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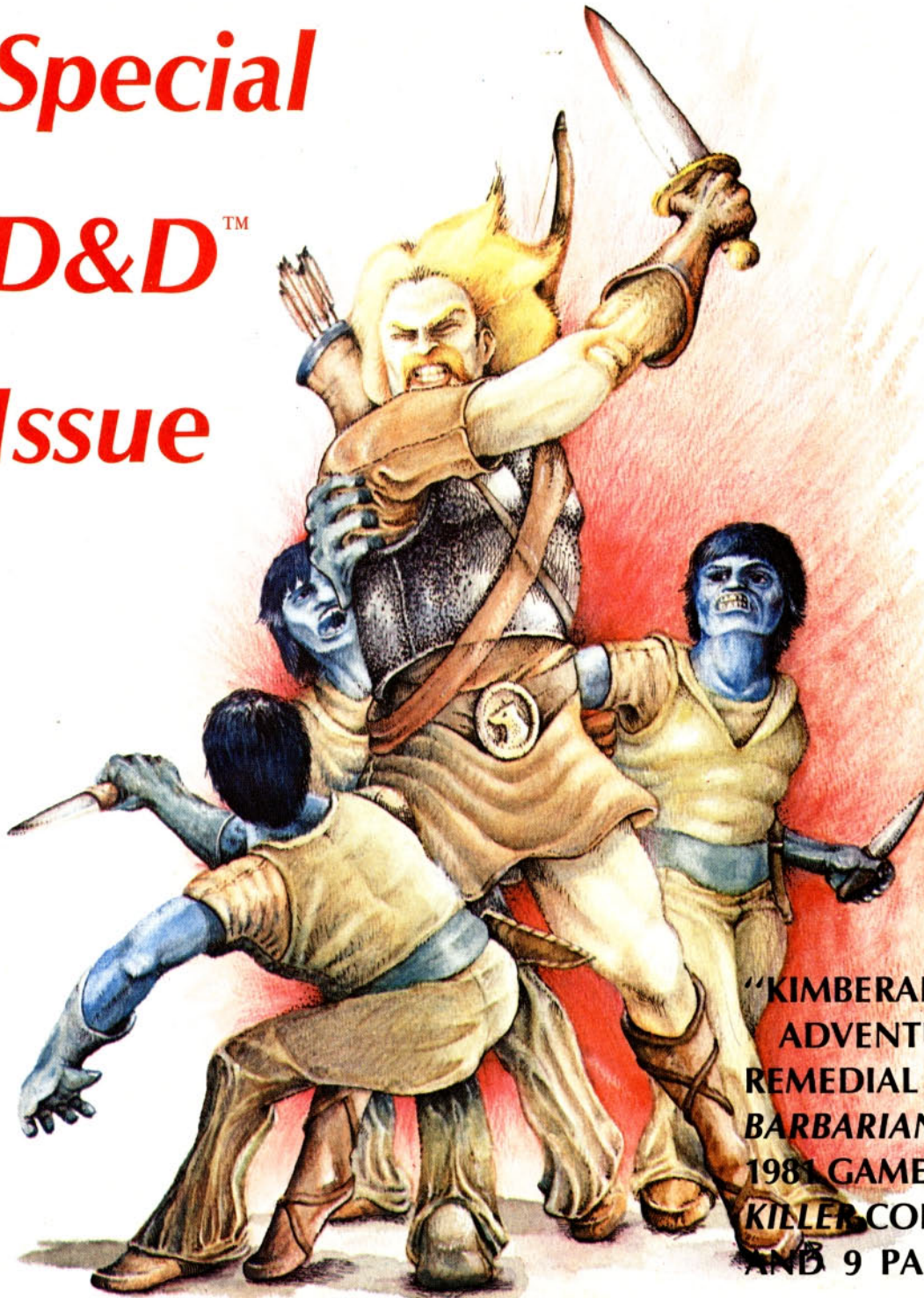
THE SPACEGAMER

THE MAGAZINE OF ADVENTURE GAMING

Special

*D&D*TM

Issue



**“KIMBERANI’S TOMB”:
ADVENTURE FOR D&D
REMEDIAL ROLE PLAYING
BARBARIAN PRINCE
1981 GAME SURVEY
KILLER CONTEST WINNERS
AND 9 PAGES OF REVIEWS**

THE SPACE GAMER

NUMBER 47 — JANUARY, 1982

In This Issue

This month, we have another special D&D issue, this time with a complete scenario, "Kimberani's Tomb." This adventure originated as a tournament scenario for TexCon: 1981. We hope you enjoy it.

Also for FRP gamers, there is an article which should put some life back in your campaigns. For *Traveller* enthusiasts, there is an article on playing doctor; for board gamers, a review and designer's notes for *Barbarian Prince*. Those who like *Killer* will find some deadly new items on page 10.

