

The Fantasy Trip™



HEXAGRAM™

STEVE JACKSON GAMES

◇ Issue #1 • April 2019 ◇



Welcome to *Hexagram!*

This is a zine in the style of the 80s, when *TFT* first came out. The crew at Kickstarter decided to do a promotion to create old-school-style gaming zines, and as soon as we read about it, we were SO in!

We've included the kind of material that you would find in zines of the day: mini-adventures, charts and tables, magic items, discussions of what's coming next. There's even a lettercol. Remember lettercols? In this case we got our "letters" from the Kickstarter comments.

Will we do another issue? Yes, we will! This is not a money-making project. We did it because it's fun and because it may help promote *TFT*. And it got an amazing reaction from our backers. We really do miss working on *Space Gamer*, with its constant variety of short articles. The modern game economy just won't support a nice print magazine. But maybe, just maybe, it will support an occasional KS zine. And when support for *Hexagram* reached \$8,500, that unlocked the stretch goal "Do #2!"

So keep following us on Kickstarter to find out what we do with *TFT* and *Hexagram*, and when, and whether we make our saving rolls!

– Steve Jackson

PS – A zine anecdote: Many, many years ago, I was a bored law school student. In a vain attempt to not do my homework, I was reading the school paper. Even the classified ads, which I did not normally look at – but I was *very* bored. And one of those ads was a help-wanted ad for a "zine editor." Now, "zine" was not a common word at the time – back then, it meant, 99 times out of 100, a *science fiction* zine. So I replied to the ad!

The magazine turned out to be *The Space Gamer*. I didn't get the job; I was overqualified. (It went to Ben Ostrander, who did fine work.) Instead, I got hired by Metagaming as a game developer.

So on that one thin hook of the word "zine" hangs my career!

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