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THE SPACE GAMER

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THE WORM: PBM Space Fiction

WESTWAY: BRITISH CAMPAIGN
FOR CAR WARS

FEATURED REVIEW: *HEROIC FANTASY*
VS. *CATACOMBS OF CHAOS*
MORE HANDICAPS FOR TFT
SUBMITTING YOUR GAME DESIGN
NEW CHARACTERS FOR
COSMIC ENCOUNTER
AND 5 PAGES OF REVIEWS



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NUMBER 57 — NOVEMBER, 1982

The simplest, quickest, and least imaginative way to write the In This Issue box each month is to play "throw the sops" — in other words, "for *Traveller* players, we have . . . for SF boardgamers, we have . . ." You're tired of that approach, right? Right. So, without further ado:

For *Car Wars* players, we're presenting *Westway*, a campaign setting based in London; it can serve as anything from a glorified arena to a full-fledged role-playing campaign. TFT players may find some use for the sequel to issue 51's "Handicaps" article. PBMers should enjoy both this issue's fiction ("The Worm," and interesting study in tactics) and the featured review (an overview of two PBM role-playing games, *Catacombs of Chaos* and *Heroic Fantasy*). Sops for potential game designers, *Cosmic Encounter* players, and those interested in the hobby overseas round out the issue.

—Aaron Allston

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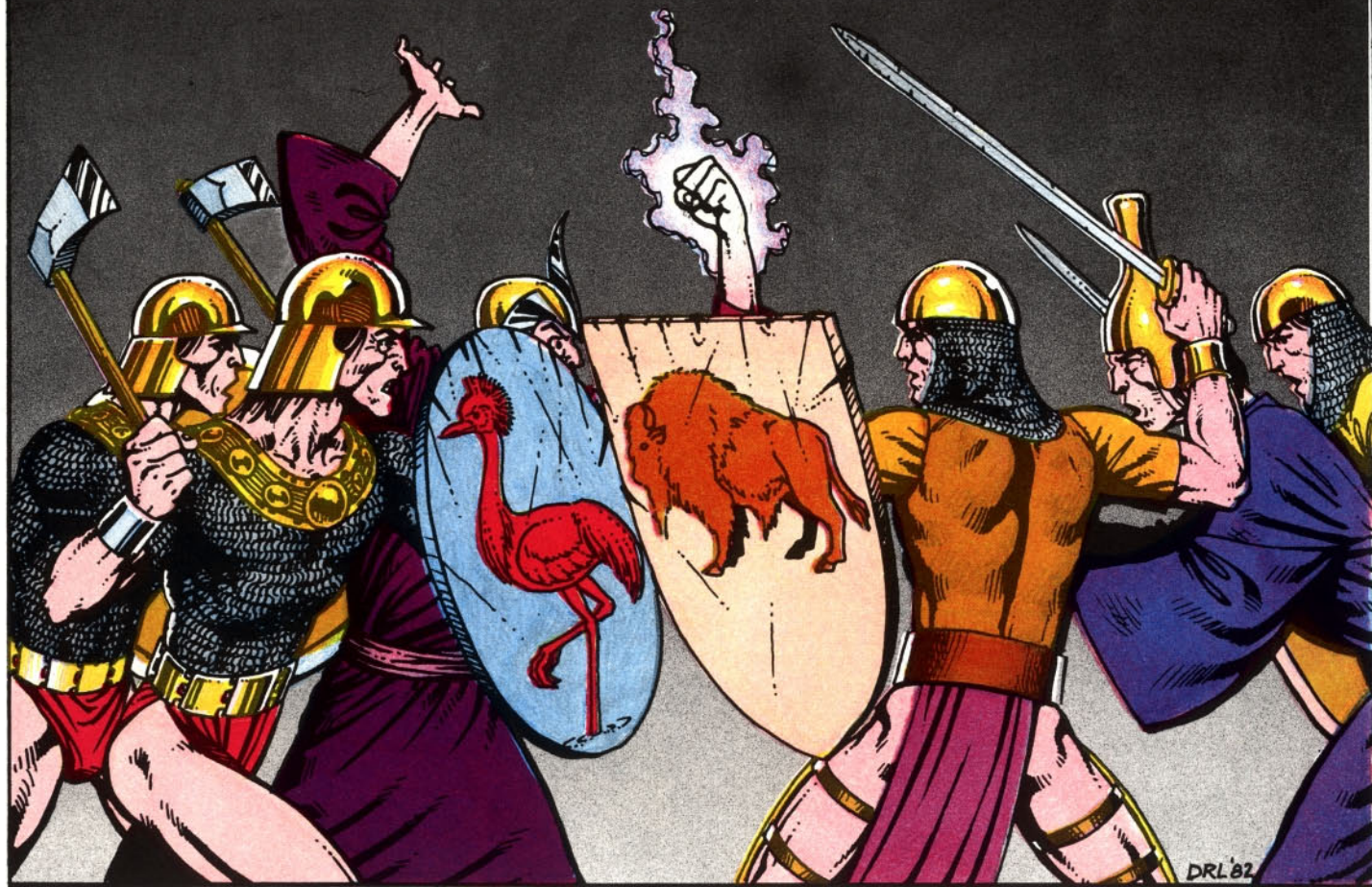
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The Great Buffalo Hunt:

Heroic Fantasy vs. Catacombs of Chaos

Featured Review by W. G. Armintrout



The long-awaited showdown is at hand.

In one corner . . . Flying Buffalo, the hoary old pioneer of play-by-mail gaming, the creator of *StarWeb*, *Nuclear Destruction*, and *Battle Plan*, the only company where the deadlines don't waffle when the wind blows . . . but what have they done *lately*? Is there life left in the old giant?

In the other corner . . . Schubel & Son, the upstart newcomer, the source of such famous games as *StarMaster* and *The Tribes of Crane*, a company full of new ideas, the self-proclaimed leader in second-generation play-by-mail games . . . the company that dares to call its products superior to Flying Buffalo's!

The war has been fought in advertising right here in the pages of this magazine. "Schubel & Son has gone buffalo hunting," read the advertisements for one side. In response, Flying Buffalo dedi-

cated an entire page of its house magazine to print letters from gamers disagreeing with Schubel & Son's claims.

But now the rivalry has come to more than a war of words. Within a few weeks of each other, the two companies have released rival fantasy role-playing PBM games: *Catacombs of Chaos* from Schubel & Son, and *Heroic Fantasy* from Flying Buffalo. This clash of games has led to seldom-seen excitement. Will Schubel & Son beat the Buffalo? After Flying Buffalo's debacle with *Space Battle*, are they still capable of putting out a decent game?

Catacombs of Chaos

Let's start with the product from Schubel & Son, *Catacombs of Chaos*. The premise is simple: Each player is in command of a team of characters entering the catacombs of a dead wizard.

To start, a player must choose a Quest

and design his characters. There are seven quests — Cleric, Undead, Plunderer, Seeker, Consumer, Terror, and Hunter — differing primarily by the type of treasure each is after. Some also get points for killing specific beings; Consumers just want to eat people.

As for characters, the player has 100 points to build his team. He can choose how many characters he wants (maximum of ten), and then use the points to make up those characters' attributes. There are seven attributes: strength, endurance, intelligence, agility, precision, magic ability, and protection level. Each attribute must have a value between one and nine. The original 100 points are also used to buy spells (costing 1-3 points each, maximum of five per character) and weapons (longsword, shortsword, dagger, and bare fists at one point each, maximum of one of each type for any character).

Where We're Going



There comes a time in the life of every writer when a column deadline is upon him — and he has nothing to report. That time is right now. The transition to slick paper was uneventful — the last issue looked beautiful, just like it was supposed to, and that was that. Nothing unexpected has happened around here, and everything that was supposed to happen came off right on schedule. Things are busy, but (for the first time in many months) not hectic. All the new projects are coming along well. So where do I get a column?

Traditionally, there are two choices in

a situation like this. The first and most common is to pick some entirely irrelevant subject and beat it to death with a stick, thus ensuring the proper number of column inches. It may be totally worthless, but the page is full. The second solution is to write a very short column and use the space for something else.

