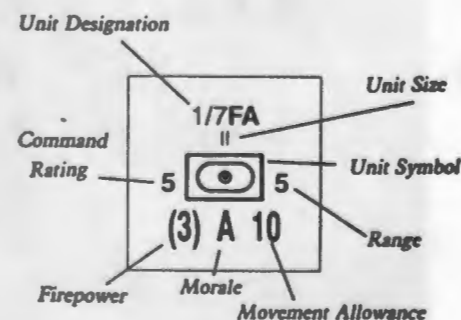
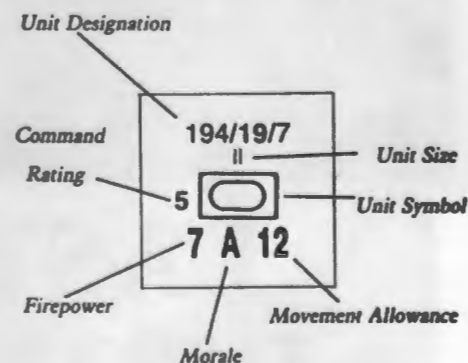
3) Watch on the Rhine;

Here NATO forces have been pushed back across the Rhine River and Warsaw Pact forces are attempting to breach NATO's Rhine Line.

All units of the US 1st Cavalry Division and the German 63rd Trl. Bde. are deployed as in the original game rules. All Belgian units are deployed within a four hex radius of Liege. Units of the US 82nd Airborne are placed in hex 1815. At least one Dutch unit must be placed in 1006, 1212, 2112, and 2715. All British units are set up anywhere between the Rhine and Weser Rivers south of hexrow 22xx. All of the French units are set up within five hexes of the Rhine River between hexrows 12xx and 19xx. All German units set up anywhere between the 01xx and 11xx hexrows within five hexes of the Rhine.

All NATO units must be set up east of the Rhine River. At least one unit must be placed in Bonn, Koln, Dusseldorf, Aachen, and Liege. The Warsaw Pact player sets up his units and receives reinforcements as indicated. The 103rd Guards Airborne may drop on turn one. NATO receives no reinforcements. In addition to the original victory conditions the Warsaw Pact player gets one vp for each unit on the east side of the Rhine at the end of the game.

SAMPLE COUNTERS



PUTTING SUBMARINES BACK IN YOUR SUBMARINE GAME

Some ways to make Submarine more playable and more fun for the convoy player.

In recent games of A/H's game Submarine, it seemed to me that it was impossible for a submarine to sneak up on an unsuspecting task force and fire without being detected on sonar first. This was because the convoy player would have his destroyers using sonar on turn 1. This is unrealistic and totally unacceptable, as the sonar would only be used if there were known submarines in the area. This is because a submarine could locate a convoy or at least a destroyer via the destroyer's sonar pinging all over the ocean and the subs listening device can pick this up.

An easy remedy for this is to not let the convoy player use his sonar until he has spotted a sub visually, on radar, or by the best way possible, watching a torpedo heading right at him. This may obviously give the sub player the first shot and rightly so, his is the one in the ready made coffin.

Another problem to the game is never where the enemy is going to strike, but when. This becomes very dull for the convoy commander and indeed it was a dull job, though I do not think the game was designed for that type of realism.

Let's look at some ways to help. First get another map board or blank hex sheet and your sub map board. Then you set up two games where each is playing a convoy commander and each is playing a submarine captain. This gives you both something to do. Another way would be to have the 2 games above merged as one giant battle on the same board, although this is unrealistic and very crowded.

The best way is to use your Dauntless game and let the convoy player have a carrier with its accompanying planes. Also let's make the carrier a must target for the submarine player to sink. Give

the carrier some screening vessels (some CA's, DD's oilers and cargo ships) but not a lot of planes or DD's as this would make it a suicide mission for the sub player.

Next let us change the movement rules for the ships. First you divide the movement phase into 3 phases. The first phase all ships move 1/3 their movement conducting any operations they are able. Then move the Dauntless planes their full movement rate. Submarines that can move 2, move on the 1st phase and either the 2nd or 3rd phase, his option. Subs with a movement of one may move on either the 1st or 3rd phase. Repeat these steps a maximum of 2 more times, with planes moving full movement each time. Also, no ship may move more than 4 movement points in any one miniphase, to a maximum of their current speed for all three phases.

Now you add to the sequence of play air to surface combat. Use all rules from Dauntless for governing the planes and their attacks and "Damage". Planes may drop their bombs in any of the 3 movement phases with AP bombs taking immediate effect. Depth charges dropped by plane will be resolved with A.S.W. combat resolution. Torpedos will be handled the same as the submarine torpedo movement and attack resolution phase.

If you are worried about take offs, 1 plane may launch in both the 1st and 3rd mini-movement phase. Endurance for the planes is not a factor since their endurance won't be close to being used up by the time the sub sinks or is lost.

This last variation will add to your playing time but the excitement will be well worth it. Don't be afraid to use variations like this one. They are fun and that is half the game. The hard part is making them realistic, but as long as submarines stay on board that is something with which you have to live.



The More the Shiftier in

JUNTA

"Second Edition" **Junta**, released from West End games and selling for \$18.00, is an excellent renovation of a truly unique and remarkable game. Touted for its cynicism and humor, this game of power politics in a hypothetical banana republic has all of the makings for some fun diplomatic maneuvering, replete with bluff, bluster and backstabbing. If you enjoy some relaxing humor with your gaming buddies, or would like a game even a wife or girlfriend might be willing to play (seeing it played makes a person want to play it), this colorful cardboard comedy couldn't be more right for you.

Unless there are a lot of you.

