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APRIL/MAY 1984

NUMBER 5

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Demonwand



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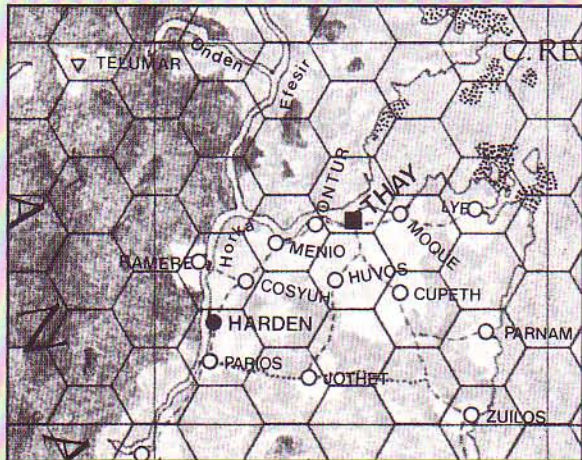
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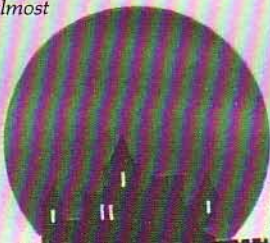
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When VEXOUS came to the wizards' castle, he found it heavily guarded. Fierce battle raged as the guards fought to delay VEXOUS so that the ROD could be completed; but VEXOUS eventually slaughtered them all and entered the castle. Surprised, VEXOUS could only watch as the waiting VELGOR invoked the power of the ROD.

But nothing happened. Casting a spell, VEXOUS knew the ROD was incomplete and with a wave of his hand, the beaten VELGOR dissolved; the ROD dropped to the floor.

Thrilled, VEXOUS realized that he could possibly complete this mighty ROD and use it as he wished. With a thought, the ROD leaped into his hand. Instantly, the ROD flared and VEXOUS was absorbed! The power was unmistakable, VELGOR had added his will to the ROD! He had predicted that VEXOUS would lust for the power that a completed ROD represented. But it was VEXOUS himself which completed the ROD. By his own evil will, VEXOUS enslaved himself and freed the world.

Hundreds of years passed, and VEXOUS' continual exertion to break free remained quenched. Peace ruled and no one questioned the sacred law which prevented anyone from entering the room in which the ROD OF WIZARDRY lay. But magic had become prevalent and with it a thirst for power, until finally, the temptation was too great and the ROD was stolen.

Realizing that any use of the ROD would allow VEXOUS to escape, VELGOR sent his thoughts to the wizards; and in one swift desperate move, each relinquished their control. VEXOUS' now unrestricted force was so great that the ROD exploded and sent its pieces throughout the land. VEXOUS lacked his form for most of his ancient power remained fused in the parts. But he was free and VELGOR was not.

Thus did **VEXOUS** search the world, seeking all the parts of the **ROD OF WIZARDRY** and the answer of how to regain his power without releasing **VELGOR.**

Lacking his form, **VEXOUS** was unable to lift any part of the **ROD.** But by using his limited power, **VEXOUS** was able to aid each follower in finding a part. If you choose to be evil then you are a **BLACK MASTER**, one of **VEXOUS'** chosen and the wielder of a **ROD** part. As a **BLACK MASTER**, you must find the remaining parts and give the power back to the formless **VEXOUS.**

If you choose to be good then you are an adventurer who found a part and learned of it's history. Referred to as an **ARCH-LORD**, you must reform the **ROD OF WIZARDRY** and **RE-ENSLAVE VEXOUS.**

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Drop Over for a Spell

Witch Hunt

Review
by G. D. Swick

"Joshua Terrel, ye stand accused of witchcraft. How plead ye?"

"I know nothing of witchcraft, Your Honor."

"Goodman Terrel, this court has heard testimony that ye have been seen on solitary walks in the woods north of the Ipswich Road late at night; that a black crow frequents the gables of your house; and that your wife has seen ye reading a strange book in the hours before dawn. Do ye still deny that ye are the one responsible for Goody Allen's affliction?"

"Your Honor, my cow often jumps her pasture and I must search for her. My wife is mistaken; it is the Bible that brings me solace in the early hours. As for the crow, if thou hast a way to rid me of him and his brethren who plague my corn field, pray tell me of it. I am no witch."

Suddenly, a young girl in the courtroom leaps to her feet, pointing to a spot above the accused.

"A yellow bird!" she shrieks. "A yellow bird flies above his head! He is a witch!"

The girl falls to her knees, moaning. Others begin to shriek and swoon. In the pandemonium that follows, no one notices two spectators who catch each other's eyes and nod in agreement. Joshua Terrel will not live to stand trial in Salem Town.

If you are ready for something different in role-playing games, try *Witch Hunt*, the first game from Statcom Simulations. In this game, the gamemaster is a player character, the magic is "historically accurate," and one group of player characters is trying to hang the

other player characters. It is a game where today's friend is tomorrow's accuser and hunter becomes hunted overnight. *Witch Hunt* emphasizes stealth, planning, and role-playing over bashing and looting.

Set in Massachusetts during the witch hysteria of 1692, *WH* pits students of the arcane arts against God-fearing, Puritan magistrates. If this sounds like a drab, serious subject for a game, rest assured, there's plenty of humor in the contest.

Witch Hunt comes beautifully packaged. The full-color artwork on the black box is from T.A. Matteson's painting, "The Trial of George Jacobs, August 5, 1692." Inside is a pair of twenty-sided dice, a map of Salem Village and a smaller map of Salem Town, a character sheet, and a 48-page rulebook containing an introductory scenario.

The dice are small and nearly useless for anyone with less than 20-20 vision. On the other hand, the 11" x 17", black-on-white map of Salem Village is quite functional. Players should be made aware that the "parsonage" is spelled "personage" (an old spelling not often used) and the meeting house is not specifically identified on the map, though the introductory scenario locates it as the building beside the Ingersol Tavern. The character sheet is well thought out, listing all spells (just check off the ones the character knows) and providing spaces for the names of spouses and children. In addition, there is a blank area for a floor plan of the character's homestead, as well as the usual list of attributes.

Finally, there is the rulebook, 48 pages of large type interspersed with professional-looking illustrations. The rules have some problems and a few typos, but they are easy to read and to digest, making this a good introductory role-playing game. Gamemasters who like a free hand will rejoice; rules lawyers will run screaming into the street.

Preparing a character involves a lot of die-rolling and some forethought, but doesn't take an inordinate amount of time. Roll percentile dice ten times and use the results in any order you wish to determine attributes. Additionally, you have thirty points to divide among these attributes as you see fit. Hence, a character can have over one hundred points in any given area. Among the usual attributes, Strength, Dexterity, Constitution, *et al*, are some new categories — Wit and Will. Wit determines a magistrate's ability to overpower a witch by strength of personality and to force a confession. Will is the ability of a witch to dominate others in a confrontation. Hence, witch-magistrate confrontations come down to a battle of Wit vs. Will. (Subtract the lower number from the higher; a player must roll less than or equal to the resulting number in order to achieve the desired result.)

Once the basic characteristics have been determined, the character must be fleshed out. Dice are used to determine height, weight, age, social and marital status, number of children, and occupation. These become significant during the course of the game. An unmarried or childless person is more suspect than others might be. A member of the gentry

is less likely to be accused than a servant is. Furthermore, non-player spouses and children can have definite effects on events in the game: Does Mother spank you without good reason? Tell everybody she's a witch — that'll fix her!

In *Witch Hunt*, even the gamemaster acts as a player character — either the Town Crier or the Town Gossip. This character will be a wealth of information, but may not be exactly where a player needs him or her to be at a critical time. Tough luck — take that into consideration next time. The rules strongly suggest that other players not attack the Town Crier, but it's not forbidden, so this game could give new meaning to "Kill the Ump." It should be noted that things run more smoothly when the Town Crier isn't running for his or her life.

Once a witch character has been prepared, it is time to see what spells that character knows. This is perhaps the best section of the *Witch Hunt* rules. A witch may know virtually every spell in the book (20 in all). A die roll is made for every spell; witches who roll equal to or less than their Wisdom learn a spell and know it for life. Spells that are not learned as a neophyte may be learned at higher levels through the same method. Spells do not need to be "re-learned" each day nor is strength required in spell casting.

If this sounds like witches are too powerful, remember that spells must be cast in secret. (Making unholy gestures during church services tends to arouse suspicion.) In addition, casting a spell may bring a witch to the attention of the victim of that incantation. Finally, there is no guarantee a spell will work. Every time a spell is cast, a die roll must be made on the Spell Control Table. There is a 70% chance of success (Controlled Result) and a 20% chance of No Effect. There is also a 10% chance of an Uncontrolled Result: You

may have cast a spell on your best friend instead of the constable who is searching for you; the spell may have boomeranged — you may be withering away instead of your enemy; or anything a fiendish GM determines has happened, happens. (One suggestion: It is better for the GM to make the roll on the Spell Control Table rather than following the rules and allowing the player character to do it.) Magic is not to be taken lightly in *Witch Hunt*.

The spells themselves are unique in gaming. Every spell has been researched; if you accept that magic exists, these spells are real. (You get descriptions, not directions; this is a game, not the *Necronomicon*.) Among the delights awaiting a witch player are Tanglefoot, Withering, Storm, Curse, and the ever-popular Pole Riding. These are spells for which people were hanged in centuries past.

There are even three counter-spells for magistrates to use in self-defense. (A little hypocrisy is wonderful.) These are the Cake, the Counter-Scratch Curse, and the Pot. Like a witch, a magistrate must roll against Wisdom in order to determine which spells are known and then roll for Uncontrolled Result, No Effect, or Controlled Result.

The magistrates have a number of other things working in their favor. Among them is the chance to operate in the open. (Although it's not a bad idea to wait until late at night before staking out a suspect's house or skulking about the local cemetery.) Magistrates also have a chance to "see" a witch's aura and a witch-restraining device called the Staff of Law. Public opinion, interrogation, the courts, and, under the right circumstances, ye old musket may also be on the magistrate's side.

Magistrates are charged with creating a case that will hold up in court. This may involve following suspects, buying information, or anything else within the law. Once a magistrate feels there is sufficient evidence, he or she may confront the suspect in a series of actions known as Search, Arrest, Interrogation, and Trial.

There is a results table for each of the four actions mentioned above. According to these tables, the lowliest constable has a 70% chance of finding damning evidence during a search, regardless of whether the object of that search is a person or a building. A judge has an 85% chance of finding something. There is then, at worst, a 70% chance the suspect will come along quietly, a 70% chance he or she will cooperate at the Interrogation, and a 70% chance of a confession at the Trial. Even if an Uncontrolled Result is rolled, the magistrate still has a chance to win in a Wit vs. Will showdown. While these numbers may be historically accurate, in the context of the game, something is obviously wrong.

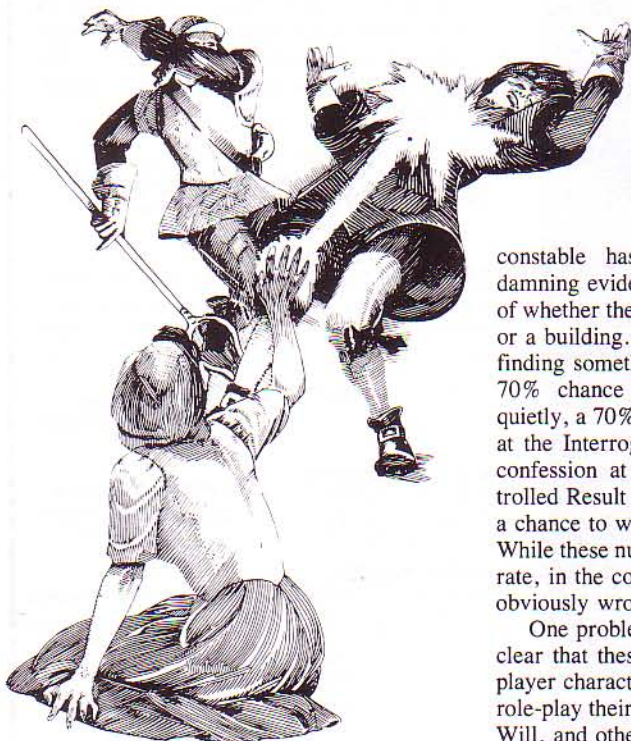
One problem is that the rules do not make clear that these tables are used *only* for non-player characters. Player characters can try to role-play their way out of a bad situation. Wit, Will, and other attributes come into play. If a



constable finds a hidden compartment behind a chimney stone in a witch's house, a player character witch doesn't have to roll to see if he comes along quietly; he can pick up a chair and throw it at the nosey lout! The rules provide information on how much damage the chair will do based in part on the Strength of the person throwing it.

Another problem is that it is harder to conceal something on your person than in a house, but the rules do not recognize this. To compensate, use the table in the rules for searching a person, but devise a more satisfactory system for searching buildings. Perhaps a 70% chance of seeing something that is not hidden, a 50% chance of finding something that was hurriedly put out of sight, and a 30% chance of finding something that is well hidden, with modifiers as they are listed in the rulebook.

A third problem with the rules becomes apparent whenever character attributes come into play. Much of the action in *Witch Hunt* consists of comparing attributes (Wit vs. Will, Strength vs. Strength, Speed vs. Speed, etc.), subtracting the lower number from the higher and rolling less than or equal to the difference. For example, a witch with a speed of 47% is fleeing from a magistrate with a speed of 64%;



hence, $64\% - 47\% = 17\%$. According to the rules, the character with the *higher* attribute must roll for success, so the magistrate, who is faster, must roll 17 or less on d100. Herein lies the problem: The faster magistrate has only a 17% chance of catching the slower witch, who has an 83% chance of escaping! It would seem to be more realistic for the character with the *lower* attribute to make the die roll. A decision about who rolls in any given situation should be made on a case-by-case basis, with an eye to realistic results.

These problems do not make *Witch Hunt* unplayable by any means. Players should, however, be made aware of the weaknesses within the system and be prepared to work things out in an amicable fashion.

Neither witch nor magistrate can afford to get smug. With witch hysteria rampant, no one is safe. At the end of each day of game time, the Town Crier must make a die roll for each player. There is a basic 50% chance that a warrant will be issued for a player's arrest. This may seem high, but it is historically accurate considering the large number of people who were accused of being witches (a number which included some prominent witch hunters). If a magistrate is accused, he or she can hope to sway the court, flee, or try to find a witch willing to give a crash course in witchcraft.

An accused witch is a dangerous thing to both friend and foe. He or she may try to cheat justice by confessing and turning in every other witch in town. Hence, it is not always

good idea to let friends live when the law comes after them. A magistrate who accuses a witch may also be singled out for special attention.

This situation creates some problems for the GM, who may need to receive secret messages from various players. This can be accomplished by separating the magistrate players and the witch players or by passing "paranoia notes." Either way tends to slow down the game. The best solution may be to have all players agree at the outset that what they see and hear is not necessarily what their *characters* see and hear. The rules suggest keeping player characters' identities secret for as long as possible, but this again results in the need for secret messages.

The *Witch Hunt* rules provide players with a set of victory points so they can see how effectively their characters are performing. Receiving specified victory points for completing certain tasks is common in wargaming, but not in role-playing games. Players can receive (or lose) victory points for such things as finding a magical item, getting a warrant issued that ends in an arrest, or remaining unaccused throughout an entire scenario.

