

NOVEMBER 1981

NUMBER 45

\$2.50

THE SPACE GAMER

THE MAGAZINE OF ADVENTURE GAMING

*Special
Computer
Issue*

ROBOT WAR

PLAY-BY-PHONE ARRIVES

WINNING STRATEGY
FOR STARWEB

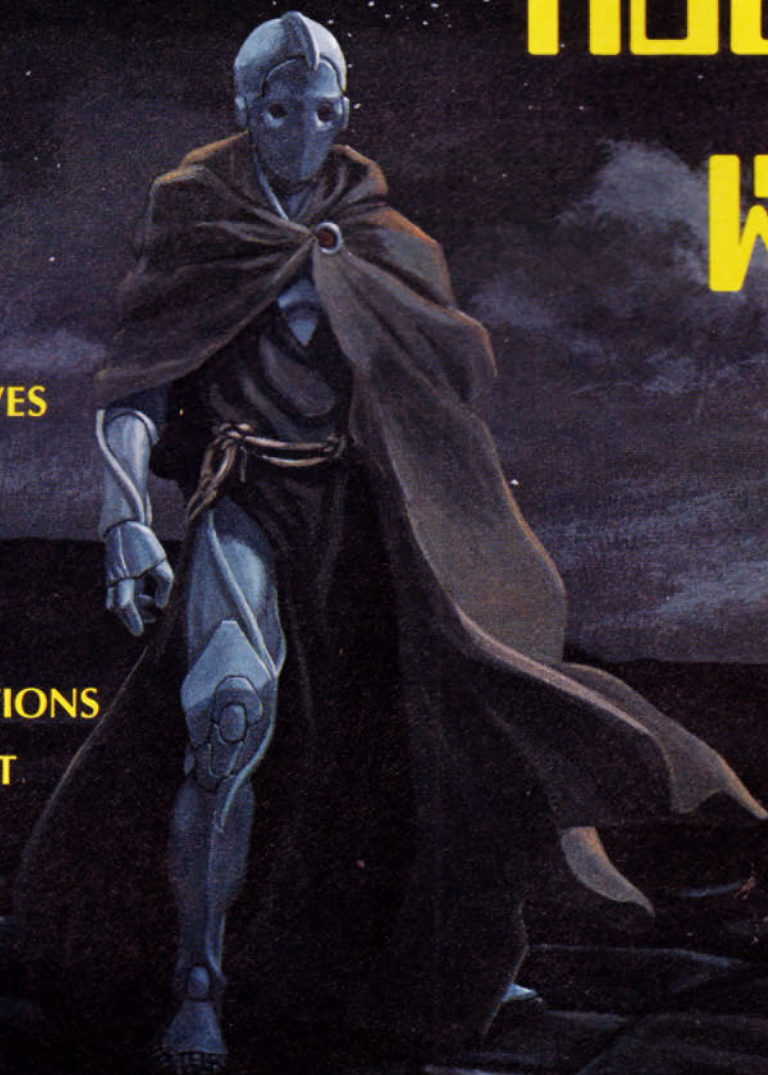
AUTOMATED SIMULATIONS
COMPANY REPORT

DESIGNER'S NOTES
FOR CAR WARS

GRIMTOOTH'S TRAPS

NEBULA 19

11 PAGES OF REVIEWS



80

THE SPACE GAMER

NUMBER 45 - NOVEMBER, 1981

1

IN THIS ISSUE

It seemed like time for another computer issue . . . and here it is. Don't you non-computerized types give up, though. On page 12, we have an article about the newest wrinkle in gaming: play-by-phone. Unlike PBM gaming, it doesn't (yet) allow you the benefits of computer gaming without the expense. But its potential is big enough to make computer owners out of a lot of people who've held back so far.

Also on the computer front: a *Starweb* strategy article, a review of *Robot War*, and the Automated Simulations company report.