While the game handily accommodates up to seven players, the whole gang getting together might need a game able to accommodate up to ten, just to get everybody involved. For game conventions, as well, this variant will increase the maximum tournament size, thus getting more people involved in the atmosphere of fun and conspiracy which surrounds every game of West End's **Junta**.

To use this variant, you will want to mount (front and back, as appropriate) the color counters found on the center sheet of this magazine. These counters add the extra "family" symbols for three new players, plus a few added units which may adorn the busy capital during a coup.

New jobs for new players. Three

or...

Fun at About One Revolution Per Hour

by Alan Emrich

new positions must now be assigned by the El Presidente, as per rule 15. They are: Minister of War, Foreign Minister and Farm & Labor Secretary.

NOTE: If there are less than six players in the game, some Cabinet Positions will be unassigned each turn. This is fine, but El Presidente **must** assign every Brigade and the Minister of Internal Security each turn. After each player (but El Presidente himself) has been assigned their two positions, unassigned positions are set aside and are not active at all that turn.

A. The Minister of War

The Minister of War controls only one unit, his body guard, which is variably located at the start of a coup depending on the Minister of War's location that turn as follows:

Location	Body Guard Begins Coup at:
Bank	Bank
Headquarters	Cathedral
Home	Wealthy Neighborhood
Mistress'	University City
Nightclub	Market

The Minister of War has the following special abilities:

1. He has the ability to grant to any Brigade General, the Air Force Commander, or the Admiral of the Navy the "New Weapons" chit each turn, just before the budget is announced by El Presidente (he may wish to not grant it that turn at all). "New Weapons" allows the organic military units assigned to that player's job(only) to score "hits" in a coup on a die roll of '5' or '6' (of course, The Minister of War is no dummy, so his Body Guard always has "New Weapons" each turn, in addition to the chit).

2. Also, because of his command staff, the Minister of War may move two groups during each of his coup turns (should he manage to wrangle control of that many).

B. The Foreign Minister

The Foreign Minister controls the "Intervention Forces" of the Major Power Bloc who has been backing the current Government in power (not necessarily El Presidente, just his form of Government). This is a random strength, determined by a die roll at the beginning of coup turn

one by rolling on the following table:

Die	Result
1	No Intervention Units
2	No Intervention Units
3	One Intervention Unit
4	Two Intervention Units
5	Three Intervention Units
6	Four Intervention Units

There are 4 types of Intervention Units; Air Strike Markers (4), a Helicopter (1), a Paratroop Unit (1), and "Commandos" (3) (which are treated like Marines), each using all of the same rules and restrictions as these units currently possess with the Foreign Minister deciding which exact mix of units available he will take (immediately, bringing them in when and how he can). In addition, all of these units are equipped with "New Weapons" and, thus, score combat "hits" on a roll of '5' or '6'.

Aside from his variable strength in a Coup, the Foreign Minister has Control over 4 of the 8 Budget Money Cards drawn each turn (representing the "Foreign Aid" income half of the Budget), which he may increase by up to 3 (to 7) or decrease by up to 2 (to 2) or draw some amount in between. After deciding how many he will draw, The Foreign Minister may look at these Money Cards before handing them over to El Presidente.

C. The Farm & Labor Secretary

The Farm & Labor Secretary has three key strengths:

First, he has the only individual government position allowing more than one personal vote (he gets five);

Second, he is considered to share Labor and Peasant influence with those card's holders (not for Voting, just for Events);

and Third, he controls 4 of the 8 Budget Money Cards (representing the "Domestic Income" part of the Budget), in the same manner as the Foreign Minister does (except that

the Farm & Labor Secretary must decide on his half of the Budget Draw first).

SPECIAL RULES FOR GAMES OF JUNTA WITH MORE THAN SEVEN PLAYERS

Ignore the note next to the Money Deck area of the game board. Spent money gets shuffled back in each turn, just before the money draw. Also, each player begins the game with only 4 Political Cards, and may have no more than 5 in their hands.



Reissued by West End Games
Complexity: Simple
Graphics: Adequate
Playability: excellent

LIGHTS OUT!

by James E. Meldrum

ALERT FORCE is Close Simulations' game of an attempt to penetrate one of the USAF's Strategic Air Command bomber bases by a group of terrorists. Suppose that as a prelude to this kind of a raid another group of terrorists blow up the base's power generating station? To be sure, there are stand-by power generating systems but these would not be nearly as effective as the base's primary power plant.

LIGHTS OUT VARIANT:

To simulate the destruction of the Air Force base's main power plant the following variant rules are used, and are effective only during night and evening scenarios.

On the first game turn the power is considered to fail causing the area on the map which is indicated (by the dotted lines) to be flood lit is reduced in size. The lighted area is now considered to exist only in the alert aircraft hexes (0908, 0909, 0910, 0912, 0913, 0914, 0915) and adjacent hexes. No other hexes are considered to be illuminated.

THE TROJAN AIRPLANE VARIANT:

In this variant the terrorist units may appear in any single non-alert tanker aircraft hex. This simulates a friendly aircraft that is crewed by terrorists which has landed and taxied into position immediately before the game has started. All terrorists must appear in the same tanker hex on game turn one. All victory conditions remain the same.

The terrorist player may also determine which tanker his forces are in in a random manner by rolling a die and consulting the following table. In all cases the hex the terrorists start in is concealed from the SP player until the start of turn one.

Die Roll	Tanker Hex
1	0902
2	1001
3	1102
4	0908
5	0909
6	0910

FOG VARIANT:

This variant introduces fog and its attendant effects to the game. Fog may be used in all scenarios (day, evening, and night). During daylight no firearm attack may be made at a range of more than nine hexes; at night this range decreases to four hexes. During the day no explosive weapon may be used at a range of more than six hexes and at night the range is decreased to three hexes.