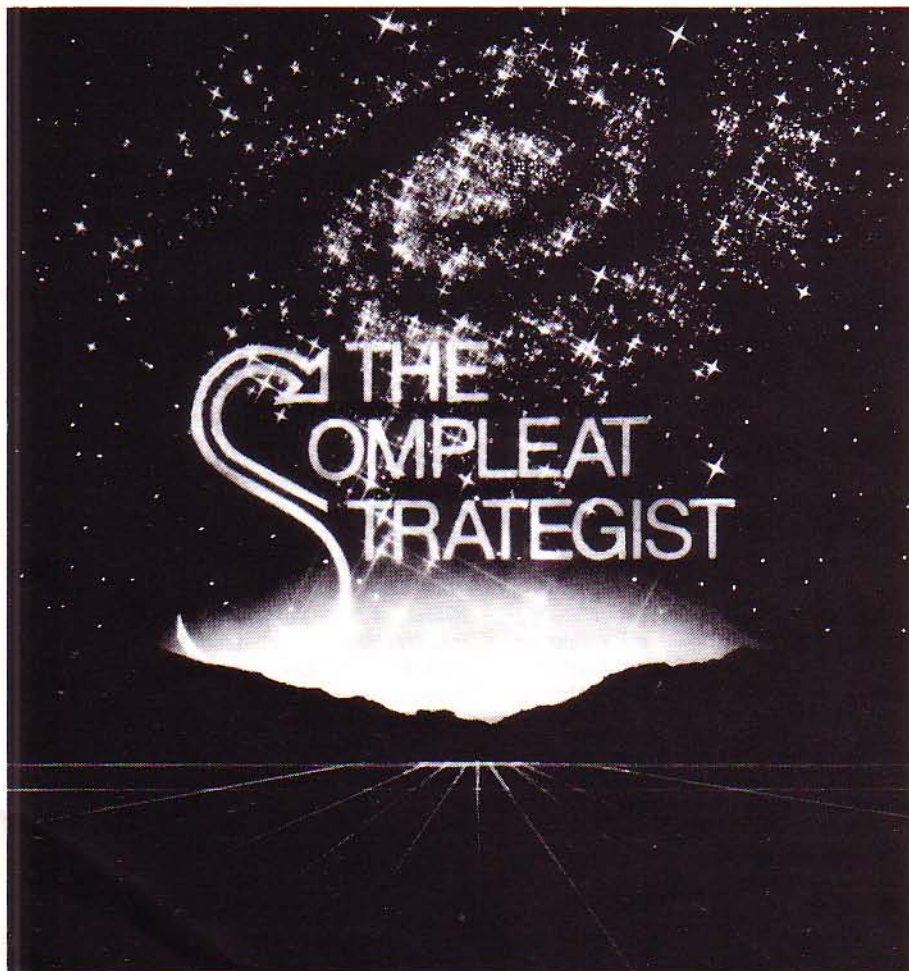
To aid players in understanding the era in which *Witch Hunt* is set and to aid game-masters in setting up scenarios, historical information is scattered throughout the rule-book. This information should be used to make decisions in the course of play that are in keeping with the time period. There are also



floor plans of a "typical" house, hovel, and tavern, which come in handy during searches.

The *Witch Hunt* rules require some fine tuning but they give GMs and players a solid base with which to work. This is an innovative game, but most importantly, it is downright *fun* — well worth the \$10.00 price tag. It is also a system begging for expansion, not only with new modules set in Seventeenth Century Massachusetts, but with modules set in the Caribbean, New Orleans, San Francisco, and elsewhere. Give *Witch Hunt* a try — you may get hung up on it.

WITCH HUNT (Statcom Simulations, Inc.); \$10.00. Designed by Paul D. Baader and Roger Buckelew. Box art copyright Essex Institute, Salem, Massachusetts. Interior art copyright Dennis B. Meeham and Metro Art Services. Suitable for solitaire or group play. Can be played in scenarios of four to eight hours or as a campaign. **FG**
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Excalibur

Review
by Bill Wallace



In the centuries following the Norman conquest there were no computer games, no VCRs, TV, radio, nor stereos. People joust-ed, baited bears, went on crusades. They composed poems and told stories while recovering. When printing was but a gleam in Gutenberg's eye, the stories of King Arthur and the knights of the Round Table were most popular. The historian, Geoffrey of Monmouth, wrote a sparse account of Arthur's reign. Poets and bards on both sides of the channel took his thread and spun an elaborate tapestry of adventure and romance. Malory, Spenser, Tennyson, T.H. White, even John Steinbeck, and many dimmer literary lights have contributed their versions. New media produced new stories: We've seen Prince Valiant in the Sunday funnies; Sir Lancelot on TV; and Monty Python pursuing the Grail.

Arthur and company live in the foundations of our popular culture, and now Chris Crawford, Larry Summers, and Valerie Atkinson have built their own Camelot in one of the newest media. The first English printers, Malory and Caxton, did much the same half a millennium ago.

Crawford is famous for his computer games. He designed *Eastern Front* for Atari, *Tanktics* and *Legionnaire* for Avalon Hill. In *Excalibur*, he and his collaborators have created a game that sets new standards for intelligence and intricacy.

You are Arthur. Your goal is the unification of Britain's 16 kingdoms into one. The game begins with an uneasy truce across the land. Old feuds smolder. After a few turns,

they will burst into the flames of war. This Britain is Crawford's own creation, history overlaid with legend. Arthur's Camelot is in south-central England. Each of the 15 other kings has his own "personality." Some are good tacticians, some masters of diplomacy, and a couple aren't at all rational.

Documentation for the game is excellent — even entertaining. The actual rules are sketchy; most of the large manual is a story. When I realized I needed to read 63 pages of fiction I feared the worst, but the novella is pretty good — much better than most creative documentation. In fact, it gives you so much good advice you'll probably refer back to it often.

All input in *Excalibur* is by joystick, except for the Atari special function keys: initiate combat, pause game, and save game. The mechanisms of play are the best I've seen — people who program for real-world applications could learn something from *Excalibur*. Because of the extremely complex situation you face, keyboard entry would be awkward, pace of play would suffer, and consequently it wouldn't be nearly as much fun.

Camelot

You begin the game in Camelot's Round Table Room: Arthur appears as a large, golden crown at the center of the Round Table. Surrounding him are his knights (each represented by a distinctive shield) and Gwynevere (a smaller crown). The proximity of each knight to Arthur and the other knights represents his attitude toward them. The left half of the screen reads: "Gift," "Honor," "Banish," and "Select." Each knight has a distinct character, which varies just enough from game to game to keep you guessing. The menu shows your options for managing them.

Some respond to gifts from your treasury; some to military honors; some don't respond to anything — they continue to move away from the Round Table. (This is the time to consider the merits of banishment.) Select picks the knights you wish to take on a campaign.

Moving "up" takes you to your Throne Room. As on each of the screens of Camelot, four words appear on the left side of the screen. Your menu choices are "Tribute," "Attack," "Prestige," and "News." You cannot control prestige — it rises and falls with the fortunes of your kingdom. Attack declares war. Choose Tribute when you want to persuade a powerful king to leave you alone. From the News you learn who's attacking whom, who is offering you tribute, who is weakening and ready to abdicate their throne.

When you are away from the Throne Room the news is "kept" for you until you return. The right side of the Throne Room is a map of Britain. Here you see the other kingdoms, color-coded to indicate hostility, tribute, neutrality, and vassalage. After you've played a few games you will learn to follow the news by watching the colors on this map.

Up from the Throne Room takes you to the Treasury, and a new menu: "Wealth," "Taxes," "Army," and "Tithes." Your Taxes and Army can be raised or lowered. Wealth shows the money your people have after taxes as well as the amount in your royal treasury. Tithes are offerings from vassals and may only be changed by visiting their castle. The experience of your army is shown at the bottom of the screen.

Moving from the Treasury takes you into Merlin's room. Merlin appears on the right side of the screen, as a wonderfully detailed,

animated face (resembling, it is said, Mr. Crawford). The brightness of his image indicates Merlin's strength. The four menu options here are "Change," "Pestilence," "Plague," and "See." Change favorably influences (albeit temporarily) any king. Pestilence attacks the agriculture of a chosen enemy; Plague kills his soldiers. These actions, especially Plague, draw on Merlin's power, and when he's exhausted, he rests.

Merlin's best trick, and his least costly, is See, which allows you to enter wraithlike the castle of another king. You may study his economic structure and learn the size and prowess of his army. In his Throne Room a positional chart shows his feelings toward all the other kings, including you. In his equivalent of your Round Table Room you can count his knights or, if he is campaigning, see the name of his victim.

Campaign & Pillage

You venture out of Camelot to campaign against an enemy or to interact with your vassals. When you move down from the Round Table Room you "emerge" onto a scrolling multi-screen map of Britain. Kingdom borders are clearly delineated; castles are colored to indicate their relation to you. If you have declared war on an enemy king, you may pillage his kingdom by moving your crown over his green, wealth-producing farmlands. This produces revenue for you and depletes his financial base. You may also enter the castle of any of your vassals and regulate the size of his army, his taxes, and the amount of tithes he pays. Travel seems quick but is slow in game time — a little pillaging can leave you weeks behind on news. When you're travelling overland, if Merlin's strength is not depleted, his raven — more graphics — will tell you the lord of any castle you see and how many men-at-arms are inside.

If you pillage the lands of a king who is campaigning, or a king much weaker than



yourself, not much will happen. If the king is at home, and strong, he will surge out of his castle to defend his peasants. If you weaken or stay away from Camelot too long, other kings will attack you. A declaration of war against you or one of your vassals causes your crown to flash. When you are in Camelot or a vassal's castle and an enemy army arrives to pillage, you are given the choice of fighting or waiting. Refusing to take the field results in a devastated countryside and lost prestige.

Battle is fought on a single screen with no terrain features. Arthur's men are arrayed at the bottom and the enemy at the top. You may examine the strengths and positions of both sides before beginning the battle. The enemy king and his knights have varying strengths, reflecting their men-at-arms. Your knights command as many soldiers as they were "Honored" with in your Round Table Room. Each unit has a fatigue number which decreases with movement and combat. The battle continues until one side is wiped out or quits the field. It is possible, but very, very difficult, to kill an enemy king outright. If you're careless, it's not at all hard to get Arthur killed.

As time passes, some of the kings weaken. By mid-game there is a steady attrition of free kings. In the news you may follow the decline of your royal rivals as they pass through four stages of weakness, culminating in vassalage to one of the surviving kings. Each of the kings has likes and dislikes, which are largely formed during play; this influences whose vassal he becomes. No vassal can regain autonomy but he can switch lieges. If your prestige is high you will attract vassals; if it falls, your vassals desert.

Strategy

Excalibur is an easy game to play but it is not easy to win. The first thing to realize when you sit down to play is that it is *not* merely a wargame. True, if you lose too many battles you'll lose the game, but winning battles is no guarantee of victory. Chris Crawford told me the illuminating idea behind *Excalibur* may be found in a quote from the military historian, Clausewitz: "War is the extension of policy to other means." Policy in this game includes not only war, but how you deal with your knights, how well you handle the wealth of Camelot, how fair a liege lord you are, who you make your enemy,



and how you campaign against them.

Early in the game, when economics are very important, you must balance the necessity of raising taxes to support your army against the problem of depleting your land's wealth. Wealth left with your peasants is rewarded by general economic growth, but without an adequate army your wealth only benefits your enemies. You also need to build a substantial treasury. My most successful economic strategy is to use Merlin to check out my near neighbor's armies. I maintain an army five or ten men fewer than theirs. If you preserve all your knights they will give you sufficient advantage if you're attacked. I build my treasury early. Later in the game, when it's important to maintain momentum, your army will be well-funded. Consequently, I tax my peasants heavily at first and then level off. If you exercise just a little caution, you can maintain a financial lead over all the other kings.

As the game progresses you acquire more knights, up to a total of 13 — if you don't lose any more of them. Their qualities vary: Some are good fighters. Some help you maintain order at the Round Table. Take care of all of them. Passing out gifts and honors is fine, but preserve them in battle. Nothing blunts ambition quicker than witnessing the butchery of one's followers.

If you don't gift Gwynevere she's likely to start messing around. You can tell this is happening when her crown and a knight's shield share the same space. Banishment is the usual course of order here, but bribery sometimes works. Ignoring the situation makes the other knights unhappy. If your knights become *really* unhappy they kick you out of Camelot.

Then there is Sir Mordred. He's not much

good in a fight and he tends to draw other knights away from the Round Table. The temptation is always strong to steer him toward a hero's death in battle, but sufficient bribery can sometimes keep him loyal. (I have played one game where he was a good fighter.) Remember to take care of *all* your knights.

Choosing your enemies is the most important aspect of your strategy. Fortunately, you have one "safe" enemy at the game's beginning: Hengist, the mad Saxon king who borders you to the east, is universally detested. Any victory over him wins you prestige. However, the loves and hatreds of the 15 kings are so neatly interwoven even Hengist has his friends. Britain is split between Celtic and Germanic kings: if you attack Hengist too viciously, you upset Germanic Kings Horsa and Cheldric, who are valuable allies. *Every* action you take toward another king must be weighed, short-term against long-term advantage. You'll often be tempted to exact revenge against an enemy. Resist the urge — your goal is to unify Britain.

Merlin

Merlin is your edge. None of the other kings has a wizard; none of them can visit Plague or Pestilence upon you. Use these powers only when you are hard-pressed, since Merlin is most useful when he's helping you spy on another king. If you must, Pestilence spends less magic than Plague and, combined with a little pillage, it can doom an enemy to

vassaldom. Plague is only for powerful and persistent opponents.

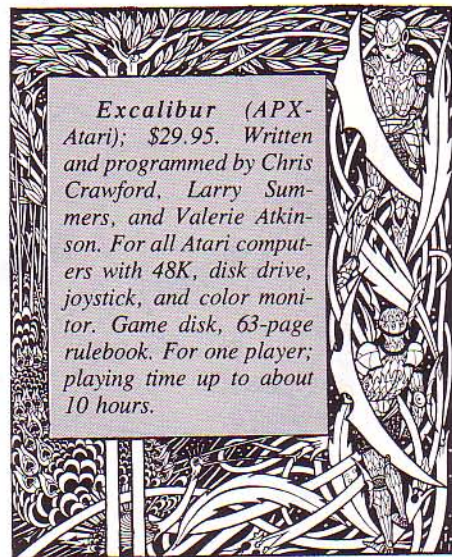
The first turns of the game are a struggle just to survive — many of my early games lasted about half an hour. Choose your battles carefully. After you've won a few and maybe acquired a vassal, you must move with deliberation. Sitting back and waiting for the enemy to come to you won't work. Arthur can die of old age. Faltering and wavering in policy results in lost prestige. The endgame is tough, usually pitting you against two other kings who favor each other over you. Revised versions of *Excalibur* have introduced an additional complication: The other kings can now detect who is winning and they will work extra hard against you. Eventually it will be you against one other king and the game will probably, but not always, be decided in battle.