We've also got an article each on our own new hits. For you *Killer* fans, the long-awaited answer to the rotation-of-the-earth problem. And Chad Irby, co-designer of *Car Wars*, tells how it all got started. For you subscribers, there's a *Car Wars* bonus on the inside back mailer cover as well.

-Steve Jackson

Articles

- STARWEB** * W.G. Armintrout
Six ways to stop your losing streak 8
- KILLER**
Using the Earth's rotation to wipe out your friends 15
- DESIGNER'S NOTES: GRIMTOOTH'S TRAPS** * Paul O'Connor
The evolution of FBI's book of nasty surprises 16
- NOTES FOR REVIEWERS** * Lewis Pulsipher
Several tips on writing to-the-point reviews 21
- GLOSSARY CONTEST RESULTS**
More definitions of very familiar gaming terms 22
- DESIGNER'S NOTES: CAR WARS** * Chad Irby
The making of Car Wars, and some useful hints 25

Computer Gaming

- COMPANY REPORT: AUTOMATED SIMULATIONS**
An established publisher of computer games tells where it's going 7
- DEUS EX MACHINA** * Neil Shapiro
Play-by-phone arrives 12

Reviews

- ROBOT WAR** * Harry White 4
- NEBULA 19** * Tony Watson 18
- CAPSULE REVIEWS** 26

GAMES: *Adventurer, The Dragonlords, Fantasy Land, The Generic Gangster Chase Game, Hyper Battle, Time Tunnels, The Trojan War, Undead.* **SUPPLEMENTS:** *The Free City of Haven, Martigan Belt, Ravenscrag, Star Sector Atlas 1: The Terran Sector, Stones of the Selt, Swords & Sorcerers, Thieves' World, Towns of the Outlands.* **PLAY AIDS:** *The Morrow Project Vehicular Blueprints.* **COMPUTER GAMES:** *Computer Acquire, Conflict 2500, The Count, Invaders from Space, Midway Campaign.* **PLAY-BY-MAIL:** *Zorph War.* **HISTORICAL GAMES:** *Ace of Aces, Spies!* **PUBLICATIONS:** *Adventure Gaming, Alien Star.*

Departments

- WHERE WE'RE GOING** 2
- GAME MASTER** 3
- WRITERS' AND ARTISTS' GUIDE** 20
- CONTEST** 23
- PBM UPDATE** 38
- LETTERS** 39
- NEWS & PLUGS** 39
- INDEX TO ADVERTISERS** 40
- CALENDAR** 40
- MURPHY'S RULES** 40

ART IN THIS ISSUE: David Allee: 9; Donna Barr: 22; Virginia Campbell: 14, 29, 36; Joanie Chladek: 21, 23; Steve Crompton (Reprint courtesy Flying Buffalo, Inc.): 16, 17; K.C. Ellis: 7, 38, 39; Janet Jackson: 26; Paul Jaquays: 12, 23, 24; Murray Lindsay: 4; Denis Loubet: 2, 15, 25; Norv Maples: 34; Richard Mather: 18, 40; Patrick Owens: 22; Robert Phillips V: cover; Richard Shannon: 32; J.D. Webster: mailer cartoon, 3.

Publishers may wish to request a copy of our Recommended Artists List.

Publisher: Steve Jackson
Editor: Forrest Johnson
Art Director: Denis Loubet
Assistant Editor: Aaron Allston
Contributing Editors:
W. G. Armintrout
William A. Barton
David Bolduc
Ronald Pehr
Lewis Pulsipher
Nick Schuessler
Bruce F. Webster
Business Manager: Elton Fewell
Circulation Manager: Aaron Allston
Utility Infielders:
Elisabeth Barrington
Monica Stephens
Bernice Fewell
Utility Outfielder: Chris Zakes

THE SPACE GAMER (ISSN 0194-9977, USPS 434-250) is published monthly by The Space Gamer, P.O. Box 18805, Austin, TX 78760. Second class postage paid at Austin, TX. POSTMASTER: Send address changes to The Space Gamer, P.O. Box 18805, Austin TX 78760.