RUSSIAN VARIANT:

The raid simulated in **ALERT FORCE** could just as easily happen at a USAF base in either Alaska or Europe and the raiding forces could just as easily be a squad of Russian soldiers. To simulate a Russian squad try using 7 x AR, 1 x AR/GL, 1 x MP, and 2 x MG. Victory conditions remain the same. Satchel charges and LAWs may be carried.

Game Towne has everything for adventure & strategy gaming... **AT REDUCED PRICES!** Hard-to-find games & aids in stock. Drop in or send \$1 for our 32 page catalog. Open 7 days a week, 10-6. Game Towne, 3954 Harney St., (Old Town), San Diego, CA 92110 / (619) 291-1666.

**Games
Of
The
Future Combat
Simulations
Today!**

STARBATTLES
Starline®



PO BOX 9143
ANAHEIM, CA 92802
(714) 750-3543

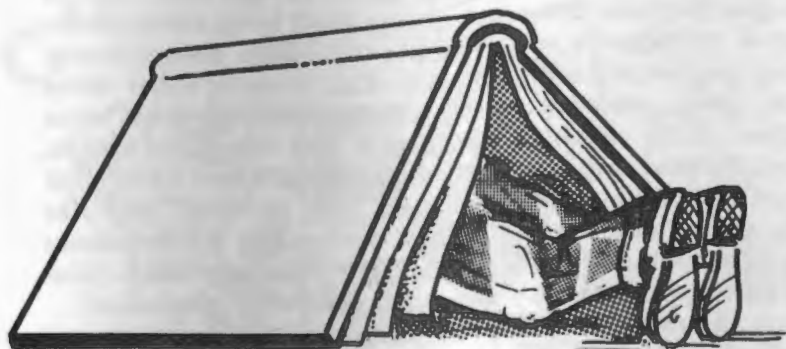


Send your name and address for order form or send \$12.95 (CA Residents add 7.6% sales tax) plus \$1.50 P&H Dealer inquiries are welcome

We carry a full range of Boardgames: AH, FASA, GDW, Steve Jackson, Mayfair, SPI SSI, Task Force, Victory, West End. We also carry GHQ and Superior Ships. Special orders welcomed. Command Post, 4690 Convoy St., Suite 110, San Diego, CA 92111 / (619) 277-4533.

Star Board! Yacht Race Game. Tactical Challenge fun to learn (2 hours) Fun to play (1 hour) Double Board, Order today — Only \$28.00. Windward Enterprises, P.O. box 6771, San Diego, CA 92106 / (619) 224-2619.

UNDER COVER



A SELECTION OF PREVIEWS AND REVIEWS

Greetings from your Book Review Editor, Gary Smith

UNDER COVER, the Book Review section of this, **The V.I.P. of Gaming** magazine, will be (by nature) slightly different regarding content than its other departments. Here, we shall **not** focus on any one or two types of books, but instead **any** book that has any bearing on games or gaming or might otherwise be of interest to them. Fantasy/adventure, historical, current events, weapons, biographies, etc. all bear on this hobby to some degree, and if the review is adequately written, we will be able to use it.

Reviews should roughly follow the formats shown here and be typed, double-spaced, and roughly 400 to 800 words in length. At \$12.00 a printed page, **The V.I.P.** will therefore pay about \$6-8 per review. Send copy to:

The V.I.P. of Gaming
Under Cover
P.O. Box 8399
Long Beach, CA 90808

A Quick and Dirty Guide to War

by James F. Dunnigan and Austin Bay
William Morrow & Co., 1985,
415 pages.

Review by G.E. Smith

Done as a guide to "All the world's Conflicts, Insurgencies and Flashpoints," this book does not cover how to wage war, but instead the "where, what and who" of today's trouble spots. Fifteen of the world's trouble spots (and potential trouble spots) are covered, from those you know (Lebanon, Iran and Nicaragua) to those you've heard of (Korea, South Africa, and Israel), and includes those few spots that are still quietly simmering (Zaire, Suriname and the Philippines). The book uses a very good format to display the pertinent information given for all the areas. The format is organized in sections entitled:

- 1) Introduction
- 2) Source of Conflict
- 3) Who's Involved
- 4) Geography
- 5) History
- 6) Local Politics
- 7) Participant Strategies and Goals
- 8) Superpower Interest
- 9) Potential Outcomes
- 10) Cost of War

Generally, the most interesting sections are 2, 3, 6, 7 and 9; 6 being very byzantine in regards to Lebanon and Afghanistan. However, the best section is undoubtedly 9, where most all of the potential outcomes are "rated" in percentage chances of occurring. For example, Afghanistan is rated as a "55% chance of no change over the present situation, a 20% chance the Russians will quit, leaving a "Communist" regime behind, a 15% chance the Russians win and incorporate Afghanistan as a Soviet Socialist Republic, and a 10% chance the Russians get the Baluchis to do mercenary work and solve the problem."

Whether or not you agree with these estimates, they are quite thought-provoking and, in some cases, troubling when contemplated. This makes it a book for our time.

The style is in a light vein and incorporates a good sense of wit to material which might otherwise be dry. Example from the Local Politics section on Chad:

"Hissen Habre - President and leader...; former rebel leader.

Goukouni Oneddei - Former President; current rebel leader"

Those of you who remember the old *Strategy & Tactics* magazine will recognize the writing style used here. The only possible omissions Dunnigan and Bay made were not to cover the unrest in New Ethiopian/Eritrean fighting. This, however, is only quibbling (I've got my spots to watch, and they've got theirs). What Dunnigan and Bay give us is highly recommended reading: informative, interesting and fun to discover. Buy the book and you **will** find out what's going on in the world.