Of the two, the second idea seems better. See you next month.

— Steve Jackson

(Well, at least it was on time.

— Aaron Allston)

NEXT ISSUE

December's TSG will be our special **CAR WARS** issue, including:

"Massacre at Midville" (or, *Our Circulation Manager Goes Mad*), an adventure of duellists against a rolling juggernaut;

"Street Legal," entertaining fiction for the autoduelling set, and accompanying descriptions of new, um . . . equipment;

And non-CAR WARS items such as:

"Lair of the Fat Man," a challenging (if peculiar) **TOP SECRET** adventure;

A featured review of *Mayfair's ROLEAIDS*; and a lotta fairies.



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Hoist the Jolly Roger and set sail with the morning tide. The whole of the Carribean waits to be pillaged and looted, and in **PIRATES & PLUNDER** you're just the person to do it.

PIRATES & PLUNDER is a totally new role playing game from Yaquinto that introduces you to the awesome world of the Golden Age Of Piracy, an age of hard men and harsh conditions in which only the toughest or smartest would survive and only the cream of these could hope to prosper. This is an RPG that gives adventure and action by the double handful because it is about pirates, their times, and their lifestyles. You can't find a topic with more concentrated doses of pure adventure.

PIRATES & PLUNDER offers you the unique opportunity to be a staunch and loyal pirate for the Queen, a swashbuckling buccaneer seeking personal glory and fame, or a degenerate scoundrel out for a

rowdy time. But more than anything, you are in it for the booty - mountainous, glittering heaps of it. Bags of gold and silver dust, plates, bars, coins, silverware, tablesettings, altar pieces . . . but all that glitters is not gold. Bags of emeralds, rubies, diamonds, pearls, magnificently wrought jewelry and many more exotic treasures are yours for the taking. **PIRATES & PLUNDER** gives you the chance for a shot at the gold. You will undertake the dangers and deprivations of sea voyages and shipboard life, the taking of a fat galleon in a savage hand-to-hand melee, the sacking of a rich Spanish town and the taking of captives to be held for ransom . . . or amusement. Trudge through dank and deadly jungles to ambush a mule train laden with riches and otherwise accumulate wealth and glory in a world where such things have real value.

After a long and prosperous cruise your ship heads for home, to Port Royal, called even in its own time the most depraved port in the world. The perfect place for pirate R&R. It might be a bit short on rest, but a great place for recreation what with rivers of flowing rum, friendly tavern-trashing brawls, duels, bouts of frenzied gambling, the revealing attractions of the slave market, besotted revelling and boisterous carousing with warm hearted wenches, and soul stirring events such as the Marriage Feast Of Jack The Peg (you have to be there to believe it).

PIRATES & PLUNDER comes complete with two dice, and three booklets containing all of the rules necessary to play the game, copious tips and helpers for Game Masters, and individual adventures so thoroughly written that a novice Game Master can tackle the most elaborate adventure with little or no difficulty.

It has been a busy day at the end of a hard working six weeks, and you've worked up a man's sweat. You've weathered the rigors of the sea, and now, behold, the galleon 'Santa Maria de Mucho Bucks' lies only a few feet away. She's your prize once you've dealt with the small matter of her crew. Nothing parches the throat like a brisk cannonade, a breezy exchange of musketry, a swift clamber up her side with a knife clenched in your rotten teeth, a cutlass locked in your fist, and six pistol butts protruding from your sash. After a short but stimulating clash, during which you threw the Spanish captain overboard, the fight ends and the gore spattered deck is yours . . . as is the treasure. A good workout like that can really crank up a man's thirst. Time to call it a day and head for home. It's Miller Time, and it doesn't get any better than this.

Pirates & Plunder \$19.00

Ordering Instructions: Send check or money order to **Yaquinto Publications, P.O. Box 24767, Dallas, Texas 75224**. Add \$1.00 for postage per order. Allow three to four weeks for delivery. Overseas orders add \$4.50 additional postage and handling per order. Sorry, no C.O.D.'s.