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THIEVES' GUILD/HAVEN



ROLEPLAYING TOLKIEN



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SPECIAL SECTION

Cities

They're neglected sites for your fantasy roleplaying scenarios. An in-depth article and a featured review of one major city-in-a-box help you grapple with the urban environment. We don't say it will keep you alive on New York's subways, but . . .

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New & Upcoming: 1985

Here's a rundown of the 1985 publication plans for most of the major companies in the adventure gaming industry:

The Avalon Hill Game Company: In spring AH is publishing two modules for its *Dune* game, both designed by the Eon (Future Pastimes) team: *The Duel* (\$14) and *Spice Harvest* (\$10). *Stellar Conquest*, formerly from Metagaming, will be republished by Avalon Hill in February (\$24). *Perilous Lands* (\$20) and *The Book of Tables* (\$10) are supplements for *Powers & Perils*; *Omegakron* (\$8) is a supplement for *Lords of Creation*. For *RuneQuest*, *Monster Coliseum* (\$16) will also be available in spring. An ambitious software publishing schedule includes *Beastwar* (\$25) for the Apple, described as "like chess played on a dartboard"; *Incunabula* (\$30) for the IBM-PC, a game of the dawn of civilization; and a computer version of *Circus Maximus* (\$25), also for the IBM.

1984 was a "good year" for Avalon Hill, according to Jack Dott, although it was also "a rough year" and AH didn't do "as well as projected." Dott was optimistic about 1985.

Fantasy Games Unlimited: According to Scott Bizar of FGU, 1985 will see *Flashing Blades*, an RPG of the *Three Musketeers* period (\$12), plus at least one supplement (*Parisian Adventures*, \$5). Also planned is *Mad Dogs and Englishmen*, an RPG covering the entire Victorian era, with emphasis on the 1880s and '90s. Bizar plans to publish 10-12 adventures for *Villains and Vigilantes*, FGU's bestseller; these will include licensed supplements based on the *DNAgents*, *Thunder Agents*, and *Elementals* comic books, which will be illustrated by the artists associated with each of those series. (Bizar noted that the delays in publication of *V&V* modules were due to his freelance artists being hard-pressed by other work.)

FGU also hopes to publish several new atlases for *Space Opera* (\$6-7 each), a "lost worlds" supplement for *Daredevils* (\$5), and adventures for *Aftermath*, *Other Suns*, and *Psi World* in 1985. Bizar is "hoping for" one or two *Bushido* adven-

tures, because the game is doing very well; but he hasn't received as many submissions as he'd like.

1984 was "break-even with 1983" for FGU, according to Bizar.

FASA: Fifteen new *Star Trek* roleplaying products will appear in 1985. *The Triangle* (\$12) and *The Triangle Campaign* (\$10) deal with a "demilitarized zone" of space bounded by Federation, Klingon, and Romulan territories. Eight adventures and four more *Ship Recognition Manuals* are also planned, as well as a large cardboard play aid called *The Tricorder* (\$10). Using four cardboard wheels and a red film strip (which deciphers blue words overprinted in red), the Tricorder gives data read-outs according to a character's skill in using it.

FASA will also release ten plastic models (\$4 each) for its *Battledroids* robot combat game, which is "selling like crazy," according to Forest Brown of FASA. In addition, four "book modules" of rules and scenarios will appear in 1985.

In March comes a licensed *Doctor Who Roleplaying Game* (\$15). Described as being "introductory level," the game will be followed by up to six modules, 20-30 25mm figures, and eight pewter "collector figures" 54mm high.

Even simpler than *Doctor Who* is the *Masters of the Universe* RPG, coming in March (\$15). Designed for 8-12 year-olds, the game's rules are in comic-book form (produced by First Comics).

The beginning of 1984 was "the pits" for FASA, according to Brown, but in summer things picked up and "sales have been great, fantastic." FASA is doing "much, much better than a year ago."

Flying Buffalo: More solo adventures for *Tunnels & Trolls*, adventures for *Mercenaries, Spies, & Private Eyes*, and *Grimtooth's Traps* (sic). No, there hasn't been a *Grimtooth's Traps Three*; the skip from *Too to Foe* will be explained in the latter. Buffalo is also programming a new level (the fifth) for their nine-level *Heroic Fantasy* PBM, and is considering updating *Nuclear Destruction* — their first PBM, which has been running unaltered for 15 years.