STAR DREK

by Don Towers

Ismael

by Barbara Hambly
Pocket Books Inc.
New York 1985
255 pages
\$3.50

Killing Time

by Della Van Hise
Pocket Books Inc.
New York 1985
311 pages
\$3.50

The latest Star Trek novels are reviewed here together for two reasons. First, the basic plot device between them is the same: time travel and its danger. Second, both novels manage to mangle logic, science and reason, thereby rendering the stories themselves rather pathetic in nature. One might be able to accept the premises, but the tremendous lapses in motive construction are quite unbearable.

Ismael is the best "laughter" of the two, with enough gaffes to pepper any good run-of-the-mill Mork and Mindy script. The basic concept is that the Klingons discovered that the empire they took over in founding the Klingon Empire had sent orbiting scout probes to Earth in the 1867-1872 time period. This Klinzhai Empire made plans to subvert and conquer Earth, but one lone, courageous man made them stop and pause. Then trouble flared up elsewhere in the empire, the Klingzhai turned to deal with the problem, and never bothered with Earth again. The Klingon mission: go back in time and kill the lone man before he stops the Klinzhai. The Enterprise and her crew must discover what's going on, and arrive in the nick of time.

Now, this is a great premise. One, lone Earth man of 1867 causes an entire spacefaring empire (no doubt with H Bombs, lasers, chemical warfare, et al) to blink, making them weigh carefully how they are going to ensnare the Earth. And how does he do this? These scout probes picked him out of the billion or so people on Earth while he was testifying before a secret U.S. Congressional panel about aliens on Earth!

The Klingons, when they show up in 1867 naturally want to find this guy, but they only know that he is in the area of Washington/Oregon. It takes them 4-5 months to find him, using two Klingons altered to look human. seems with technology superior to those Klinzhai probes that the Klingons could have done a quicker job. Spock, by fault, arrives ahead of the rest and spends his time in amnesia, trying to exist in this world of humans. Nautrually, he finds our wanted human right away and ends up helping to save him. When the bad guys find our lone man, they don't just beam him up at 2:00 A.M. and depart. Nor do they level the cabin he lives in with a phaser from space. No, the Klingons set up an ambush wherein they plan to kill him with a hand disruptor. Spock averts his death by near accident, but our hero is fravelly wounded nonetheless. Spock manages to prolong his life until the Enterprise comes along, at last, and saves the day. Some rescue.

Killing Time shows us that the Romulans also know how to amuck time. However, they've found that time changes are linked somehow with an alternate universe. So they go back to Earth (catchy tourist place), kill a couple of guys and blammol No United Federation of Planets. Should be easy pickings fo the Romulans.

Captain Kirk is now Ensign Kirk, and he doesn't like Captain Spock.

Spock is worried about an outbreak of madness among the crew. It seems the rest of the known galaxy is going mad as well. Everybody is dreaming about being someone else just like themselves, only different. Ensign Kirk dreams about being Captain. Spock dreams about being great pals with this lowly ensign. Turns out that there is a link between this universe and the "other" one causing the imbalance threatening the whole mess. How (or why) is suitably overlooked.

It turns out that "our" Kirk and Spock manage (through some convoluted manner) to take control of the other duo, sort of swapping places although the other guys don't show up in our universe. (They must have gone elsewhere for a holiday). Anyway, once "our" boys are on the scene, they manage to link up with some suitably renegade Romulans, get a Romulan ship, head back into time to stop the Romulan spies who originally went to Earth and started this mess, and save the whole blasted thing once again. Everything and everybody goes back to what it/they was/were, and the UFP is safe until some other time trippers show up. Oh boy.

The basic problem with this series remains an escalating amount of evil that must be stopped. In the past, single ships were stopped, now fleets are disposed of. Planetary wars were dealt with now Galactic ones are averted. Can the entire universe now be far behind? Can't we have good stories about starship life, patrolling, colony trouble, or some other fleet activity?

In their rush to publish "X" number of novels a year, Pocket Books is neglecting an important point: that they should only publish the good novels, however many or few exist. This would be more fair to the readers. If they must do more, then at least they could cover other parts of Star Fleet. It does make sentient beings wonder just what does the rest of the Fleet do? Guard the mail runs between Altair and Procyon?



GIVE YOUR WIFE A RAPIER (and she'll probably stab you in the back!)

I'm a wargamaholic. Every week I am compelled to go out and get a fresh fix. Usually, I stop over at a local game store on the way home from work, telling myself I'll just look. My gaze wanders over those lush covers. My fingers slowly pull one off the rack. My mind starts to get excited as it ponders what delights are contained within. Before I realize what I'm doing, the urge has overpowered my resolutions and I've paid for the game and I'm out the door. I know that I'll have to sneak it into the house, but, then, that's part of the thrill. When I get home (if I've managed to contain my desires that far) I slip my fingernail into the shrinkwrap and tear off the protective "clothing". In what is probably the most exciting part of the whole "trip", I carefully lift off the box cover - greedily inhaling that "new game" smell. (Who said gaming isn't a sensual experience) Following this climactic event, the remainder of the evening is spent in drugged rapture - spreading the new mapboard for renewed visual excitement, punching out the

virgin counter sheet, and pouring over the rulebooklet twice - once for a quick thrill, and again with a pencil and a fine toothed comb to pick up every delectable feature and (groan) every minute flaw. then, as the week rolls along, I manage to clear out a space where I can set the game up and play it out. Maybe I'll find a wargaming buddy who has time to share the occasion, but, on the whole, wargaming is a solitary habit. And by Friday, the craving begins anew.

Looking at it objectively, the whole relationship between a wargamer and his game bears a strong resemblance to the alkie and his wine, the gambler and his bets, or the smoker and his cigarettes. The urge is "uncontrollable" and regularly repeating, but never brings lasting satisfaction. The habit is costly, often detrimental to normal social relationships (what wargamer has not lost a potential friend or mate due to lack of time to spend on "normal" activities?), and not just a little unreasonable. When a new game is purchased weekly (or even bi-weekly or monthly), how is one ever going to find the time to enjoy the old ones - even those old ones that are good.