Battle tactics are extremely important, though without good overall strategy they are worthless — there's no profit in winning the wrong battle. Possibilities for formation and attack are near-infinite. But, generally, your tactics should vary to match the strength of your enemy. Always protect Arthur; it's easy, sometimes fatal, to be distracted by a flank attack. If things get too rough, don't hesitate to consider the better part of valor. Large units fatigue faster than small, so it is not a good idea to overload your best knights. When I'm outclassed by an opponent, I favor a conservative battle formation — just below mid-screen with Arthur guarded by two of his best knights. The enemy king will often go for

Arthur and expose himself to multiple attack.

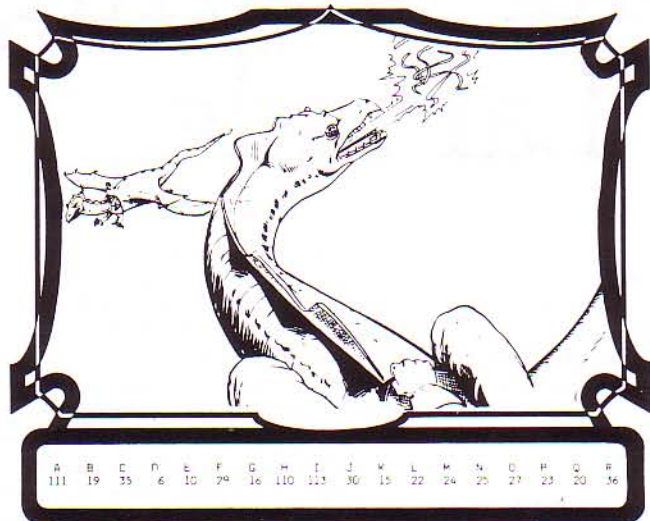
It would be a shame to describe all the chrome in *Excalibur*. Loving care is visible in every aspect of the design. What Crawford and friends have done here is something quite new — they have given the game-player raw material to build a world. In each game of *Excalibur*, Britain is largely a place of your own making. I know of no other game that gives you so much control over your own fate. You won't lose this one because of bad luck. You must have a plan and, if you play well, your plan will work. You'll be king of all Britain, forever.

FG



Excalibur (APX-Atari); \$29.95. Written and programmed by Chris Crawford, Larry Summers, and Valerie Atkinson. For all Atari computers with 48K, disk drive, joystick, and color monitor. Game disk, 63-page rulebook. For one player; playing time up to about 10 hours.

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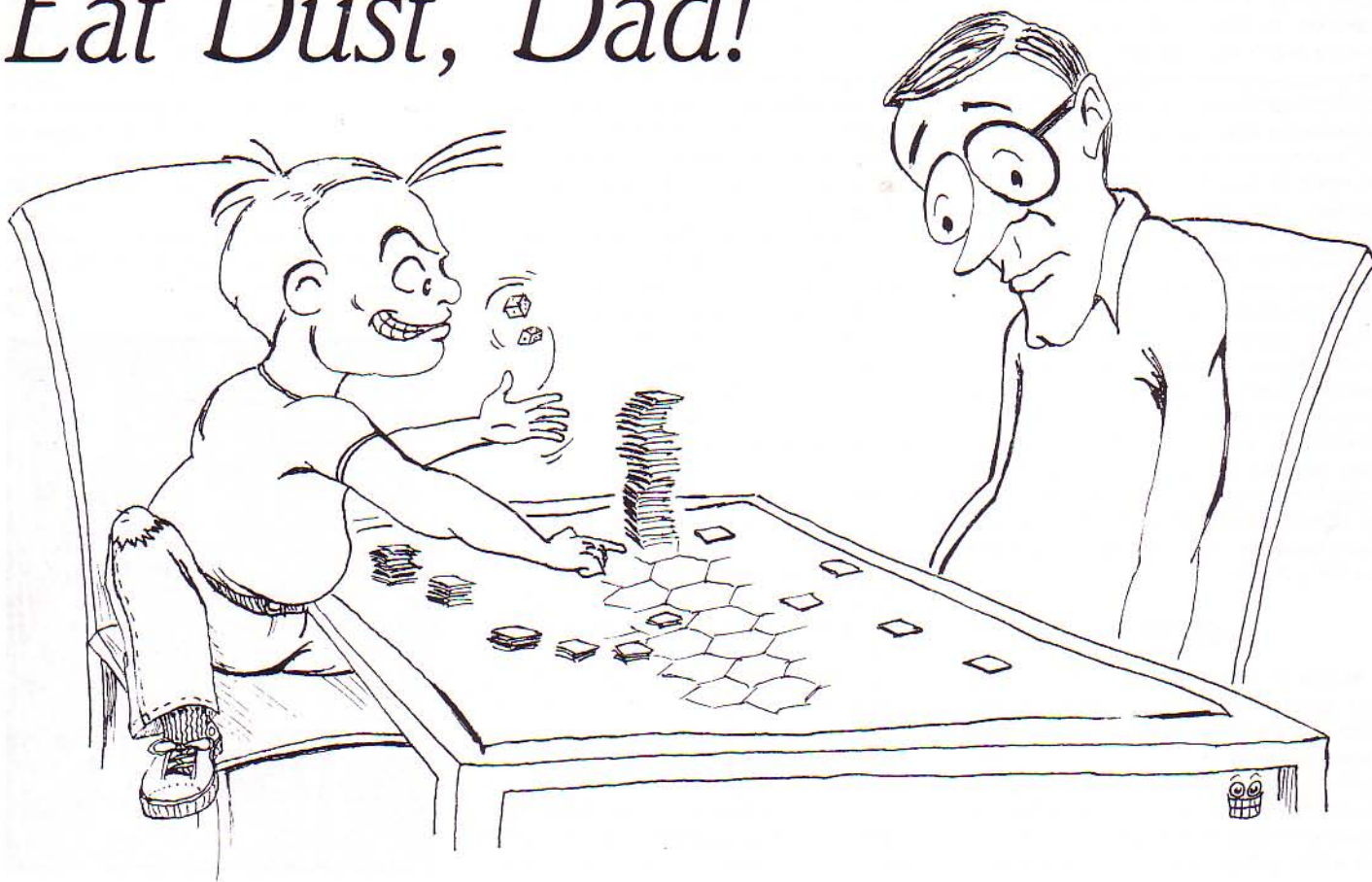
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Eat Dust, Dad!



Parent-Child Gaming by Steve LaPrade

I

Danny (my nine-year-old son) wore that dimple-accenting grin that freaks his grandma out.

I was a little freaked out too. We were playing *Illuminati* and I had just plugged the weak point in my setup: I had cautiously juggled funds from group to group to make myself unassailable; I had husbanded my lone special card for a privileged attack, in case my *Illuminati* group lacked the funds for one; and I had squashed an attempted takeover of my weakest group.

Danny's Discordian Society had four Weird groups under control, but I was about to gobble up the Mafia and reach the power total my Bavarian *Illuminati* needed to win. I had my special card to block all interference; I had the game in the bag! Then I rolled a 12: *automatic failure*.

And that's when Danny smiled and said:

"Eat dust, Dad."

He then used *his* one special card, made a privileged takeover of an uncontrolled Weird group, and won the game.

The first thing I learned in father-son gaming was that Dad may have to be a good loser.

...

There seem to be very few father-son war- or fantasy gamers. The hobby is relatively new, and has yet to develop the father-to-son tradition of baseball, football, or even model building. This article is for parents like myself who'd enjoy gaming with their children, but desperately need an alternative to video games, expensive computer systems, athletics, and *Monopoly*.

In early 1982 I happened into a store in Norman, Oklahoma called The Game Shop . . . which brings us to the first lesson in

introducing your son or daughter to adventure gaming: *cultivate your game store owner*.

Kerry Dean (manager of The Game Shop) is unmarried, has no children, and is at least ten years younger than I; but I guess he could spot a desperate case when he saw one. I was a bit afraid of adventure gaming. In high school I had seen a friend's copy of *Gettysburg* (the 1963 Avalon Hill wonder) and since then the thought of wargames had frozen in my blood.

Kerry, using the same calm tones police use in urging nuts not to jump off bridges, informed me of a new advance in gaming: "minigames." He showed me some releases from Metagaming, Task Force, and Steve Jackson Games. I gulped, and then tried TSR's *Icebergs* and SJ Games' *One-Page Bulge*. I thought I could move up if I survived.

II

I found I enjoyed the games as much as my son did. And for the parent who plans to

introduce board wargaming to a child, I've finally arrived at the following list of suggestions:

(1) *Avoid games with long playing times.* My experience shows that two hours is about as long as most kids will sit still for one game. (And Danny can only manage that long for *One-Page Bulge* and SPI's *Antietam* and *Shiloh* because of the suspense of coming reinforcements.)

(2) *Kids want to get right to the action:* parents should read the rules the night before introducing the game. This serves several purposes, including familiarizing the adult with the game and finding out if any parts are missing.

(3) *Note which side is harder to play;* start your child with the easier one, or the one with fewer tough decisions. (In my case, this meant starting Danny as the Germans in *One-Page Bulge* and the English in *Quebec*.) Once the child gets the hang of the game, he'll want to jump over to the tougher side.

(4) *Initially, avoid games with "open setups."* Kids adjust to circumstances but have a lot harder time figuring out where to place pieces at the start of a game. (The only exception I found to this was *Quebec*. While the French have open setup, there aren't that

many options because the English can only invade at a few landing sites.)

(5) *Keep it simple.* Avoid games with morale checks, empty-two kinds of cannons, etc. (See the sidebar for suggested introductory games.)

(6) *Stay in contact with gamers who don't have children.* A colleague at work steered me onto both *Kung Fu 2100* and *Starfire*.

(7) *Remind your child that life isn't always fair* — and games, like life, can take strange twists. Danny had this hammered home in *Kung Fu 2100*, when in sixteen die rolls he couldn't get the 1 or 2 needed to break a door down. Both of us learned it again when I lost a *Car Wars* autoduels to an opponent's upside-down car; and yet again when I lost *Swash-buckler* to a pirate who had lost the use of both arms (he kicked me to death).

(8) *Emphasize the importance of putting the game away.* These games aren't like checkers, where if you forget a piece you'll easily find it later. You may wish to buy a sheet of blank counters to make replacements.

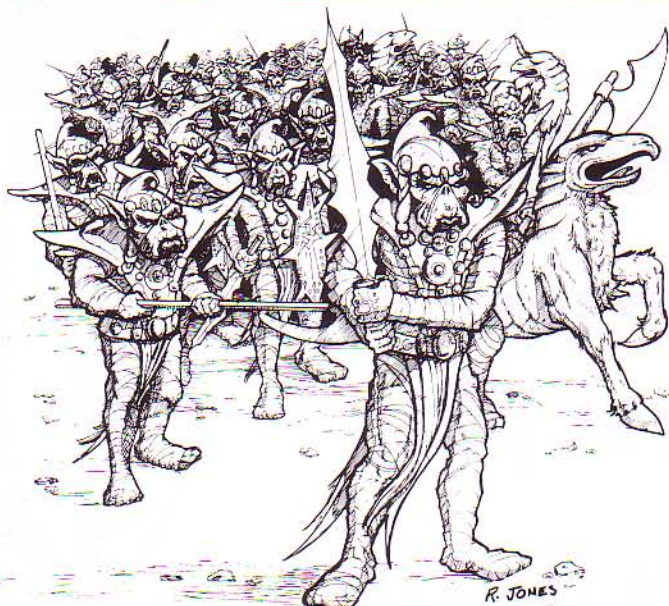
(9) *Start with a game where it's easy to give odds* if the gaming parent is experienced. In *One-Page Bulge*, for example, the parent can take a handicap of five fewer German units than the rules call for. If he wins, he can

start the next game with still fewer counters. When the child starts holding his own, the left-over pieces can be restored. (My son and I have no problems with jealousies or rivalries. Since we both got into gaming at the same time, we both had to learn a lot and neither had an advantage over the other.)

(10) Do you offer advice during play or after? My own method is to offer immediate suggestions only if the child is about to make a major error. But afterwards, show him where he might have had a better overall strategy. Be sure to repeat this advice if some time passes before you play the game again.

Finally, don't be alarmed if a child suddenly seems to lose interest in a game or wants to do something else. I've had Danny stop me in the middle of *House Divided* to play some football . . . and then come in for another session. I've found kids, like adults, go through periods when one game becomes a temporary favorite. With Danny, even an old game that didn't interest him at first (like *Oregon Trail*) would be rediscovered and become a favorite a couple of months later. Of course, Danny's interest in *Oregon Trail* may have been fueled when my wagon train was hit by an Indian ambush, two attacks, flood, disease . . . and the train even deserted me just one hex from our destination!

As Danny would say (flashing his dimples), "Eat dust, Dad."



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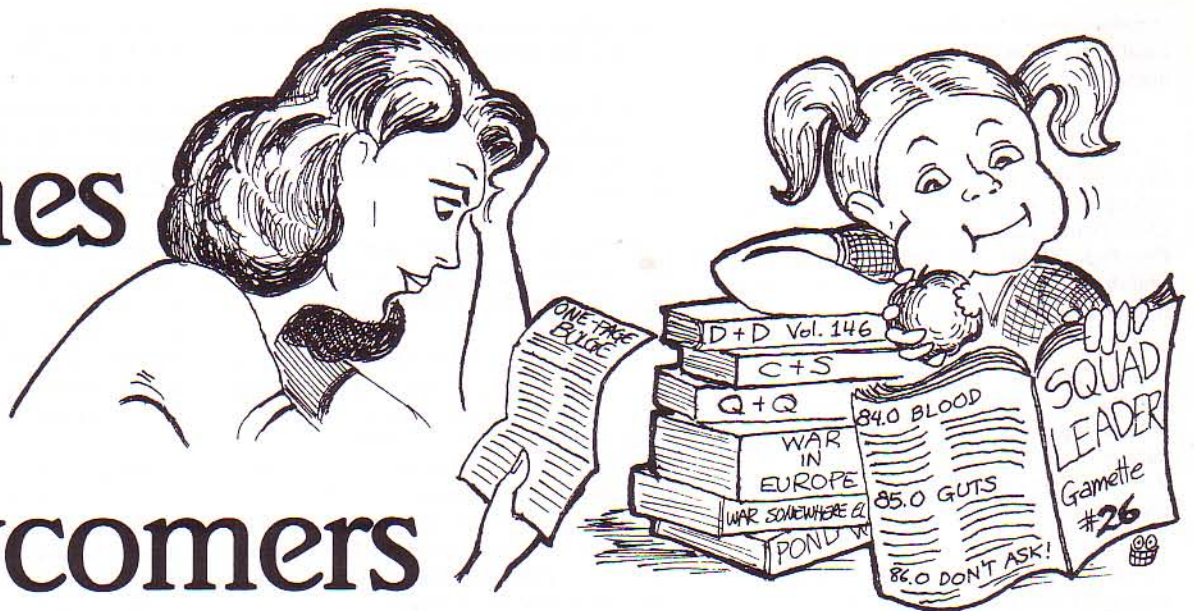
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Games for Newcomers



One-Page Bulge (Steve Jackson Games). The concepts in this game, including zones of control, terrain, combat results tables, etc., will be found later in lots of more complex games — that makes it a natural starter.

Battle (Yaquinto). This game takes less time to play than *One-Page Bulge* and lets both sides dabble in combat in different periods of history. Since there are no dice or combat results tables, the game can become almost chesslike — perhaps too much so for some kids, although mine enjoys it.