Game Designers' Workshop: Since *Twilight: 2000* is "selling like crazy," according to John Harshman of GDW, 1985 will see "lots of stuff" for the new post-WWIII RPG. The first adventure modules are *Free City of Krakow* and *The Ruins of Warsaw*.

Traveller Book 7 is *Merchant Prince*, with rules for merchant characters, trade, and commerce. There will be more alien modules for *Traveller: Zhodani, Solomani, Hivers*, and *Droyne* are in the works.

Liegelord will be an RPG of the feudal Dark Ages with "very little magic — like *Chivalry* and *Sorcery* except a lot simpler."

Harshman said GDW's sales were up in 1984, "definitely" due to increased advertising. "We figure more people will buy a game if they've heard of it than if they've never heard of it in their lives," Harshman said.

Gamelords: Temporarily in "a holding pattern" until sales pick up, Gamelords has several products ready to go to the printer as cash becomes available: *Rand Survey* (\$6.95) and *A Pilot's Guide*

To the Caladon Subsector (\$5.95) for *Traveller*, and *Thieves' Guild 11: Triple Cross* (\$5.95). A new boxed supplement for *Haven* is *Intrigue on the North Bank* (\$12.95). Possible boxed games compatible with *Thieves' Guild* are *Naked Sword* and *Paths of Sorcery*, both using "The Fantasy System" introduced in *Thieves' Guild*. *Rogues in Space: Letter of Marque* is a possible boxed *Traveller* supplement with rules for space privateering and piracy.

There was not much of a sales response to the thirteen new products Gamelords published in 1984, according to Kerry Lloyd of Gamelords. Sales were "break-even" with 1983; "we're paying bills at the moment."

Hero Games: 1985 will be the year of the much-delayed *Fantasy Hero* RPG, according to Hero's Steve Peterson; it's scheduled for release at Origins. Another delayed game, *Danger International* (the revision of *Espionage!*) should appear in March. Other products: *Champions Ready Ref Screen* (including a reissue of the old *Island of Dr. Destroyer* adventure); *Organizations Book II* for *Champions*; a *Lands of Mystery* supplement for *Justice Inc.*; *Super-Agents*, a supplement combining *Champions* and *Danger International*; and in late summer, *Terror on Skywatch One*, an 80-page adventure for *Champions*. Supplements for *Fantasy Hero* are planned for summer and late 1985.

Iron Crown Enterprises: A very ambitious schedule includes no less than six Campaign Modules, five Adventure Modules, and three boardgames in the Middle-earth series in 1985. Highlights include *Minas Tirith* (\$10), *Erech and the Paths of the Dead* (\$6), *Riders of Rohan* (\$10), and *Moria II* (second of three parts, \$10). The boardgames are *Pellenor Fields*, *Conquest of Middle-earth*, and a new edition of "the infamous" *Riddle of the Ring*, originally produced without a license by a South Carolina company.

Other releases from I.C.E. include *Future Law*, a science-fiction RPG based on *Rolemaster* and compatible with *Rolemaster* and *Middle-earth Role Playing*. Both boxed (\$30) and book (\$10) editions will be available, and adventure modules are planned. *Creatures & Treasures*, a bestiary for *Rolemaster*, will be available in February or March (\$10).

The year 1984 was "tremendous, our sales doubled," according to sales manager Chris Christensen, and she said "1985 is already great" just two weeks into it. Christensen attributed the increase in sales directly to the Middle-earth/Tolkien license: "I sincerely believe it's the most important license anybody could have."

Mayfair: Bill Fawcett of Mayfair says they'll continue to produce one *RoleAids* module a month for *AD&D*; coming up in '85 are another *Monsters of Myth & Legend*, *Fantastic Treasures*, a special book on dragons, and licensed modules based on Andre Norton's *Witch World* series, Robert Adams' *Horseclans* novels, and the "Morgaine" books by C.J. Cherryh. A new series of *D&D* modules, publishing monthly beginning in April, is by *D&D* co-designer Dave Arneson. The series is based on Arneson's Blackmoor campaign, the very first *D&D* campaign ever run.

In early spring Mayfair will finally publish its

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