On the other hand, Terry, my wife, and most of our mutual

friends are "normals" - enjoying a semi-regular session of dice or card games, or one of the more "mundane" boardgames like MONOPOLY or CLUE. Oh, I enjoy these - much as an alkie enjoys a bottle of near-beer. It's good to be gaming, but if I had my 'druthers,...

("Actually, it isn't quite as bad as I make it out to be 'Ouch!' and 'Ouch!' I really do enjoy those social gaming 'Ouch!' sessions Dear. Just stop hitting me with 'Ouch!' that copy of GI ANVIL OF VICTORY!")

There have always been compromises. In our dating days it was RISK, then OUTDOOR SURVIVAL. In the early 70s, someone managed to get a used copy of a then little known card game called NUCLEAR WAR, which we added to our repertoire. When TSR brought out the board game DUNGEON, that too was accepted by the wargamers and the normals in our group alike. While these "conflict" games were not wargames in the "pure" sense, neither were they devoid of the "smell of blood and the thunder of cannon." And turnabout was fair lay - when Avalon Hill came out with RAIL BARON, we wargamers found it as exciting and challenging as any tank battle or fleet engagement. (Well, maybe not quite.)

And in more recent years, it seems, the wargaming industry as a whole opened up to gamers in general. the trend toward The Ultimate (in size/complexity/incomprehensibility/absurdity) was slowed somewhat, and the hobby realized that it needed a base of enjoyable Introductory Level games and multi-player games if it were to continue to grow, rather than strangle itself by cutting off the supply of fresh air - new wargamers. While continuing to churn out dozens of Eastern Front, Getysburg, Pacific Campaign, and Waterloo titles, companies

also started to issue smaller games - cheaper, easier to learn, fast playing, and/or usable by groups of players in social gatherings. During this period, Terry and our friends added on COSMIC ENCOUNTER, SWASH-BUCKLER, WIZARD'S QUEST, and a few other tasty morsels to our gaming buffet. And the future promises even more additions, especially if I ever strike it rich and get a computer.

And while I'll probably never get my wife to play a SQUAD LEADER scenario (although, to her credit, she has played a game of the original version of BISMARCK), she has managed to find fun and excitement in running her defenseless husband through with a sword in SWASHBUCKLER or wiping out his country in a game of NUCLEAR WAR. Now that, my friends, is a real achievement. So give your wife a Rapier (and she'll probably stab you in the back!).

"The Gaming Parent": Born to Battle Klingons

by Linda D. Woeltjen

Some of us, myself excluded, are born to greatness. My children, if heredity and environment have anything to do with it, are born to role-play. Grandma Flossie had us playing dominoes as soon as we could count. Dad taught us rummy and other games until my brothers and I began consistently beating him. With aunts, uncles, and cousins, we follow-up Thanksgiving dinner, not with a bowl game, but a board game.

Our children, being exposed to AD&D and Elfquest the way we were to Scrabble and Chinese Checkers, are destined to battle orcs and Klingons. But, while they are born to it, they do not spring from the womb ready to roll dice.

The newborn has this strange self-centeredness which precludes

his participation in group games. The parent's ability to adventure is also limited by Baby's impatient demands to be nursed, diapered, or cuddled. Infants are equipped with ESP. This is manifested most often by an ability to sense, and resist, when you want them to map. Babies with this skill are best defeated by parents with high dexterity. A dad who can change a diaper with one hand and map with another, and a mom who can discreetly breastfeed while rolling seventeens, fall into this category. The worst form of ESP is exhibited by the infant who times his dirty diapers to coincide with the arrival of the pizza. But take heart, parents, they'll grow out of this stage — into creepers, the lowest form of adventurer.



MISSION: GRENADA

Operation Urgent Fury
25-27 Oct, 1983
\$9.50 Postpaid



**Close
Simulations**

Illinois residents
please add 7% sales tax

Ask for it at your local hobby store
or send check or money order to

P.O. Box 2247 Dept. J
Northbrook, IL 60062

THE COMMAND POST

San Diego's Center for Car,
Aircraft, Military and
Ship Models. We Carry
Books, Board Games and
Computer Software.

Special Orders Welcome

(619) 277-4533
Mark Bahmann, Mgr.

4690 Convey St.
San Diego, CA 92111

IN OCTOBER OF 1985,
STRATEGICON IS BRINGING
YOU THE ULTIMATE
GAMER SERVICE...

The Gamer's Guide of Southern California

At last, the first regional "Yellow Pages" of gaming comes to Southern California to strengthen our hobby and help us find the opponents and services we seek.

Broken down into five sections by area code (213, 818, 714, 619, & 805) will be such headings as

- Gamer's Available & Opponents Wanted
- Buy, Sell, Trade
- Merchants
- Clubs & Organizations

In the general section of the guide, you'll find listings under:

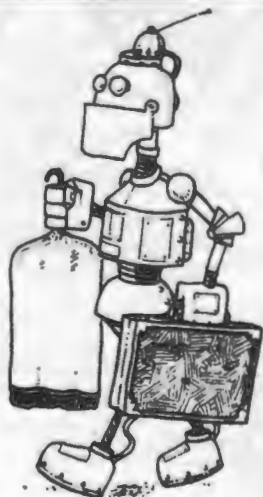
- Magazines & Manufacturers
- Conventions, Etc

Published Bi-annually, a 6 month listing in **THE GAMER'S GUIDE** is a cheap, long lasting ad that Southern California gamer's will refer to again and again

For a complete Ad Rate Card, send a return envelope with postage affixed to:

DTI
Dept. GGSC
P.O. Box 8399
Long Beach, CA 90808
or for more information, call
(213) 420-3675

MURPHY'S RULES



A POOR INVESTMENT--

In OTHER SUNS (FGU) you can pay \$1.7 billion to build a robot brain -- but the robot with the brain is then considered an intelligent being, and you can't own it. (--- Pierre Savoie)

WHOOOPS -- NOBODY THERE AFTER ALL...