Quebec (Gamma Two). Copies of this

game continue to turn up, though the company is now extinct. It has the advantage of introducing simultaneous movement and surprise in a simple format (with a beautiful map and graphics). The game is full of fun, bluff, and strategy, and makes an easy lead-in to simultaneous movement games such as *Swashbuckler* and some combat games.

Oregon Trail (Fantasy Games Unlimited). Has the advantage of easy-to-handle plastic pieces instead of cardboard counters — a consideration if your child is clumsy or perhaps too physically handicapped to handle small

cardboard chits. The game is fun and has a beautiful map and elements of role-playing. It also teaches a child about being responsible for his own decisions. Danny tried quick-marching his wagon train and saw his folly punished by three Indian attacks within a short time.

Kung Fu 2100 (Steve Jackson Games). Lots of fun, with a quaint combat system. It's a classic David vs. Goliath clash. My kid loves it even though he's not into kung fu flicks.

Battlegame Salvo (Gamescience). This item is perfect for a bedridden child, as I discovered during Danny's severe bout with

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Death from the North!

The Windigo

A New FRP Monster Class

by Gregg Chamberlain

The Windigo (sometimes spelled Wendigo) is derived from the legends of the Cree and Ojibway people of northern Ontario, Canada. During the five moons of winter, when snow covers the game trails and famine sits at the village campfires, the Windigo stalk the forests, searching for flesh to ease the hunger which torments them. So goes the legend. Gamemasters should feel free to transport the Windigo to their fantasy worlds; there is no need to send players to Canada in order to have them meet the Windigo.

The Windigo are cannibalistic monsters which were once human beings. A person turns Windigo when he or she is possessed by the Windigo spirit. This usually occurs during the winter months, when people are prone to depression; near-starvation weakens the spirit and constitution, making them susceptible to possession. Those who have eaten the flesh of their own species — for any reason, at any time in their lives — risk possession by the Windigo spirit when they venture into the forest during the winter months. Under special circumstances, anyone may be in danger. These circumstances will be detailed shortly.

Make a saving throw and compare the result with an endangered character's Wisdom and Constitution scores. If the result is lower

than each score, the character is safe from possession, at least for that adventure. If the result is lower than *either* score, but not both, the character is safe from possession for one day only and must roll 3d6 again the next day. If the roll is equal to or higher than *both*, the character has a 50% chance of turning Windigo. Roll percentile dice for each day to determine if the character becomes possessed. Characters leaving the forest before possession occurs are safe — the Windigo spirit cannot go beyond the forest regions, and must wait for a victim to return. When rolling, bear in mind that the Windigo spirit can possess more than one person at a time.

When a person becomes a Windigo, mystic ice forms within the body and spreads throughout. In some cases (described below) the body enlarges and body hair covers the person entirely save for the face, the hands, and the soles of the feet. When the Windigo spirit takes possession of a body, the host's metabolic rate speeds up as the spirit consumes whatever energy reserves exist, creating the continual hunger which drives all Windigo. If forced to do without food for several days, a Windigo will begin to consume its own body. This does not weaken the Windigo at all; the creature just becomes more savage and more

likely to attack the first edible thing it sees. A Windigo will kill and eat any and all living things in the vicinity.

When victims become scarce, the Windigo immediately moves in a straight line toward the nearest village or heavily-populated area. Wherever it goes, high winds, blizzards, and a general feeling of uneasiness and gloom warn of its approach. Windigo roam endlessly until spring, when the melting snows curtail their activities and often force them northward to wait until winter again allows them to move south. Windigo *have* been encountered during warm weather — even in warm climes — but such occurrences are rare.

Windigo speak a language known only to themselves; some can also communicate with human beings and other character types. It is impossible for any player to learn the Windigo language, but translation spells, helmets of comprehension, and the like will function normally. Wishes will also grant the ability to speak and comprehend Windigo.

Since the Windigo is basically a possessed soul, the spirit can be exorcised by a cleric of great power and will. (In the Cree and Ojibway legends, native shamans confined the creature within a sweat lodge and, through a combination of chanting and large fires inside

the lodge, weakened the Windigo spirit and drove it from the host body. Gamemasters should feel free to adapt this ritual to their own needs.) There is a 75% chance that any character possessed by a Windigo spirit will go insane during the rite of exorcism.

When a Windigo is slain (as opposed to having the Windigo spirit exorcised), the body must be burned completely — reduced to ashes. If this is not done, the Windigo spirit may revive the corpse of the host body and continue its reign of terror. This is a truly terrible thing, as the following story relates:

Once, a woman who was in the process of turning into a Windigo was strangled by the people of her village; a stake was driven through her heart and the body was covered with stones. The Windigo spirit, which still resided within her unburned corpse, waited patiently, and after the next heavy snowfall, took vengeance. The village was snowed in and the inhabitants faced starvation; because of their weakened state, the Windigo had little trouble taking possession of all the inhabitants of the village.

Note that the Windigo cannot control the weather; in combat it is, however, impervious to any weapons (or attacks) that utilize cold. In hand-to-hand combat, the Windigo utilizes a claw/claw/bite series of attacks with a possible rend if both claw attacks strike.

There is a spell available to very powerful magic users which enables them to transform a person into a Windigo under their control. (In *AD&D*, magic users of 18th level and higher may know the spell.) This spell cannot be reversed; the Windigo must be exorcised or slain. Casting the spell is unequivocally an evil act and GMs should take this into account before allowing a character to attempt it.

The spell works like this: The mage builds a fire and lets it burn down to embers. He or she scoops a hole in the cinders and places a ball of snow within, covering it with ashes. Chanting and gesturing over the embers, the mage uses a stick to pull a ring of ice from the ashes where he placed the snowball. By placing the ring on his head and concentrating on his victim, the mage creates a mystic bridge allowing the Windigo spirit to take over the unfortunate victim — even if the victim is well-fed and happy. Control over the Windigo lasts as long as the ring remains unmelted. Once the ring has melted, all control is lost and the Windigo is likely to turn on the magic user. Keeping the ring cold, either magically or naturally, prolongs its existence and the effect of the spell.

Magic users wishing to learn the Windigo spell must either find someone who already knows it or sacrifice to evil gods and/or demons and convince them to reveal it. GMs must use their discretion; neither of the courses outlined above is easy. This spell should be very difficult to learn.

Magic users who attempt to use the transformation spell may incur the wrath of the gods for their heinous act, as this Cree legend recounts:

Dark Sky, a powerful Cree ma-ma-dowin-ninih or medicine man, once changed a woman into a Windigo. This was an act of revenge against the woman's father because he had refused to allow her to become Dark Sky's wife. The Windigo destroyed the woman's village. Dark Sky captured the beast, successfully exorcised the Windigo spirit, erased from her mind all memory of what she had done, and made the woman his wife. Manitou, angered at Dark Sky's foul sorcery, caused the Windigo spirit to take possession of the woman once again, hoping to destroy the sorcerer with his own creation. The woman killed herself before the transformation was complete.

Four Types of Windigo

TYPE I: Physically, this is the weakest of all the Windigo, having only average human strength. This type comes into being when a person (clearly, an evil person) deliberately summons the Windigo spirit to possess him or her. Once possessed, these evil ones become virtually immortal, as Windigo cannot die natural deaths but must be slain by other

means. (In this particular instance, the summoner need not have eaten the flesh of his or her own species in order to be possessed by the Windigo.)

The person possessed retains normal intelligence, preventing the Windigo spirit from taking complete control. The appearance of a Type I Windigo is that of an old man (or woman) with eyes like chips of ice.

This type is often found carrying a small birch-bark horn. When blown, the horn casts a relatively weak charm (or similar spell) over its intended victim. (In *AD&D* terms this is equivalent to a 1st-level magic-user's Charm spell.) Saving throws are possible — at a minus (-2 in *AD&D*). The horn can be used repeatedly. If the Windigo is slain, the GM should determine whether or not the horn was destroyed in battle. (In *AD&D*, use the saving throw matrix for magical and non-magical items — parchment/paper — in the DM guide.)

The Type I Windigo most frequently ambushes lone travellers. In addition to the Windigo dialect, it can communicate with humans. (In *AD&D*, it speaks the common tongue.)

Type II: Physically the most powerful of

AD&D Statistics for the Windigo

Type I

Frequency	rare (winter) / very rare to rare (remainder of year)
No. Appearing	1
Armor Class	8
Move	12"
Hit Dice	2
% in Lair	Nil
Treasure type	Nil
No. of Attacks	1/3
Damage/Attack	1-3/1-3/1-6/1-2
Special Attacks	Charm/Rend
Special Defenses	Impervious to cold
Magic Resistance	Standard
Intelligence	Low/Average
Alignment	Chaotic Evil
Size	M
Psionic	Nil
Attack/Defense Modes	Nil
Level/X.P. Value	III/81 -2/H.P.

Type II

Frequency	uncommon (winter) / nil (remainder of year)
No. Appearing	1-4
Armor Class	0
Move	18"
Hit Dice	10
% in Lair	Nil
Treasure type	Nil
No. of Attacks	1/3
Damage/Attack	1-10/1-10/2-20/3-13
Special Attacks	Paralyze/Rend
Special Defenses	Impervious to cold
Magic Resistance	Standard
Intelligence	Semi/Low
Alignment	Chaotic Evil
Size	L (18')
Psionic	Nil
Attack/Defense Modes	Nil
Level/X.P. Value	VII/2850 -14/H.P.

Type III

Frequency	rare (winter) / rare to uncommon (remainder of year)
No. Appearing	1
Armor Class	0
Move	15"
Hit Dice	7
% in Lair	Nil
Treasure type	Nil
No. of Attacks	1/5
Damage/Attack	1-8/1-8/2-16/1-10
Special Attacks	Paralyze/Rend
Special Defenses	Impervious to cold
Magic Resistance	Standard
Intelligence	Semi/Low
Alignment	Chaotic Evil
Size	L (15')
Psionic	Nil
Attack/Defense Modes	Nil
Level/X.P. Value	VI/600 -8/H.P.

Type IV

Frequency	unique (very rare) in winter; nil (remainder of year)
No. Appearing	1
Armor Class	0
Move	12"/24"
Hit Dice	15
% in Lair	Nil
Treasure type	Nil
No. of Attacks	1/2
Damage/Attack	1-8/1-8
Special Attacks	Charm
Special Defenses	Impervious to cold
Magic Resistance	Standard
Intelligence	Average
Alignment	Chaotic Evil
Size	M
Psionic	Nil
Attack/Defense Modes	Nil
Level/X.P. Value	IX/7750 -20/H.P.

all Windigo, this creature is also the most common type encountered. It first attacks with a horrific scream which paralyzes all sentient living things within a 15' radius for 5 - 15 rounds. (In *AD&D*, saving throws against paralysis can be made at -2.) Because of the strain this scream puts upon the creature's vocal cords, 6 - 10 rounds of rest are required between screams. Because of its low intelligence, the Type II Windigo is likely to use its scream only once before engaging in combat. Once combat begins, it will generally content itself with fighting hand-to-hand in a rage of almost berserk intensity.

In extremely rare instances, this type of Windigo has been known to run in packs of up to four. This occurs only when food is extremely plentiful; Windigo generally see each other as an enemy or potential food source.

Characters who turn Windigo will, in all likelihood, become Type II's.

TYPE III: Sometimes, during a man or woman's period of prayer and fasting, or during dreams, the Windigo spirit comes in the guise of a benign spirit and promises protection. The spirit then leaves, with the man or woman none the wiser. Later (often years later), the Windigo spirit returns to claim its victim, changing him or her into a Windigo and going on a rampage.

Type III Windigo are slightly weaker and smaller than Type II's, but they are no less dangerous because they are shapeshifters (or "were-Windigo"). After feeding, the hunger

of the "were-Windigo" is temporarily assuaged, and the Windigo reverts back into human form. In human form, he or she has no recollection of what happened after the transformation; the Windigo spirit remembers, the human host does not.

Their shapeshifting ability enables Type III Windigo to remain in their chosen hunting ground year-round, spending the winter months in Windigo form and the warmer months in human guise. Note that were-Windigo are not affected by the phases of the moon, but can change whenever the Windigo spirit desires.

TYPE IV: Player characters who venture into the woods alone may find themselves victims of the fourth, and rarest, type of Windigo spirit. This type came into being when an evil woman fell prey to the depressing effects of winter and committed suicide, leaving her soul open to possession by the Windigo spirit.

The Type IV Windigo looks like a nude woman with snow-white skin and black, swirling, body-length hair which always seems to be stirred by breezes even when the air is still. Of the four types of Windigo, only the Type IV can fly.

Encounters with this type of Windigo always take place at isolated camps, as this type prefers solitary victims made susceptible to her charm spell by loneliness, depression, and hunger.

Before actually attacking, the Type IV Windigo creates an "aural illusion" of a howling storm. If the victim is in a tent, cave,

or structure, he or she will not know that the "storm" is, in fact, an illusion. Only by looking outside and seeing that there is no storm can the illusion be dispelled.

The Type IV Windigo first attacks with a type of charm spell by repeatedly calling out the name of her victim. This Windigo has limited ESP, but is *not* a true, functioning psionic. (In *AD&D*, all saves are made at -3 versus spells; -2 if the victim is not taken in by the illusory storm.) Charmed victims walk out into the night and are then picked up by the Windigo, who swoops down out of the sky and carries them off.

Victims may be saved from the Windigo's charm spell if they are restrained for 1d4 rounds, at which time the character will be free of the charm. Trying to restrain a charmed victim of the Type IV Windigo can be hazardous because the Windigo will redirect its attack against the person doing the restraining. (Of course, it is worth remembering that there is little chance this Windigo will attack if there is more than one person around, so there probably won't be anyone to restrain a charmed character. Characters must resist the charm spell and defeat the Windigo or restrain themselves if they are to survive.) If the Windigo is slain or driven off, the victim will snap out of the charmed state.

Characters take damage when they touch the Type IV Windigo's skin. The skin is so cold it has the effect of freezing any living thing it touches, doing 1d8 hit points damage per round until victims free themselves or die.