In the middle of the magazine is our 1981 Game Survey. We really would appreciate your filling it out and sending it in. Everyone likes to read the survey, but not enough gamers go to the trouble to let us know how they feel.

—Forrest Johnson

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Where We're Going

And it came to pass that, at long last, the lawyers were paid off and sent home, and the publishers could get back to publishing . . .

As you all know (those of you who have not been trapped in a barrel for the past year, that is), *Ogre* and *G.E.V.* have been off the market for quite some time, due to legal problems between Metagaming and myself . . . basically a case of me saying, "I bought these two games last year," and Metagaming saying, "You did not either!" Quite a waste of time. But . . . in a compromise agreement signed Nov. 17, Metagaming recognized my complete ownership of both games, as well as of *One-Page Bulge*, which they had also laid claim to. The compromise also ended several smaller disagreements.

So — now that that's settled, it's time for some new editions. And they're already in the works. We'll be releasing brand-new versions of both *Ogre* and *G.E.V.* at the Hobby Industry of America show this spring. Anticipated shipping date will be around Feb. 1.

The new editions will be highly upgraded. The counters will be somewhat larger than in the Metagaming editions, and they'll be backprinted; the back of each armor unit will show that unit in a disabled condition. *Ogre* Mark IIIs will have a Mark V counter on the back, and

infantry will have different values on the back. This should speed play a lot.

The maps will also be larger . . . enough larger so that you'll be able to fit the counters in the hexes. And they'll be in *full color*, painted by Denis Loubet.

The rules have been revised to answer the most commonly-asked questions about the two games. And, since there were a few extra pages in the *Ogre* booklet, we'll be adding some pull-out reference sheets.

All in all, I'm extremely pleased with the way the new editions are shaping up. *Ogre* was the first game I designed; in some ways, I think it and *G.E.V.* may be my best works to date. They're certainly my best *sell*ers! I've been looking forward to the day when I could publish them the way I think they *ought* to be published. It won't be long, now.

The HIA show will also see the re-release of the *Ogre* miniatures line originally produced by Martian Metals. In 1980 it had only four vehicles — the Mark V, Heavy Tank, Missile Tank, and G.E.V. — and it still won the Charles Roberts Award for "best vehicular line." We'll be releasing a reworked Mark V with much more detail, plus the three original small units and at least two others. The Mark III and more small units will follow — how soon depends on how fast the sculptors can work

and how much you guys twist my arm for them.

And we'll be doing one other thing for HIA — a collection of the best *Ogre/G.E.V.* articles from the old TSGs. It'll be a mixed bag: scenarios, variants, strategy and tactics, fiction, design notes, and even a few cartoons. Most (if not all) of the contents will be drawn from the really old issues — 1979 and earlier — including some that are now out of print. I *am* updating the oldest articles where necessary to conform with current rules editions! The working title is "The *Ogre* Book, Volume I." Yes, there will almost certainly be a Volume II out later, including more current material — so you *Ogre* buffs can start writing!

One last note, and then I'll get off *Ogre*. I've noticed that, even though the games have been hard to find recently, many game conventions still have *Ogre/G.E.V.* tournaments. (If you think this was a boost to the ego, you're right!) Anyway, now that the games are back in print under my banner, we'll be happy to sponsor *Ogre/G.E.V.* tournaments at regional (and even local) cons. Just write us and tell us what you plan; we can send prize certificates or even suggested tournament rules if you need them. Please let us know how many attendees you expect and include an SASE and a copy of your convention flyer or brochure, for our files.

But I Thought You Already Moved . . .

Due to certain small complications (starting with the fact that the man who said he owned the property, didn't) . . . we moved again two weeks ago. We are now at the Metcalfe St. location *originally* published as our new office location. I am NOT giving the complete address, because mail should not be sent there. If you DID send any mail to that address in the past couple of months, the previous tenant probably lost it for us — can you try again, please? Remember: P.O. Box 18805, Austin, TX 78760-8805.

This location is better, though. It's not quite as classy-looking; it's a small brick building tacked onto the front of a big gray battleship of a warehouse. But it sits on nearly five acres of undeveloped land, smack in the middle of suburban South Austin. *Very* nice. We have more indoor playtest space than ever before . . . and, weather permitting, great gobs of *outdoor* space for miniatures, *Killer*, and what-have-you. Austin area gamers are cordially invited to look us up. If you can find us, you're welcome to drop in! We playtest every Friday, starting around 6 pm, and go on until we stop.



Next Issue

Our February issue will include an article on CHAMPIONS, the popular, new role-playing system;

"Storm," an adventure sequel to "Flare Star;"

A review of the computer board game THE SHATTERED ALLIANCE; and

An article on collecting miniatures for FRP games.