In PSI WORLD (FGU) there is a small chance that a randomly-generated character died at birth. (--- Pierre Savoie)

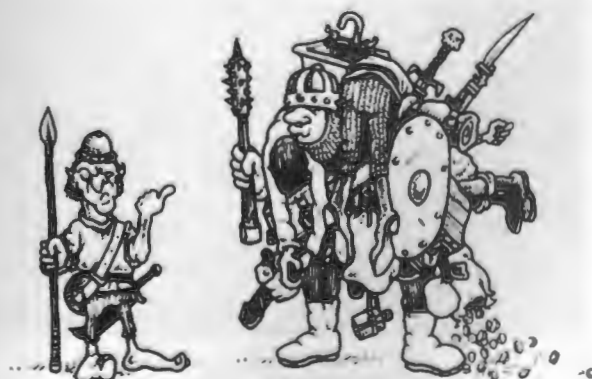


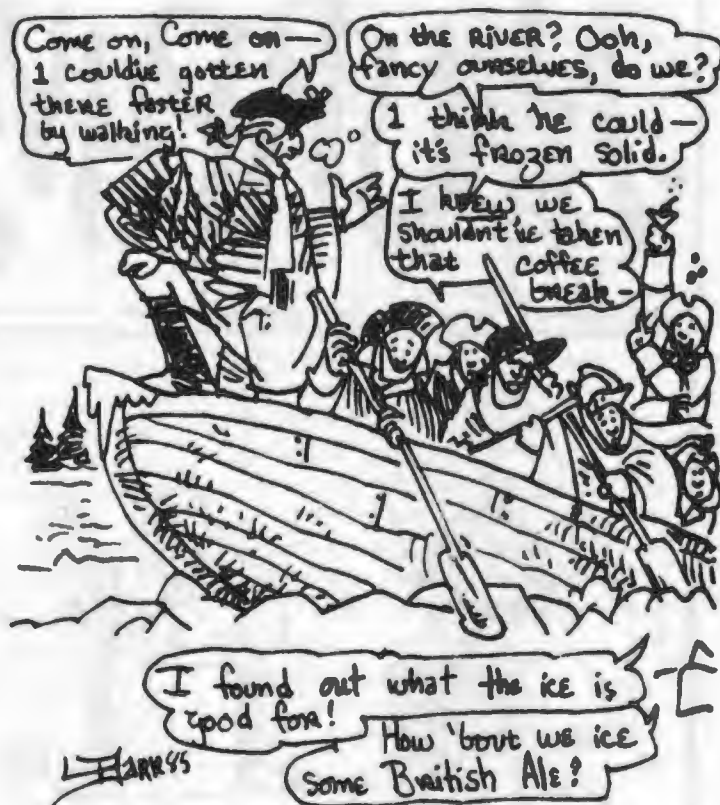
RUN-THAT-BY-ME-AGAIN DEPARTMENT--

From Avalon Hill's THE LEGEND OF ROBIN HOOD: "Captive outlaw leaders may be hung by the Sheriff player. They cannot be murdered." (--- Steve LaPrade)

HE AIN'T HEAVY, HE'S MY WIZARD--

In Sir-Tech's WIZARDRY computer games any character can carry five dead bodies, 48 pieces of equipment, and hundreds of thousands of gold pieces, and still fight or cast spells normally. (--- Kevin A. Ross)





E.T.O. The New Europa Newsletter

—News Release—

ETO, the New Europa Newsletter, first appeared in May and has been publishing at a monthly pace since then. Every issue is devoted to exploring and analyzing GDW's popular Europa series of WWII games. Features have included Shelby Stanton on the Spanish order-of-battle, Fred Helfferich's experimental rules for *Fire in the East*, strategies in *Western Desert* by Ben Knight, "The Barani Blitz" by John Astell, a scenario and evaluation of Operation Felix Mike Bennighof's OB or British African formations, historical background on various subjects, and a critique of *Spain and Portugal* by Bill Stone, as well as regular columns like "Forum" and "Unofficial" and current news from GDW. As an amateur fanzine, ETO provides an invaluable source of useful, incisive, entertaining material for Europa enthusiasts. For further details, send a stamped, self-addressed envelope to ETO, C/O Bill Stone, 2807 Yulupa Ave #66, Santa Rosa, CA 95405.

Europa is a trademark of Game Designers' Workshop, Inc.

Make Your Own Wargame History!

Fire & Movement Magazine 1986 Wargame Calendar



This handsome Desk Calendar is beautifully designed and illustrated by Rodger B. MacGowan and is available now for only \$5.95. We will include a card with your name with each gift. Please check the appropriate box on the coupon. Payment of \$5.95 (plus \$1 per Calendar for shipping and handling; California residents add 6½% sales tax) for each F&M Calendar must accompany your order. Sorry, no credit card orders can be accepted. All payments must be made by check or money order, payable in U.S. dollars drawn on a U.S. bank.

YES Please send the Fire & Movement 1986 Wargame Calendar to the address(es) below. I have enclosed payment for each calendar.