FB

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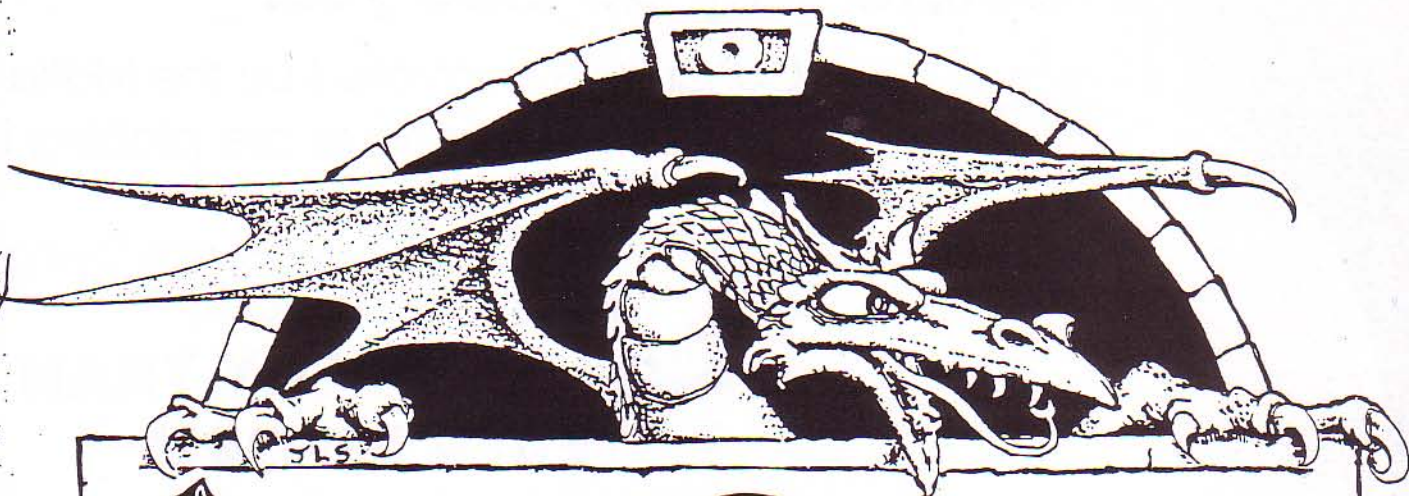
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Demonwand

Playtesters: Allen Varney, Keith E. Carter, David Noel, Christopher Frink, Warren Spector, David Ladyman, Elisabeth Barrington-Zakes, Forrest Johnson.

The Wizards knew when the Great Gate was about to open. In a single multicolored flash they and their armies materialized, closing the Gate behind them. Ten thousand years would pass before outsiders once again disturbed the peace of this land.

The Wizards set to work. Each had brought with him a brick from his castle, mightily enchanted. The bricks, placed on the fertile soil, grew like plants — like great trees. In a twinkling each Wizard's whole castle was there before him. The armies entered.

From each castle poured thaumaturgic energies. The landscape flowed like wax; mountain ranges arched upward where the ground had been flat; entire forests sprouted and grew to maturity in an instant. Hills subsided like cresting waves as paths formed between the castles.

The Wizards had surveyed their domain, and each had discovered his

opponents. *It is not enough, each one thought. All must be mine.* They sent forth their minions to bargain with the people and monsters of the land . . . to find allies.

The battles began.

★ ★ ★

Demonwand is a fantasy game for two to four players. It represents a struggle between powerful Wizards for control of a magical land. The only human characters in the game are the Wizards themselves and the greatest warriors; ordinary mortals stay out of the way when dragons battle with demons and giants. The Wizards attempt to rally neutral beings to their cause, and to hamper their opponents' efforts by moving the very terrain itself. The landscape is enchanted, and its mountains and forests are subject to powerful spells. With these spells, the magic portals called Gates, and his own forces, each Wizard hopes to give his rivals their death blows. The winner is the last Wizard left in the land.

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- 7.00 Terrain
- 8.00 Terrain Variants and Victory
- 9.00 Advanced Rules: Magic Items

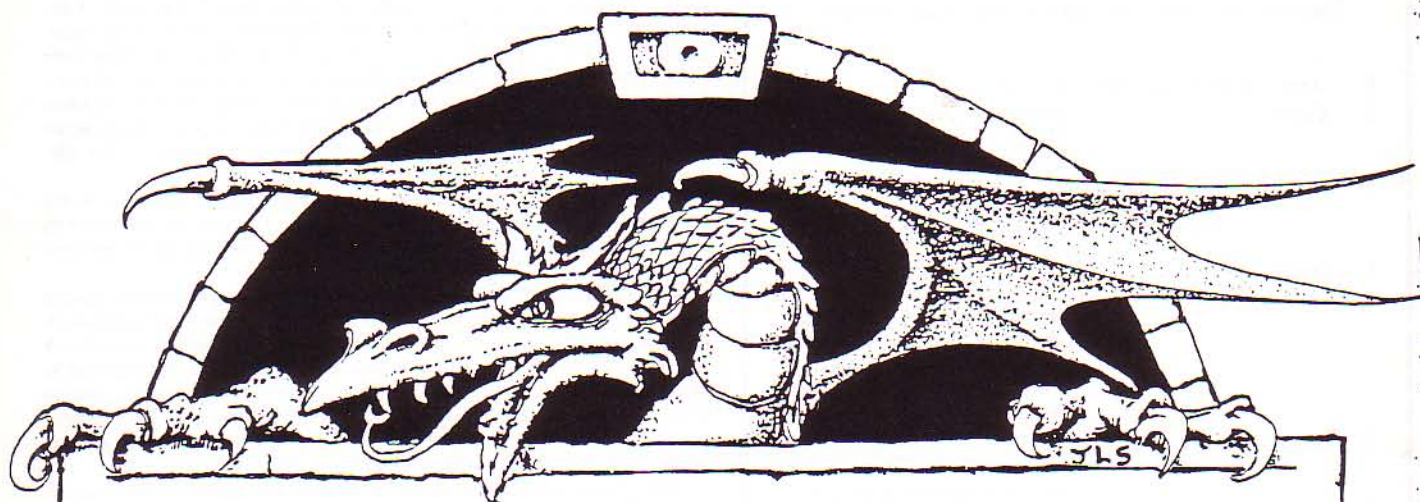
1.00 Starting Play

1.01 Components. For this game you will need (in addition to these rules) the mapsheet bound into the center of the magazine, the counters printed on the cardstock insert, three six-sided dice, and a pencil and scratch paper.

1.02 Setup. Choose one of the terrain variants given in Section 8.00. Place terrain on the map according to the guidelines given there.

1.03 Choice of armies. Each player chooses a color and takes counters for (a) his castle, (b) his Wizard, and (c) an army of other characters totalling 26 strength points (see Section 5.02). Each player rolls one die, and then each in turn (beginning with the high roller and continuing clockwise) places his castle anywhere on the map except on a mountain or forest hexagon ("hex"), a Gate (see Section 2.02), or another castle. All characters begin the game in their respective castles; disregard stacking rules for the setup. Players are unaware of what armies their foes have chosen until they move out of the castles.

1.04 Placement of neutrals. All neutral counters are turned upside down and mixed up. Roll the die again; starting with the high roller and continuing clockwise, each player in turn takes one neutral counter and places it in any hex on the map except a Gate, a mountain or forest hex, or on another counter.



A Game for 2-4 Players by Steve Jackson

Also, each neutral placed must be at least three hexes distant from any castle or any other neutral. Continue until all neutral counters (still upside down) are on the map.

1.05 Preliminary terrain. At the start of the game each player receives ten "Spell Points." He may save them for later use or spend any or all of them before play begins. Each player (in turn order) can use them to create or destroy terrain (see Section 7.00) after neutrals are placed.

1.06 Beginning play. After all the neutrals and beginning terrain counters have been placed on the map, turn the neutrals face up and begin play. The game continues until one of the chosen scenario's victory conditions is met.

1.07 Game sequence. Certain events occur each turn. These events must take place in the order below, with each player completing his own turn before the next player may begin. During his turn, a player:

- ▶ Receives Spell Points;
- ▶ Moves his characters;
- ▶ Creates and/or destroys terrain;
- ▶ Attacks enemies to which his characters are now adjacent, if he wishes (subject to restrictions given in Section 5.00);
- ▶ Retreats or removes characters as necessary;
- ▶ Attempts recruitment, if possible;
- ▶ Retreats characters who attempted recruitment unsuccessfully.

2.00 Map

2.01 General explanation. The map is an ancient parchment representing the magical land of the Wizards. It is divided into hexagons (hexes) which regulate movement. The magical creatures drawn on the parchment are used in certain variant terrain layouts as guidelines in placing terrain (see Section 8.00). The creatures are a Winged Serpent in three sections, a Water Serpent similarly divided, a Harpy, a Griffin, a Gremlin, and a Satyr.

2.02 Laying Terrain. The map has no printed terrain. In the enchanted realm, the very landscape itself may grow and subside. Counters representing the various terrain features are placed in the hexes as new terrain is created, and removed as it is destroyed.

2.03 Effects of terrain. Terrain has a variety of effects on characters' movement and combat, as described in the accompanying chart.

Terrain Effects Chart



MOUNTAINS. Counters containing this picture are mountain areas. No character may end its movement in a mountain hex. The only characters which may even cross mountain hexes are flying ones: Dragons (and their riders) and Demons. Because of the strain of surmounting the lofty peaks, flying characters pay two movement points to enter a mountain hex.



FORESTS. This picture represents enchanted forest hexes. These weird trees spring up fully-grown in moments. Dragons cannot end movement in forest hexes unless they then burn the forest away with their flame. They become trapped if a forest is grown around them. Characters defending in a forest hex get a +2 bonus (per stack) to their defense.

CLEAR. This is open, unrestricted terrain, without prohibitions or benefits.



GATES. The hexes containing different symbols are magic Gates through which most characters may move. Each Gate is connected to every other Gate that bears the same symbol (see Section 4.02). Gates with *two* symbols are "split" Gates that connect to *both* of those types of Gates. The Great Gate in the center of the map connects with *all* other Gates. All characters except Dragons can enter Gate hexes. Gates cannot be created or destroyed, though they can be blocked (see Section 5.05).

3.00 Characters

3.01 General explanation. The colored game counters represent various types of magical and semi-magical characters, most with certain intrinsic abilities. Each counter shows the type of being; a picture; the strength and movement factors of that type of creature (see Section 4.00 and 5.00); and the name of that individual being.

Character Counters

There are four colors of character counters. Each color has:

#	Type	Strength	Movement	Special Powers
1	Castle	—	—	Defensive bonus for occupants. Allows Wizard to manipulate terrain.
1	Wizard	10	1	Can block a Gate and fight simultaneously. Can move any kind of terrain.
6	Dragon	5	10/7	Can fly over terrain and enemy ground units, carrying another unit as passenger. Can't enter Gate hexes. Mountains cost 2 MP/hex; can't end movement in mountains or forest. Can burn down forest hexes.
5	Demon	2	5	Can fly over terrain and enemy ground units. Can block a Gate, but cannot fight while doing so.
8	Giant	6	3	No special powers.
7	Hero	3	4	No special powers. (Advanced rules: Neutral Heroes possess magic items.)

Neutral Counters

There are 32 neutral (white) counters: 4 Dragons, 8 Demons, 8 Giants, and 12 Heroes.

3.02 Wizards. The Wizard counter represents the player himself. If he is killed, that player is out of the game. A Wizard is the most powerful character, though he moves slowly. A Wizard on a Gate hex may block it (keeping enemies from attacking or passing through it) by the force of his will, even if he himself is engaged in combat.

3.03 Dragons. These intelligent, magical beings can fly over mountains, even with a rider (they can carry one passenger — any type except a Giant or another Dragon). Carrying passengers slow them down, but because of their claws and fiery breath, they remain dangerous fighters. Only Dragons can cause forest fires — they are the only characters which can destroy (through burning) forest terrain. They can't move through Gates.

3.04 Demons. These supernatural creatures will often serve a powerful Wizard. A Demon can fly (but not with a passenger), can cross mountains, and can block a Gate like a Wizard. However, a Demon has to concentrate fully to close a Gate; thus if he is attacked from another hex while keeping a Gate closed, he is defenseless.

3.05 Giants. Although not very magical, these big, stupid creatures are good fighters.

3.06 Heroes. Though powerful warriors by human standards, the Heroes are dwarfed in comparison to the magical creatures of the land. However, they are numerous and can often be useful in strategic locations. The Advanced Rules (see Section 9.00) give Heroes powerful magic items.

3.07 Castles. Each Wizard has an enchanted castle, the focus of his landscape magic. When enemy units take over his castle, a Wizard cannot manipulate terrain until he retakes the castle (see Section 7.06). Castles give bonuses to characters defending within them. Castles cannot be moved, but can definitely be destroyed — see Section 5.11.

3.08 "Bound" counters. These markers are included in the counter mix to allow players to mark recruited neutrals as their own and to loan other players certain units (see Section 5.07).

4.00 Movement

4.01 General explanation. Each turn, a character may move a certain number of hexes indicated by the movement factor in the lower right corner of the counter — e.g., a Hero (M4) can move up to four hexes. A character can choose to move fewer hexes than its full movement allowance, or not to move at all. Movement cannot be saved up from one turn to the next.

4.02 The Gates. A character on a Gate hex can move to any other Gate hex with the same symbol in one move — that is, as though the two hexes were adjacent. Gates with two symbols are "adjacent" to *both* of those sets of Gates. However, you can't move from one kind of Gate to the "split" Gate and directly to the other kind all in one turn! (The rending forces of the transition would tear you apart.) Also, you can't go from a Gate to the Great Gate and then to another color of Gate in the same turn. Any character can use a Gate, except a Dragon; however, a character cannot enter a Gate hex and then exit the *same* hex through another hexside on the same turn (i.e., Gates cannot be treated as clear terrain; if you enter one, you have to "use" it for teleporting.)

4.03 Stacking. No more than four characters may occupy a hex at the same time (this includes castle hexes). Exception: If a stack of four characters moves onto a neutral character and recruits him, they may stay in the same hex until the next turn.

4.04 Movement through other units. A character may never pass through a hex occupied by its enemies, or end its move on an enemy-occupied hex. A flying character, however, can fly *over* nonflying enemies or neutrals. A character may not pass through a hex occupied by a neutral, but may *end* its move on that hex *if* an attempt is then made to recruit that neutral (see Section 6.00). A character may always pass through or end its turn on a hex occupied by a friendly character, as long as no more than four characters are on a hex at the end of a turn, as in Section 4.03 above.

4.05 Dragon riders. Any character may ride a Dragon (except a Giant or another Dragon). With a passenger, the Dragon's movement factor is reduced from ten to seven hexes. Only one character at a time may ride any one Dragon, but a Dragon may freely pick up and drop off riders. Furthermore, a character may move its own movement allowance *either* before *or* after the Dragon gives it a ride. Thus, a Demon might be picked up by a Dragon, ride up to seven hexes, then move five more on its own, and finally ride another Dragon up to seven hexes. Similarly, a Dragon could move three hexes to meet its Wizard, pick him up, and carry him another four hexes — and if the Wizard wanted to, he could then walk one more hex on his own.

Some very complicated maneuvers are possible with Dragons. Thus, it is suggested that units be faced one way on the board before they are moved, and turned to face another way after they move. This helps keep track of which units have yet to move that turn.

Note that a Dragon cannot move more than seven hexes in a turn if it carries a passenger *at any time* during its movement.

4.06 Neutrals. Neutral characters do not move, but stay on the same hex until they are recruited by one of the Wizard's armies. They then move as part of that army.

4.07 Concealment in castles. Characters in castles may be placed underneath the castle counter, where they cannot be seen. An enemy must attack a castle to find out who is in it.

Characters elsewhere on the board cannot be concealed. They always move face-up; the contents of any stack may be checked by any player at any time.

4.08 Leaving the map. Any figure that moves off the map-edge leaves the land forever and is out of the game. A Wizard can escape death this way, but he still loses the game if he leaves.

4.09 Occupying a Gate. A character that ends movement on a Gate hex prevents enemies from moving through that Gate . . . but is vulnerable to attacks from other Gates (see Section 5.04).

5.00 Combat

5.01 General explanation. As we all know, magical combat takes place with a variety of spells, enchanted and ordinary weapons, etc. However, this game simplifies combat to one roll of the die for each battle. It is more important to outsmart your foe than to overpower him. Remember, the traditional virtue of a Wizard is cleverness.

