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THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING



PLAY-BY-MAIL GAMES

MORE PAGES THIS ISSUE!
SCHUBEL & SON REPORT
STARSHIP TROOPERS PBM RULES
FANTASIES BY MAIL
CAMPAIGN RULES FOR WARPWAR
G.E.V. STORY AND SCENARIO
AND 12 PAGES OF REVIEWS!

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In This Issue

As you can see, we've added 8 more pages to this issue. We'll keep to the larger size as long as we get enough advertising to support it. Right now, it's looking very good.

This issue focuses on play-by-mail games. We've got PBM rules for *Starship Troopers* and *WarpWar*; a discussion of "Fantasies by Mail"; David Bolduc's reviews of four play-by-mail outer-space games; and a company report from Schubel & Son, moderators of *The Tribes of Crane*.

We've also got a new GEV story, and a three-player scenario to go with it... including two new units.

And, starting this issue, a new feature. On page 40 you'll find the first installment of "The Good Guys," a new cartoon strip by J.D. Webster. J.D. is the creator of *The Dragon's* "Fineous Fingers." Now he's taking a twisted look at *Star Wars*, *Traveller*, and the universe in general. Hope you enjoy it.

—Steve Jackson

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Where We're Going

The first order of business: feedback. Our big reader's survey will come up in a few months, but I'd like to get some comments now. The question: What would you like to see in the extra 8 pages per issue, now that we've got them?

If you would, drop us a letter or card. Answer any way you want — but here are a few choices. The results will be easiest to tabulate if you'll simply reply with the two or three categories of material that you'd like to see *more* emphasis on.

- (1) Reviews
- (2) SF scenarios and variants
- (3) Fantasy scenarios and variants
- (4) BOTH fantasy and SF scenarios and variants
- (5) Fiction
- (6) Computer gaming
- (7) Articles on strategy and theory

And one more question, while we're feedbacking. This is *The SPACE Gamer*; we've always stuck pretty close to s-f and fantasy gaming. I'm inclined to keep to that — *in spite* of the fact that some of the new games we're publishing are *not* s-f or fantasy. But is that what you want? So here's a multiple-choice question. Which of these would you most agree with:

- (1) I want TSG to stick strictly to s-f and fantasy gaming.
- (2) I might like to see an occasional article — never more than one per issue — dealing with historical/modern games published by Steve Jackson Games.
- (3) I'd like to see wide coverage of anything done by Steve Jackson Games.

As I say, I'm betting that most of the responses will be Number 1, with a few Number 2. But please drop us a card. If you tell us what you want, we don't have to guess.

Games Progress Report

As of this writing, the new games are coming along very well. At this moment (and remember, I'm writing this in early October, nearly a month before you'll read it), **CARDBOARD HEROES**, **ONE-PAGE BULGE**, and **KUNG FU 2100** are at the printers. **RAID ON IRAN** should

join them soon. (Everything considered, those of you who have already ordered games for first-class delivery may get those games before you read this magazine.)

It's still too early to think much about a second batch of games. There will be more **Cardboard Heroes**, for sure . . . Denis is already working on a set of orcs, goblins, and human-type ruffians. Possibilities for later \$3 games include **COUP** (one player is the Great Leader, and the other tries to overthrow his government) and a tactical space game.

Poster Offer

Thanks to all of those who returned the cards in last issue. We were (and are) offering a free "Demon" poster to anyone sending us the name of a retail game/hobby store for our lists (as long as we didn't *already* have them on the lists!).

The response has been good. Naturally, there were a lot of duplications. I'm sorry we can't acknowledge those. But if you *did* get in first with a store, your poster went out within a couple of days — so you won't have long to wait.

That offer remains open, too. If you know of a shop that sells games or fantasy magazines, write us and let us know. If you're the first to tell us about that store, you'll still get a Demon poster. Use the card from last issue, or just write us a letter.

Special Offer — Subscribers Only

Those of you who subscribe to TSG are already eligible for free postage on your game orders, and discounts when you buy back issues. Here's one more "perk" for subscribers.

Any TSG subscriber who sends us one or more *new* subscribers will get two *issues* added to his own subscription for each new subscriber he sends us. An ex-subscriber whose subscription expired with no. 27 or before will count as a "new" subscriber if you can get him to re-subscribe. Those who expired after 27 don't count as new.

The details are on the back of your

NEXT ISSUE

December will be our miniatures issue, with a survey of miniatures companies, a company report by Martian Metals, and designer's notes for Cardboard Heroes. Also:

Artifact designer's notes and expansion rules.

The winner of the Wish Contest.

And, as always, lots of reviews.