☐ A Gift For:

Name _____

Address _____

City _____

State _____ Zip _____

Name for gift card: _____

Mail to: Fire & Movement Calendar, P.O. Box 8399, Long Beach, CA 90808

Return with Article Submissions:

AGREEMENT

This agreement between **The V.I.P. of Gaming Magazine**, a division of **Diverse Talents, Incorporated**, with its mailing address at: P.O. Box 8399, Long Beach, CA 90808 and telephone number of (213) 420-3675, and:

(print your name) _____
(hereafter known as Author) or (insert title of article submitted) _____

(hereafter known as Work)

WITNESSETH

1. The Author affirms that no portion of the Work is copywrited or previously published, except for citations of other works indicated to be such with due attribution.

2. The Author affirms that nor portion of this Work is concurrently submitted for consideration for publication elsewhere.

3. Should the Work be published in **The V.I.P. of Gaming**, it is agreed that the Author will be compensated upon such publication at the most recently published honorarium rate.

4. It is understood and agreed between **The V.I.P. of Gaming** and the Author, that should the Work be accepted for publication in **The V.I.P. of Gaming Magazine** the Author assigns all his right, title, and interest in the Work to **The V.I.P. of Gaming Magazine**, or its assigns, absolutely.

For **The V.I.P. of Gaming Magazine**:

Title _____

Author _____

Soc. Sec. No. _____

Date _____

COMING NEXT ISSUE...

Strategic WWII Wargames
Field of Honor (Minatures)
Computer "Text" Adventure Games
AND MORE!

THE STRATEGICON ADVENTURE GAMER'S ASSOCIATION

(The First Entirely Gamer Service Organization)

WANTS YOU!

Are you a "hard core" gamer who is interested in involvement beyond the game table? Are you interested in establishing contact with and assisting today's game companies with playtesting and development, writing, art or even design? Would you like to know what game magazines are paying for what types of material? Are you interested in hosting a new game convention in your area? Could you use access to a game and research library specifically collected to meet the needs of gamers? Would you like to meet other gamers, like yourself, who are or want to be active "behind the scenes" of gaming?

If you answered "yes" to any of these questions, then you'll want to get more information about the services offered by **THE STRATEGICON ADVENTURE GAMER'S ASSOCIATION (SAGA)**, a division of **DTI**.

STRATEGICON is the new national organization devoted entirely to "gamer services," a term coined to mean better communications between the hobby and industry of gaming. Through **STRATEGICON'S** quality game conventions and monthly newsletter, *The Continuing Saga*, two way access between the hobbyist and the publishers and manufacturers of strategy and adventure games is now being provided.

A sample issue of *The Continuing SAGA* is available for \$1.00, a 6 issue subscription is only \$6.00. To start finding out what you can do for adventure gaming, write for more information about **STRATEGICON** at this address:

Diverse Talents, Inc.

Dept. SAGA
P.O. Box 8399
Long Beach, CA 90808

Gamer involvement is our hope for this hobby's future; find out the details today.

Let your fantasy take flight



and soar through the galaxy of your imagination

THAT'S HOW WE MAKE
OUR GAMES

THAT'S HOW WE HOPE YOU'LL
PLAY THEM.

FORCE FOUR GAMES

Computer Family Role-Playing
Educational Historical Sport

Peace

Perfection

Endeavor

Respect

The Four Forces of Infinite Mind



VISIT OUR STORE
AT
314 E. HILLCREST
SUITE ONE
INGLEWOOD, CA
90301
OR
ORDER BY MAIL

COMMAND SERIES

MICRO PROSE

Decision in the Desert



Command -
1940-1942!

MICRO PROSE

Conflict in Vietnam



"YOU are in Command - Dien Bien Phu
to the Fall of South Vietnam"

MICRO PROSE

Crusade in Europe



"YOU are in Command - from D-Day
to the Battle of the Bulge!"



THE "NEXT GENERATION" OF STRATEGY SIMULATIONS. THIS TIME YOU ARE IN COMMAND!

Are you a Great Strategist? Now you can find out by stepping into the thrill and excitement of some of history's greatest events!! "Crusade in Europe", "Decision in the Desert" and "Conflict in Vietnam" take you there — from D-Day, to the "Battle of the Bulge", to El Alamein to Dien Bien Phu. All the "Command Series" products provide challenge and excitement in historically accurate and easy to play strategic simulations. And, best of all, you'll be in the thick of the action in minutes even if you have never played a strategic simulation before!!

"Command Series" simulations require both careful strategic thinking and fast responses to rapidly changing battlefield conditions. These simulations occur in accelerated real time, with action taking place continuously — just like real battles!! No slow plodding action here!! These outstanding simulations feature colorful animated graphics, great sound effects, and a new, quick and easy-to-use command system to enter commands using a joystick or the keyboard. "Command Series" simulations allow solo play from either side's perspective or exciting direct competition between two opposing Generals. The computer handles all the rules, provides play balancing, and even the ability to change sides in the middle of the game! Other features include multiple scenarios from a single screen mission to an in-depth campaign using a ten-screen scrolling map, strategic maps, game save, and a unique "flashback" function.

"Crusade in Europe: D-Day to the Battle of the Bulge", "Decision in the Desert: North Africa 1940-1942" and "Conflict in Vietnam: 1954-1972" establish a new standard of quality and playability in strategic simulation design. At a suggested retail price of \$39.95, they are an extraordinary value as well!

For Apple, includes Double Hi Res.

Disc includes both 64K & 128K versions.

SEE YOUR LOCAL RETAILER for "Crusade in Europe", "Decision in the Desert" and "Conflict in Vietnam".

**Experience the reality of these other
great simulations from MicroProse:**



Exciting WWII
Submarine Action
in the South Pacific!!



Exciting Speech and
Graphic Air Traffic
Control Action!



Challenging and Exciting
Air Combat from the
Modern Electronic Cockpit!!

"Command Series" is available for Commodore 64/128, Apple II Family, Atari XL/XE, IBM PC/PC Jr. computers for a suggested retail of \$39.95. Available soon for Macintosh.