5.02 Combat Strength. The large number on the left side of each counter is that character's combat strength. The combat strength is the same whether the character is attacking or being attacked (defending). Characters in a castle, however, receive a defensive bonus on the Combat Results Table (detailed in Section 5.10). Forest hexes add *two* strength points to the combined strength of characters defending in them (*not* attacking from them).

5.03 When combat takes place. Combat can occur only between opposing units on adjacent hexes. The player whose move it is is "the attacker." If the attacker wishes, he may attack any of the units his own characters are adjacent to, subject to this restriction: *If you attack a unit(s), you must attack all the other units of that color to which your pieces are adjacent that turn, anywhere on the board.* Attacking (say) a red Giant in one combat obligates you to attack

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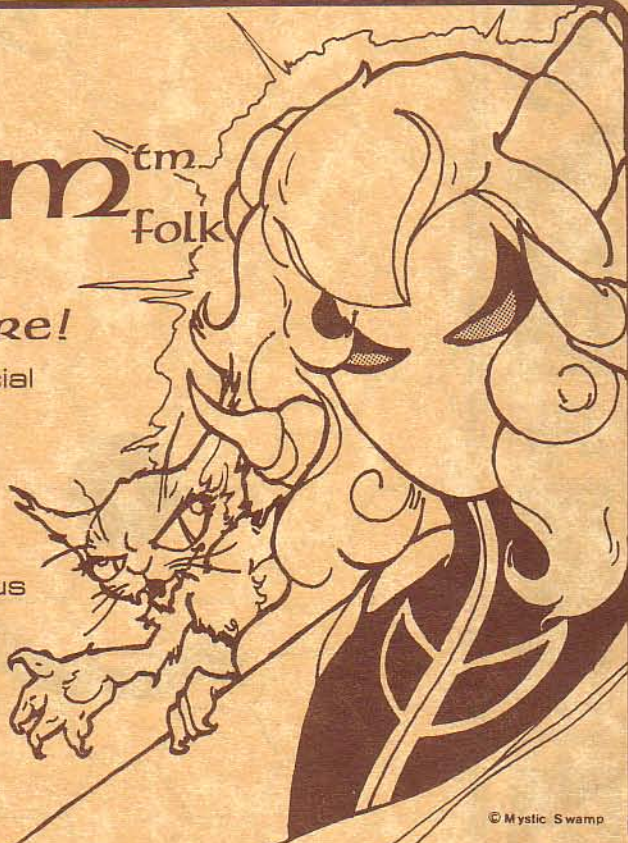
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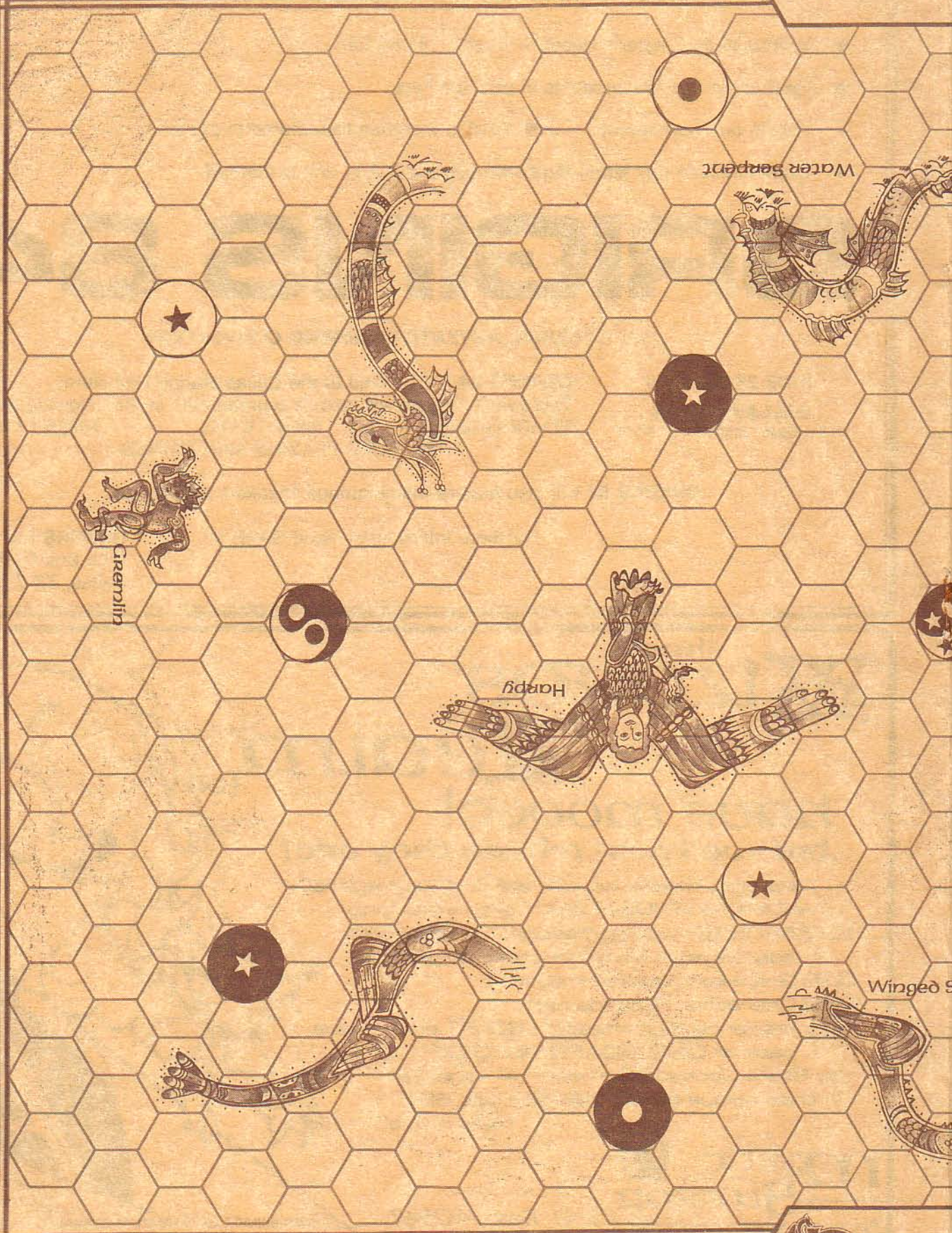
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Water Serpent

Griffin

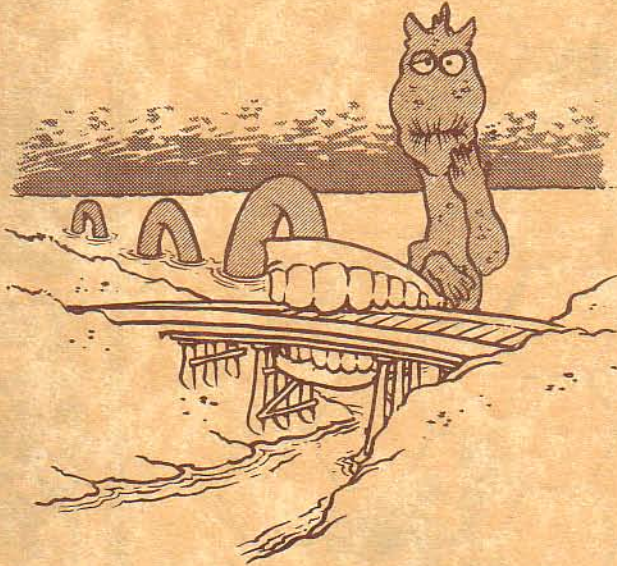
Harpy

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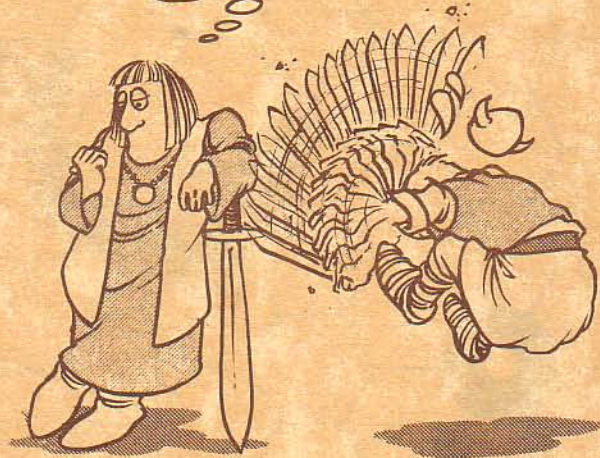
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IRONWOOD, MAYBE?...

A Sea Serpent in DRAGON RAGE (Heritage) can destroy stone towers, but is unable even to damage a wooden bridge. (~Steve LaPrade)



PARRY... PARRY...
OH PARRY PARRY...

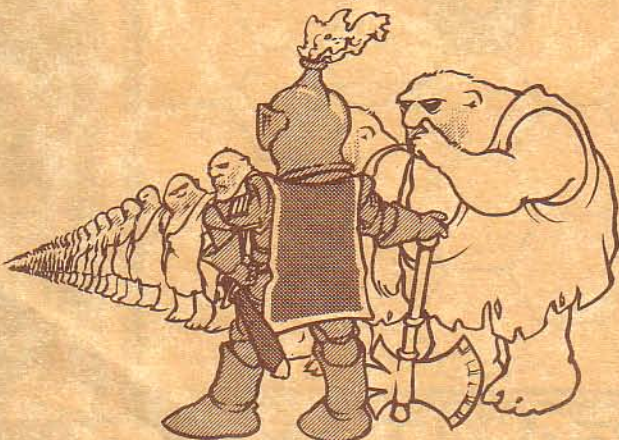


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any attempt to parry is automatically successful.

MURPHY'S RULES

...AND I'LL TAKE ABOUT A MILLION ORCS...
Troop selection in the SWORDS & SPELLS
miniatures rules (TSR) is done by point value.
Orcs have a negative point value... it is possible
to get an infinite number of them. (~Lawrence Person)

DRESS THAT LINE!



THE FEW, THE PROUD, THE DEAD...
In NECROMANCER (Steve Jackson Games),
a player who orders his troops to suicide
often becomes more powerful....

BEN SARGENT

every other red character that you have any character adjacent to that turn. The obligation never carries over to your next turn, and the player you attacked does not have to attack you on his own turn.

5.04 Combat through Gates. Since each Gate is "adjacent" to every other Gate with the same symbol, characters on a Gate can attack, through that Gate, enemy characters on any other Gate with that symbol — unless an enemy Wizard or a Demon is on that Gate and blocking it. Of course, a character on a Gate does not *have* to attack enemies on other Gates with that symbol — it is purely optional (even if another attack has obligated you to attack units of that color). If there are enemies on more than one Gate with that symbol, your character may attack some, all, or none of them.

5.05 Blocking Gates. A Wizard or Demon can block a Gate he occupies, preventing enemy characters from attacking through it on their turn. When an enemy announces an attack through a Gate occupied by a Wizard or Demon, the defending player need only say, "I am blocking." No attack can then take place through the Gate on that turn. However, when a Demon blocks his Gate, it takes all his power — so his combat strength is zero that turn. (Attacks against him are automatically successful, unless he's stacked with another unit.) If the Demon is attacked through a Gate and from an adjacent ordinary hex, he cannot both block the Gate and fight. Of course, if a Demon is stacked with other characters, he may block attempts through the Gate while his friends fight the other attacking characters. And in a multi-hex battle, the fact that a Demon, by himself, has no strength does not *automatically* doom him — if he has powerful allies in other hexes.

5.06 Stacks. Units in a stack defend as a group. If you elect to attack one enemy unit in a stack, you must attack them *all* at once, in one die roll. Also, if your characters (or stacks) are adjacent to more than one enemy or stack of a particular color, you must attack them *all* if you elect to attack *any* enemy of that color in your turn.

However, units in a stack may be "split" to attack defenders in different hexes. This can be useful when you plan attacks, because one attacker in a stack can "soak off" strong opposition and enable the characters it is stacked with to gain favorable odds on a weaker defender.

5.061 Attacking different players at once. It is quite possible for a player to attack units belonging to two or three different enemies at once. If the attacker has elected (or has been obligated) to attack more than one enemy, the combat strengths of the enemies are totalled just as though they all belonged to the same player. However, if the results of the combat indicate that your enemies must either lose one unit or retreat — a DLR result — then *each* of your opponents has that option. If you fight characters belonging to two different players in a single battle, and win, then one player might choose to lose one of his characters, while another would choose to retreat all his stacks instead.

Combat Results Table

Compare the combined strengths of all attackers in the battle to the combined strengths of all defenders. Round off *in the defender's favor* to one of the ratios below. Roll one die to determine the result of the combat. Apply all combat results immediately.

	1-3	1-1	1-1	2-1	3-1	4-1
1	AK	AK	AK	ALR	DLR	DLR
2	AK	AK	ALR	NE	DLR	DLR
3	AK	ALR	NE	DLR	DLR	DK
4	ALR	ALR	NE	DLR	DK	DK
5	NE	NE	DLR	DK	DK	DK
6	NE	DLR	DK	DK	DK	DK

AK: All attackers killed.

DK: All defenders killed.

ALR: Attackers must retreat to a hex(es) not adjacent to any enemy *or* lose one character (player's choice).

DLR: As above, but affects defenders (defender's choice of which character is lost).

NE: No effect.

Any attack at greater than 4-1 is an automatic DK.

Any attack at less than 1-3 is an automatic AK.



5.07 Assigning other players your units. In a multi-player game a player may find it useful to "team" some of his units with one opponent's in order to combine their strengths in a united attack against another opponent. This can be done with the "Bound" markers included in the counter mix, as follows:

Player A wishes to help B attack C. In A's turn, he decides which of his units he will temporarily "loan" to B. Before he begins moving his pieces, A designates up to three stacks of units that will be "bound" to B's control on B's next turn, and places B's "Bound" marker on top of each unit or stack to show this. (If B were the red player, A would put the red markers on his own stacks.) *Those designated units cannot move or act in any way during A's turn.* He treats them for all practical purposes as units belonging to another player, except that his own units can move through their hexes and he is not obligated to attack them if, for some reason, he attacks B's units elsewhere.

Now, when B's turn comes, B may use A's designated stacks in his own movement and combat, combining their strengths with those of his own units in joint attacks. Also, if B suffers an adverse combat result, he can use A's troops to bear the brunt of it! His units can stack with A's, but he cannot use A's characters to recruit neutrals. A's loaned characters cannot be used to attack A's other units. When B's turn ends, he removes his identity markers from A's surviving troops and they are now treated as A's again.

Loaning another player your units is always voluntary, but there are no restrictions on "deals" for such loans, which can involve informal alliances, giving Spell Points (see Section 7.00), or whatever else the players can agree on.

5.08 Number of attacks. Each character may only attack once each time his player has a turn. Each character may *be* attacked any number of times in each enemy player's turn.

5.09 The Combat Results Table. This table (CRT) is used to figure the results of each combat. When all the strengths on each side of a given combat are totalled up, then figure the odds and round them off in the defender's favor. For example, a Dragon (strength of 5) against a Hero (strength of 3) would be 1 to 1 odds. A Demon (2) against a Hero (3) would be 1 to 2 when rounded in the Hero's favor. If the *Hero* were the attacker in the above examples, he would attack the Dragon at 1 to 2 and the Demon at 1 to 1. Combined attacks work the same way. A Wizard and his Dragon (total of 15) against two Demons (total of 4) rounds off, if the Demons are defending, to 3 to 1.