All material is copyright © 1981 by *The Space Gamer*. All rights reserved.
Printed in U.S.A. by Futura Press, Austin.

Subscription rates, as of 4-7-81:

In the United States - one year (12 issues) \$21.00; two years (24 issues) \$39.00. A lifetime subscription is \$250. Outside the U.S. - please add \$5 per year for surface mail. Airmail rates vary by country - please write for your current airmail rate. International rates subject to change as postal rates change. NOTE: All payments MUST be in U.S. dollars, made by International Money Order or checks drawn on a U.S. or Canadian bank.

Okay. We're moved. Finally. Really. I'm writing this IN the new office, so there isn't much doubt about it . . . although, the way things have been going, I suppose it's possible I could wake up and find it was all a dream, and we're still in the old offices. I don't even want to THINK about that!

And (as hinted last month), we didn't even wind up where we thought we would. The problems with the Metcalfe address were so bad that we kept looking — and, sure enough, we found a better place. The new address is 5311 South Congress, Austin, 78745. (NOTE: *Our mailing address remains P.O. Box 18805, Austin, TX 78760. DO NOT use the street address unless you are sending us something by UPS or Federal Express.*)

It's a very nice building — two stories, stone exterior — and we have it all to ourselves. We're proud of it — maybe one of these days we can get a photo taken to show you what it looks like. But the important thing is that for the first time in months we have enough room!

Cloud Behind the Silver Lining

Now the bad news. Between the uncertainty and delays involved in starting the move, and the hassles of the move itself, we are some two months behind schedule on new releases. The next batch of Cardboard Heroes, which had been scheduled for release in mid-September, will probably show up around Christ-

Where We're Going



mas. We hope. Other projects are coming along behind that. At the moment we're still taking stock of the situation — trying to figure out what can reasonably be expected to happen when, and fooling with critical-path charts and similar abstruse planning tools. Next month I hope to have an intelligent discussion of 1982 plans.

ILLUMINATI

One new game to look for in 1982 is the one we took to Worldcon in draft form: *Illuminati*. You may have heard about the Illuminati — the secret society that many people feel is responsible for everything wrong with the world today, from nuclear war to fluoridation. Well, now you can become one of the dreaded Illuminati . . . trying to take over the world by controlling its power groups. Who knows . . . you could wind up controlling Wall Street, the FBI, the International Cocaine Smugglers . . . and since Wall Street controls the CIA, and the CIA controls the Mafia, you've got a pretty good power base . . . but your chief foe controls the IRS, and is taxing you every turn. Ah, well — even the Illuminati have problems!

It looks as though it's going to be a good game . . . The premise is tongue-in-cheek; the game itself plays like a cross between dominoes, *Cosmic Encounter*, and the fantasies of a soap-box orator. Each player (up to six) takes the role of a branch of the Illuminati, each with its own special power — the Gnomes of Zurich, for example, are filthy rich, and the Disciples of Cthulhu are good at destroying other power groups. Each player also has his own special victory condition, but any player can win just by collecting enough subsidiary groups.

I don't know just when this one will be out, but we'll be running playtest tournaments at local conventions — if you're around Texas, you may get an early look at it.

OGRE

For you *Ogre* fans who have been wondering where the game is: An Oct. 12 trial date has been set for the Meta-gaming-SJ Games suit. If there's no continuance, and if the case doesn't get backed up so far on the docket that it can't be heard, there may actually be a resolution, and you may be able to buy the game again. More next month.

—Steve Jackson

NEXT ISSUE

Our December issue will be a special TRAVELLER issue, with a complete adventure for TRAVELLER, an article on generating a new character type, and a featured review of FIFTH FRONTIER WAR. Also:

"The FBI Affair," an account of a KILLER game in Scottsdale, Arizona; and

A featured review of the ground-breaking computer game WIZARDRY.