Commodore, Apple, Macintosh, Atari and IBM are registered trademarks of Commodore Business Inc., Apple Computer Inc., Atari Inc., and International Business Machines Inc., respectively.

Software Speech™ by Electronic Speech Systems of Berkeley, CA.
Call or write for more information or MC/VISA orders.

MICRO PROSE
SIMULATION • SOFTWARE

120 Lakefront Drive • Hunt Valley, MD 21030 • (301) 667-1151

STRAATEGION PRESENTS...



July 3-6, 1986
AT THE RABBITON
LOS ANGELES
AIRPORT
HILTON HOTEL

...the world's largest...
...the world's largest...
...the world's largest...
...the world's largest...
...the world's largest...

ONE LOW ADMISSION PRICE

IS ALL YOU PAY FOR 4 SOLID DAYS OF
HANDS-ON SEMINARS, LECTURES AND MUCH MORE!
NO SEPARATE

TOURNAMENT REGISTRATION FEE!
A SOUTHERN CALIFORNIA LEADING TRADITION SINCE 1971

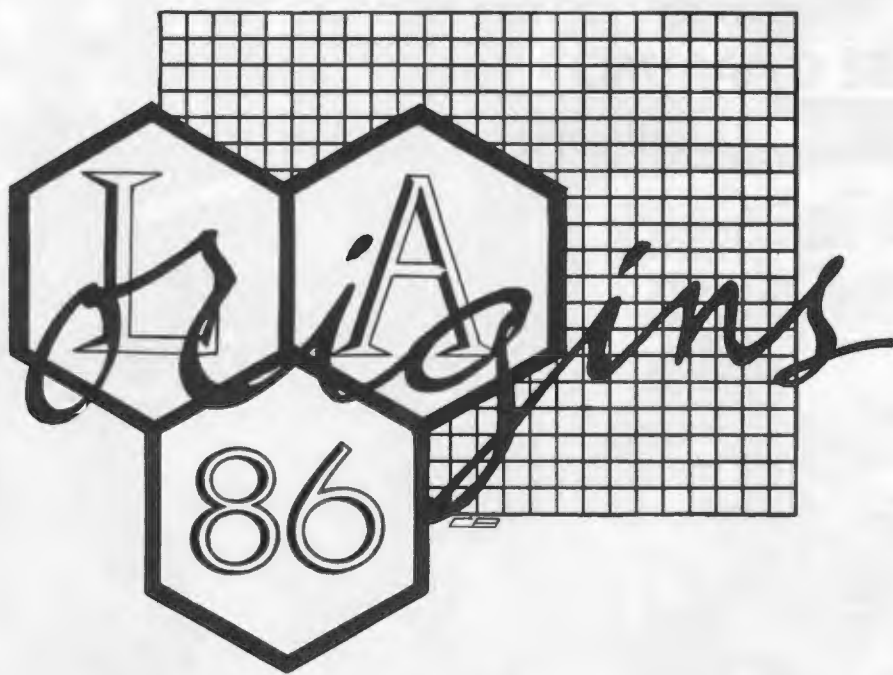
...the world's largest...
...the world's largest...
...the world's largest...
...the world's largest...
...the world's largest...
...the world's largest...
...the world's largest...
...the world's largest...
...the world's largest...
...the world's largest...

Don't STRATEGIZE!
Please add one more to the number for each of the following:
☐ your registration fee
☐ your registration fee
☐ your registration fee

I am particularly interested in information regarding:
☐ attending to the...
☐ running a...
☐ creating a...
☐ creating a...
☐ creating a...

Name _____
Address _____
City _____
State _____
Zip _____
Phone _____

STRATEGICON PRESENTS...



July 3-6, 1986

**AT THE FABULOUS
LOS ANGELES
AIRPORT
HILTON HOTEL**

*"A PARTY ORIGINS, LOS ANGELES
STYLE, THAT ONLY STRATEGICON
COULD BRING YOU. SPEND AN
EXTRA DAY OR TWO AND CATCH
THE MOUSE AND THE BEACH.
...AFTERALL, L.A.'S THE PLACE!"*

ONE LOW ADMISSION PRICE!

**IS ALL YOU PAY FOR 4 SOLID DAYS OF
GAMES, AUCTIONS, SEMINARS, EXHIBITORS AND MUCH, MUCH MORE!!!**

**NO SEPARATE
TOURNAMENT REGISTRATION FEES!!!**

A SOUTHERN CALIFORNIA GAMING TRADITION SINCE 1977.

DOZENS OF BOARDGAMING EVENTS!

SCORES OF ROLE-PLAYING EVENTS!

GRAND COLORFUL BATTLES IN MINIATURE!

COMPUTER GAMING TOURNAMENTS!

FAMILY GAMES A SPECIALTY!

CONTACT STRATEGICON AT P.O. BOX 8399, LONG BEACH, CA 90808 OR CALL (213) 420-3675

Dear STRATEGICON,

Please add my name to the mailing list which will keep me informed on:

- ☐ your regional, Southern California Game Conventions (ORCCON, GATEWAY & GAMEX).
- ☐ L.A. ORIGINS '86, the national Game Convention and Exposition.

I am particularly interested in information regarding:

- ☐ attending to play in game tournaments and enjoy the show.
- ☐ running a game tournament or convention event.*
- ☐ guest speaking at a seminar on my topic of expertise.*
- ☐ exhibitor tables and the dealer room.
- ☐ program advertising or flyer displays.

Please send the requested information as it becomes available to:

Name _____

Address _____

City _____ State/Prov _____ Zip/PC _____

(Optional) Phone numbers — Home (_____) _____ - _____
Work (_____) _____ - _____ Extension _____

* - Phone number required for immediate contact.