Once the odds are figured, consult the appropriate column of the CRT and roll the die. There are five possible results:

- AK means the attacker(s) are all killed.
- DK means the defender(s) are all killed.
- ALR means the attacker(s) have the option of retreating one hex in any direction, as long as they do not end up adjacent to any of the defender's unit(s), *or* of staying put and losing one character from that stack. If several characters (or stacks) attacked, they must all retreat. It is legal (but not always wise) to break up a stack when it retreats. NOTE: If any attacker cannot retreat to a hex that is not adjacent to any of the defender's units, that stack of attackers *must* lose one character instead. You may not retreat onto a neutral.
- DLR means the same thing as ALR — but for the defender.
- NE means no effect. No damage is done to either side.

Each combat result is applied immediately, before any other combat or movement — but a series of attacks may be resolved in any order the attacker wishes.

5.091 Overstacking. If a retreat from combat results in "overstacking" (five or more characters occupying a hex), units originally in the receiving hex get "pushed" to still another hex, adjacent to the receiving hex. The owning players choose which units and which hex, though the retreat restrictions above still apply. This "chain of retreat" continues only as far as necessary to prevent overstacking. If at any point no further retreat in the "chain" is possible, overstacked units in a hex (any in excess of four) are inverted and placed at the bottom of the stack; they cannot move or fight until units over the stacking limit are removed by movement or combat. Thereafter they can be turned face-up and function normally. Face-down units defend with a strength of 0 and suffer all adverse combat results with the rest of their stack. (They can be sacrificed in combat to satisfy an ALR/DLR result.)

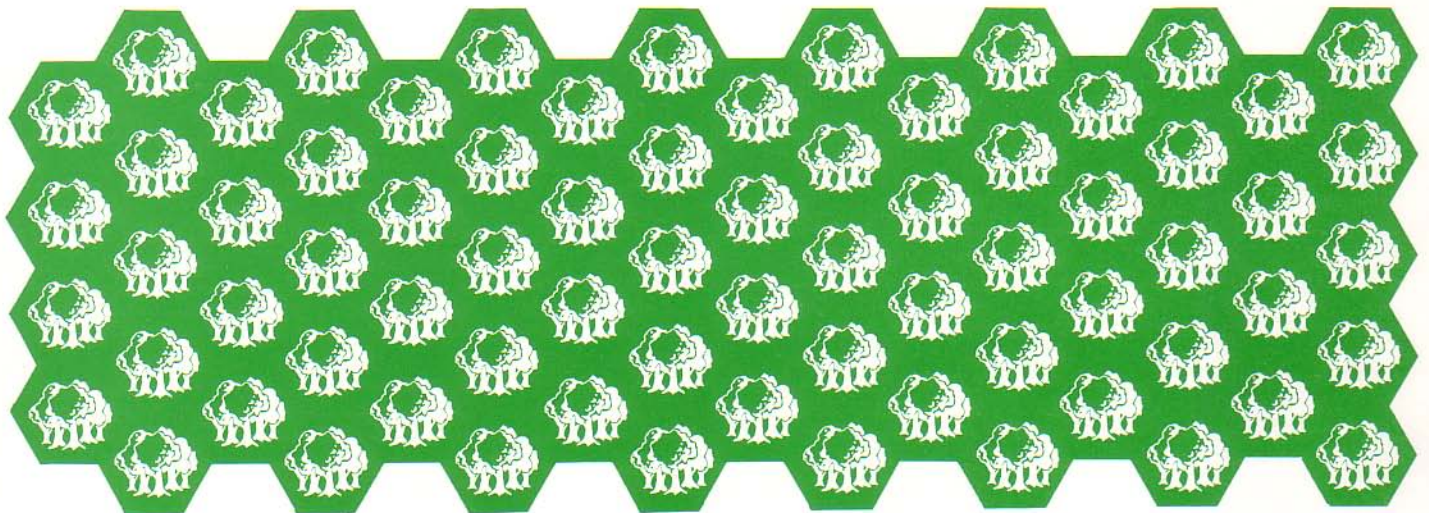
5.10 Effect of castles on combat. Characters in a castle defend better than those in the open. When attacking characters in a castle, figure the odds normally and then *shift the odds-ratio one column to the left on the CRT* (i.e., in the defender's favor). Roll the die and determine the outcome of the conflict under this new column. For example, four Dragons (total strength 20) attacking one Giant (6) would ordinarily resolve the attack at 3-1 odds. But the Giant is defending in a castle, so the attack is shifted one column to the left on the CRT: 2-1 odds. The Dragons roll a 2 — no effect.

WIZARD	CASTLE	DRAGON	DRAGON
10 1	1	5 10/7	5 10/7
DRAGON	DRAGON	DRAGON	DRAGON
5 10/7	5 10/7	5 10/7	5 10/7
ORANTh	CORANTh	GATH	PREETH
DEMON	DEMON	DEMON	DEMON
2 5 2	2 5 2	2 5 2	2 5 2
AGAREs	SOFYr	ELGIOS	HAVOL
DEMON	HERO	HERO	HERO
2 5 3	2 5 3	2 5 3	2 5 3
FURFUR	GAVIN	SONJA	SEAN
HERO	HERO	HERO	HERO
3 4 3	3 4 3	3 4 3	3 4 3
TARL	RHEA	HUON	OLIVER
GIANT	GIANT	GIANT	GIANT
6 3 6	6 3 6	6 3 6	6 3 6
UG	BOG	STUMBO	GAG
GIANT	GIANT	GIANT	GIANT
6 3 6	6 3 6	6 3 6	6 3 6
OOG	ARG	GLUG	SNAG
BOUND	BOUND	BOUND	BOUND

WIZARD	CASTLE	DRAGON	DRAGON
10 1	1	5 10/7	5 10/7
DRAGON	DRAGON	DRAGON	DRAGON
5 10/7	5 10/7	5 10/7	5 10/7
TEETH	TRYTH	STETH	CATH
DEMON	DEMON	DEMON	DEMON
2 5 2	2 5 2	2 5 2	2 5 2
DANT	STOLAS	EVYR	BAAL
DEMON	HERO	HERO	HERO
2 5 3	2 5 3	2 5 3	2 5 3
LUCAP	SIMON	LLOYD	JAN
HERO	HERO	HERO	HERO
3 4 3	3 4 3	3 4 3	3 4 3
ORM	GAWAIN	FREYA	KIM
GIANT	GIANT	GIANT	GIANT
6 3 6	6 3 6	6 3 6	6 3 6
CLOD	CLICK	CLUMP	CLUB
GIANT	GIANT	GIANT	GIANT
6 3 6	6 3 6	6 3 6	6 3 6
CLUNK	CLACK	CLONK	CLUG
BOUND	BOUND	BOUND	BOUND

WIZARD	CASTLE	DRAGON	DRAGON
10 1	1	5 10/7	5 10/7
DRAGON	DRAGON	DRAGON	DRAGON
5 10/7	5 10/7	5 10/7	5 10/7
GURTh	DEETH	TRATH	JORTh
DEMON	DEMON	DEMON	DEMON
2 5 2	2 5 2	2 5 2	2 5 2
TAMYC	BENNIR	AMON	VESh
DEMON	HERO	HERO	HERO
2 5 3	2 5 3	2 5 3	2 5 3
ZEPHYR	BJORN	TON	DIANA
HERO	HERO	HERO	HERO
3 4 3	3 4 3	3 4 3	3 4 3
DENIS	DEATON	MARA	FNORD
GIANT	GIANT	GIANT	GIANT
6 3 6	6 3 6	6 3 6	6 3 6
MASH	MANGLE	MINCE	MURDER
GIANT	GIANT	GIANT	GIANT
6 3 6	6 3 6	6 3 6	6 3 6
MAIM	MUNCH	MOOSH	MUG
BOUND	BOUND	BOUND	BOUND

WIZARD	CASTLE	DRAGON	DRAGON
10 1	1	5 10/7	5 10/7
DRAGON	DRAGON	DRAGON	DRAGON
5 10/7	5 10/7	5 10/7	5 10/7
ROTh	GRITH	TOOTH	PUFF
DEMON	DEMON	DEMON	DEMON
2 5 2	2 5 2	2 5 2	2 5 2
BELIAL	TAROT	CORPH	AREBAS
DEMON	HERO	HERO	HERO
2 5 3	2 5 3	2 5 3	2 5 3
YARGE	HERA	KEVIN	THEO
HERO	HERO	HERO	HERO
3 4 3	3 4 3	3 4 3	3 4 3
FINN	SYF	KARL	THOR
GIANT	GIANT	GIANT	GIANT
6 3 6	6 3 6	6 3 6	6 3 6
STOMP	SQUASH	TEAR	GUNCH
GIANT	GIANT	GIANT	GIANT
6 3 6	6 3 6	6 3 6	6 3 6
TROMP	SMASH	REND	POUND
BOUND	BOUND	BOUND	BOUND



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Note that castle bonuses are *defensive* only. Units attacking from castles get no bonus; they resolve their attacks normally.

5.11 Siege. If a castle is empty, any characters may enter it; they will get the odds-shift defensive bonus while in it. If characters occupy an *enemy* castle, the enemy Wizard of that color loses the powerful nexus of magical force it provided him; that Wizard may not manipulate terrain until he retakes his castle (see Section 7.06). If all the characters in a castle are killed, then up to four of the characters that killed them may *immediately* enter the castle. This is the only type of "advance after combat" permitted.

5.12 Demolishing a castle. If characters totalling 20 or more strength points start inside a castle, they may demolish it by staying there the whole player-turn and announcing that the castle is demolished. Remove the castle counter; the Wizard of that color now has no chance to regain his terrain-shifting powers. Note that characters may not demolish a castle if they have been attacked since their last turn (even if the result was "no effect").

6.00 Recruitment of Neutrals

6.01 General explanation. When there are neutral characters on the map, any player may attempt to recruit them. Of course, talking to strange magical creatures (or even touchy warriors) is not without its dangers . . .

6.02 Attempting recruitment. Wizards may attempt to recruit any neutral character for their armies. Other characters may only attempt to recruit neutrals of their own kind. In other words, Heroes may only recruit Heroes, Dragons may only recruit Dragons, etc. To attempt recruitment, move the recruiting character(s) onto the hex with the neutral, roll a die, and consult the Recruitment Success Table (below):

- 1 or less: UNFAVORABLE. The neutral character becomes your enemy.
- 2-3: NEUTRAL. The character remains uncommitted.
- 4-7: FAVORABLE. The neutral character joins your army.

6.03 Improving recruiting odds. Recruitment is more likely to succeed if two or more characters (of the right type) talk to the neutral at the same time. Add one to the die roll if two or more characters attempt recruitment simultaneously. Characters of the wrong type do not count.

6.04 Persistence. If a neutral remains uncommitted when you try to recruit him, you may try again on the same turn or a later turn. However, every time after the first attempt in *any one turn*, subtract one from the die roll, because the neutral is likely to become annoyed at you. The subtractions are cumulative within a turn; if your second try (at -1) failed, your third one will be at -2, and so on.

6.05 Applying recruitment results. Depending on the die roll, proceed as follows:

If the reaction is UNFAVORABLE, you must replace the neutral counter with an enemy counter. If you have more than one opponent, they immediately roll one die each — high roller gets the new recruit. Retreat your own character(s) (as a stack) one hex. They may not move adjacent to another enemy if you have any alternative. If they have to move adjacent to an enemy, no combat can take place until the combat phase of a later turn.

If the reaction was NEUTRAL, you must either try again immediately (at a -1 die roll) or immediately retreat your characters one hex, as above.

If the reaction was FAVORABLE, you may replace the neutral counter with one of your own counters of the same type. All units stay on that hex. The former neutral is now part of your army.

6.06 Attacking neutrals. If for any reason you wish to attack a neutral, you may do so. If you kill it immediately, nothing untoward occurs. However, if you attack a neutral (note that this means a *real* neutral, and not one that turned against you when you tried to recruit it), and *fail* to kill it in that attack, then it and all the other neutrals of its own kind will immediately turn against you, as described in Section 6.05. Your enemies roll separately to see who gets each one of them.

6.07 Running out of counters. The number of counters supplied in your color does *not* limit the size of your army. When you recruit a neutral and are already using all of the counters for that type of creature that are available in your color, simply leave the neutral counter on the board and place one of your "Bound" markers (labelled in the four player-colors on the counter sheet) on top of it to mark it as yours. For instance, a red-colored "Bound" marker on a neutral Dragon would identify it as a red Dragon.

7.00 Terrain

7.01 General explanation. Wizards magically alter the features of their enchanted landscape. Mountain ranges grow and sprawl across the open plain or fall into nothingness with a single spell. Whole forests can grow in seconds, or vanish just as quickly. The Wizards use these abilities as powerful weapons.

The terrain abilities are quantified as *Spell Points* (SP), which Wizards accumulate from turn to turn and spend to place or remove terrain counters in the map hexes. SP may be spent after all a player's characters have finished moving and before any combat has taken place. Terrain cannot be created or destroyed at any other time. A Wizard can spend none, some, or all of his SP during his turn.

7.02 Getting Spell Points. Each Wizard begins the game with ten "free" SP. At the *beginning* of each of his turns, a Wizard accrues SP as follows: *two* per turn, plus *two more* per turn if the Wizard begins movement in his castle, plus *one* more per turn for each *Demon* the Wizard owns at the beginning of the turn (the Demons lend their Wizards magical energy). Example: A Wizard who controls four Demons, but begins his turn away from his castle, gets *six* SP at the start of the turn, to save or spend. Keep a running total of your points, marking them off as they are spent.

7.03 Spending SP. A Wizard can create or destroy terrain in nearly any hex on the map (see later sections for restrictions) — but the further away from it he is, the more magical energy he must invest in altering the terrain there. Any hex of terrain, whether forest or mountain, costs *one* SP to create or destroy in the Wizard's own hex or an adjacent hex. A hex of terrain costs one *additional* SP for each *two* hexes' distance from the Wizard trying to alter it; that is, extending his range by two hexes costs one extra point, cumulative to the map-edge. For example, a Wizard who wished to create a straight line of five mountain hexes radiating outward from his own castle would pay 1 SP for the first (adjacent) mountain, 1 + 1 = 2 SP for the second (rounding up), another 2 for the third, 3 for the fourth (a new two-hex range increment, costing an extra SP), and another 3 for the fifth, for a total SP cost of 11.

A Wizard can also count range for altering terrain from any *Demon* unit he controls (it serves as a "focus" for his magic). Determine the cost of altering the target hex as you would if the Wizard were in the Demon's hex himself; then *add 1 SP* to the final cost of that hex, because the Wizard is working "long-distance" through his Demon. A Wizard's (or Demon's) range cannot be counted through a Gate.

7.04 Creating terrain. Terrain can be created in any clear hex, except a Gate or castle hex or a hex occupied by another Wizard. It can't be created on any other terrain. A Wizard can create terrain in any clear hex(es) on the map, up to the limit of his SP.

7.041 Creating mountains in occupied hexes. If a Wizard raises a mountain under a character(s), including himself, the character (or stack) must retreat to an adjacent unoccupied non-mountain hex. The *mountain-building Wizard* dictates which hex the stack retreats to, regardless of who owns the stack. He cannot retreat units off a map-edge. If there is no eligible hex to retreat to, the dictating Wizard retreats the stack to the *nearest* eligible hex (his choice if there is more than one). The characters must retreat as a stack. Overstacking rules and terrain restrictions apply.

7.042 Mountains and neutrals. Creating a mountain under a neutral unit allows you to displace that unit in whichever direction you choose — but a Wizard's "style" of terrain creation is as identifiable as an artist's signature; the neutral knows you displaced it, and the affront drives it over to your opponent's side. (If you have more than one opponent, they roll to see who gets it.) This is not a true "attack" on a neutral, so no other neutrals of that type turn against you.

7.043 The "Tectonic Express." A character(s) can be displaced any number of times in a single turn. Creating a series of mountain hexes following the path of a displaced character allows you to move him around at will — if you have the SP for it! This is a dramatic and effective, if somewhat expensive, way to augment a Wizard's movement.

7.044 Creating forests in occupied hexes. Growing forests under your own units has no adverse effect. If you grow a forest under an opponent's unit(s), all units in that hex become *lost*. They must stay in that hex during their next turn. If any Wizard removes the forest before they move, they are not lost and can move normally. After they have been "lost" in the forest one turn, they can then move normally on subsequent turns. Lost units adjacent to your own characters still have to be attacked if you're obligated to attack that color; they defend at +2 per hex, the usual forest defensive bonus.

If Dragons are in the newly-grown forest, their wings are pinioned and they can't fly out until the forest is removed (by a Wizard or by their own flame; see Section 7.061 for Dragonflame). Dragons can *walk* out, at one hex a turn; this is the *only* movement through forest a Dragon can make, and it must move *directly* out by the shortest route possible. It defends at +2 but cannot attack until it's outside the forest.

7.045 Forests and neutrals. Creating a forest under a neutral unit drives that neutral over to your opponent's side (if there is more than one opponent, they roll to see who gets it). The unit will be lost in the forest during its next movement phase. Since this is not a true "attack" on a neutral, other neutrals of that type don't automatically turn against you.

7.05 Destroying terrain. Any hex(es) of terrain can be destroyed, unless it is occupied by another Wizard. The player simply marks SP expended off his total; terrain counters are removed from the map. Destroying terrain in occupied hexes (which is to say, *forest* hexes) has no adverse effect on units in those hexes — unless it is removed by Dragonflame (see below).

7.051 Dragons burning forests. A Dragon which finishes movement on a forest hex (whether by flying onto it or having it grown around him) may breathe fire and burn it down, destroying the forest at *no* SP cost to the owning player. Because both fire and forest are magical, the fire does not spread to other hexes. The Dragon may then immediately land in the newly-cleared hex. If it started the turn there, it may *not* move after burning it. Stacks of more than one Dragon may burn away *adjacent* forest hexes, as well as the one they land in; one extra hex can be burned for each extra Dragon (beyond one) in the stack. **IMPORTANT:** Dragons which burn away forest *cannot* attack that turn! (Dragonflame itself can be an attack; see below.) They can defend normally, however.

7.052 Dragonflame attacks. Burning away a forest hex is an automatic 1-to-1 attack on all units in that hex. If you burn a forest hex out from under your *own* units, they suffer the 1-to-1 attack too! (If your Wizard occupies the hex, there is no effect on the units in that hex.) Treat "AK" and "ALR" results as "NE," since the Dragon suffers no adverse effects from breathing fire. Dragons cannot burn hexes occupied by enemy Wizards.

7.06 Castles and terrain magic. The Wizards' control of the landscape originates in the arcane apparatus in their castles. If an enemy force occupies a Wizard's castle, he (and his Demons) cannot create or destroy terrain until his forces reconquer his own castle. He keeps his current supply of Spell Points, but cannot spend them or gain new ones, no matter how many Demons he controls. Dragonflame may still be used to destroy forests.

8.00 Terrain Variants and Victory

8.01 Blank map. Players begin the game with no terrain counters placed on the map. They can spend some or all of their 10 "free" SP to place terrain before the game begins. Victory conditions are given below (8.06).

8.02 Limited terrain. Place mountain counters on the Griffin and Harpy pictures to the left and right of the Great Gate; place forest counters on the central curving sections of the Winged Serpent and Water Serpent, above and

below the Great Gate. Play continues normally, with standard victory conditions.

8.03 Mountainous terrain. Place mountain counters on all sections of the two large serpents, along the top and bottom of the map. For this scenario consider these mountain ranges to be imbued with powerful sorcery; any Wizard can create a new mountain anywhere on the map for an SP cost figured from *any of these mountain hexes* (that is, he may figure range cost of the target hex as though he himself were in one of the special hexes nearest to the target). Range cost to create forests is figured normally. Standard victory conditions apply. (Note: If you run out of terrain counters, you can make more simply by cutting out paper squares and marking them "M" or "F" to indicate their type.) For a "forest variant," substitute forest counters for mountains in the setup and creation rules.

8.04 Random terrain deployment. Before the game begins, roll a die for each picture on the map. On a 1 or 2, place mountains on that picture's hexes; on a 3 or 4, forests; on a 5 or 6, nothing. Play proceeds normally; standard victory conditions apply.

8.05 Player deployment. Divide 24 mountain and 24 forest counters equally among the players. Place them on the map one at a time, in turn. Do not spend your "free" SP until play has actually begun. Standard play and victory conditions apply.

8.06 Victory conditions.

COMPLETE VICTORY: A player is the unquestioned winner if and when he is the only Wizard left in the land.

PARTIAL VICTORY: If five player-turns pass without any combat result other than "no effect," any player may call for the game to end. All players then total the strengths of their armies. The player with the most powerful army has a "partial victory."

ESCAPE: If a Wizard sees he is about to be killed, he may attempt to escape off the edge of the map. He cannot return. A player who escapes in this way has lost — but it's better than dying.

DEATH: If a player's Wizard is killed, he loses.

8.07 Disposition of remaining characters. When a Wizard escapes or is killed, his surviving characters immediately go neutral. Stacked characters "unstack" — that is, all counters but one move into the nearest vacant hexes, so that no neutrals are stacked. They remain where they are until recruited, just as with "regular" neutrals. The castle of a defeated Wizard remains on the map, unless demolished.

9.00 Advanced Rules: Magic Items

9.01 General explanation. This rules section can be added to *Demonwand* once players have mastered the rest of the rules.

In a land full of magic, mere mortals can only survive with the aid of powerful magic items: enchanted swords, rings, amulets . . . and other, stranger things. The human warriors who possess them will bestow them upon any Wizard who enlists them in his cause, as a gesture of fealty. Whenever a Wizard recruits a neutral Hero, he rolls once on the *Magic Item Table* (below) to determine what his new ally has brought him. The magic item is considered to be carried by the Hero when he or she is recruited.

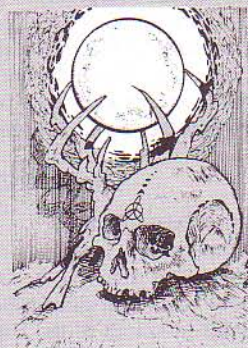
9.02 Using magic items. Each magic item has specific powers, described in the table. Most items will work for only one type of character; they automatically function when carried by the right type of character. Each player should note which of his characters has which item(s). This information must be made freely available to all other players. The whereabouts and carrier of a magic item may not be kept secret, unless the carrier is in a castle.

9.03 Carrying magic items. A magic item can be carried by any character, even if it will not work for that type of character. (Exception: A Dragon may not carry an Amulet vs. Dragons; in the same way, a Giant or Demon cannot carry an amulet that protects against its own type.) When two characters are in the same hex, magic items may pass freely between them during their movement phase. A character can carry any number of magic items.

9.04 Capturing magic items. When a character carrying a magic item is killed in combat, roll one die for each item he carried. On a 1, 2, or 3, a surviving character from his stack may take the item. If there is no surviving character, the item is lost; if it was a "unique" item, it cannot be found again that game. On a 4, 5, or 6, it is captured by the enemy, and may immediately be "picked up" by any of the enemy units that participated in the battle.

9.05 Magic Item Table. Roll three dice and consult this table to determine what a newly-recruited Hero has brought you. After the name of each item comes the type of character that can use it and a brief description of its power. Items marked with an asterisk (*) are unique; if this number is rolled after the item has been "found" already, roll again.

*3-4: *Torc of Strength.* Dragon only. Allows Dragon which possesses



it to carry up to *three* riders at once, or *one* Giant.

*5-6: *Giant Seven-League Boots.* Giant only. Gives one Giant a movement of 7. Usable by only *one* Giant per turn!

*7: *Crystal Ball.* Wizard only. Lets the owning Wizard look at the forces in an enemy castle, and bestows *two* extra SP per turn.

8: *Ring of Power.* Hero only. Adds 2 to the owning Hero's strength.

9: *Magic Sword.* Hero only. Adds 1 to the owning Hero's strength.

10: *Amulet vs. Giants.* Hero only. Reduces strength of *enemy* Giants to 3 apiece when the owning Hero is involved in combat against them. Your own Giants are unaffected.

11: *Amulet vs. Dragons.* Hero only. As above, except reduces enemy Dragon strength to 2 apiece.

12: *Amulet vs. Demons.* Hero only. As above, except reduces enemy Demon strength to 1 apiece.

13: *Seven-League Boots.* Hero only. Increases the owning Hero's movement to 7. Usable by only *one* Hero per turn.

*14: *Amulet of Persuasiveness.* Usable by *any* character. Adds 1 to recruitment attempts involving the owning character (unless the owning character is itself neutral).

*15-16: *Demonring.* Demon only. Doubles the owning Demon's strength to 4.

*17-18: *Demonwand!* Wizard only. Lets the owning Wizard change one hex of terrain per turn — anywhere on the map — at **NO COST**. Other restrictions apply; see Section 7.00.

9.06 Going neutral. If a character possessing a magic item goes neutral when its owning Wizard is killed, it keeps the item. Note which player-counter is replaced by which numbered neutral counter; when that neutral is re-recruited, the new owner gets to use that item. If the re-recruited neutral is a Hero, don't roll again on the Table.

Keeping
Posted

PBM Update

— Clemens & Associates —

Terra II

Northern Hemisphere: The long hot summer has seen an increase in the number of battles fought. The largest campaign resulted when the Yahoos tribe swept into Ecaio and attacked all the tribes which had come to the city to trade. They remained for several weeks, repeatedly attacking, re-grouping, and attacking again. Several tribes were badly mauled in the bloody exchanges. When the Yahoos withdrew from the area to meet other combat commitments they left several very angry tribes trying desperately to rebuild their armies.

The territorial claim by the Federation of Steel has caused mixed reactions. Some tribes have peacefully petitioned for the right to cross the area, while others have issued challenges to the alliance to enforce their claim if they can. All tribes moving south from Ecaio or southwest from Diwal should be warned to proceed with caution.

While most of the several hundred tribes in the north are still operating as independent entities, the number of alliances continues to grow. One of the fastest growing is the Istari Alliance. There seems to be a trend in the alliances toward consolidating smaller alliances to gain strength.

The number of tribes which have split off scouting tribes has increased significantly. The increase in information gathered outweighs the risk of operating a smaller main tribe. One tribe has split off a merchant group to carry trade goods to market while the main tribe continues productive pursuits.

Southern Hemisphere: Winter has severely hampered the tribes in the south. Movement has slowed and exploration of new areas proceeds cautiously.

In the cold wastes south of Halda there was a pitched battle between the Commanche, Klee and Sivert's Hope tribes. Analysis of the battles indicates that none of the tribes were allied with the others. The result was considerable confusion as first one tribe would attack, and then another.

Conquest of Insula II

Lantakari: The campaign for dominance on the island of Lantakari has ended. The winner of this game was Mark Hohbein, who was the Baron of Devon. His victory was due to his successful siege which led to the complete destruction of an enemy village. In second and third places were the Barons of Denby and Dasin. At the end, the Baron of Dasin was mounting a strong attack on the walls of the village of Denby. With only a few more weeks it might have been possible for

him to succeed in breaching the walls of Denby.

Grenengol: The Baron of Hapsburg has taken the lead in this campaign as a result of his successful attack on the army led by the Baron of Crandall. Meanwhile, far to the south, the Baron of Enderby has brought his army back to his village. It is speculated that he has done so to obtain siege equipment. The remaining barons seem to be reluctant to risk their armies in open field combat.

Farraheim: The campaign continues to be the most active of all yet conducted. The Baron of Donnegal tried a surprise attack on the village of Atsivali, hoping to catch them unprepared. In fact, he encountered an alert defense which cost his army forty casualties. At about the same time, the army led by the Baron of Sol made a feinting attack at the walls of the village of Dalriada. In the northern portion of the island, the barons of Williams-hold, Wolfs Lair, and Reaper continue to build up their reserves of equipment. The Wolfs Lair army is at the walls of the village of Emerson, with a siege likely to begin shortly.

Aundarmark: This tropical island is quite mountainous except for the plain which covers the central portion of the island and extends to the southeast. Most of the villages are situated in this area. The Baron of Dasin has established a strong defensive position and brings with him the experience gained in Lantakari.

— Schubel & Son —

The Tribes of Crane

On Crane I, a small force of loyal Grand Union tribes attacked the Dark Union capital city of Woll. The allied tribes had spent many months in search of the High Kinglord's lost Scepter. The Scepter had been stolen years before and is rumored to possess many powers and the High Kinglord offered a substantial reward for its return. With the help of High Kinglord Envoy Koan the list of possibilities was narrowed to one, the city of Woll.

The Algernon, Charleswood, and the mysterious Fro'ogi scouted the city and mistakenly believed it to be weakly defended. Hastily they prepared and launched an attack to capture the city and recover the Scepter. The attack was poorly coordinated and savagely repulsed by the City Warriors, City Naval Reserve, and the Dark Union Army VIII.

— Duane Wilcoxson

— Empire Games —

Company News: After struggling with slow turn-around and related administrative problems for some months, we are now servicing players in *Realms of Sword and Thunder* with two-week turnaround. We were happy to see

large numbers of players choose to trade their realm positions for the new, faster city positions. We are turning city positions around in less than nine days.

We have recently opened enough new realm positions to service everyone on our waiting list. We are currently setting up city positions only for new players, and a new waiting list for realm positions is now open.


Realms of Sword and Thunder

The royal conclave decided to put off the selection of a new High King until the various forces which are searching for the heir to the House of Pendragon have either succeeded or given up. The city of Derby has fallen to the Saxon forces of Coventry, meaning that the only roads between western and eastern Christian lands now pass through the Pennine Mountains.

The sorcerer Doriath threw her support in with a raid on Newcastle's military prison. In a spectacular night action, more than a score of prisoners (held there for commando actions against Saxon positions) were rescued. The operation is believed to have been funded by the House of Ironstar.

The game has now seen the first direct attack by players against each other. Sir Cavalas, lord of Valonbray, was kidnapped by unknown forces and ransomed at a high price. Immediately after his release, Cavalas led the Order of Grey in a search for his attackers. A major battle is expected shortly.

— Glenn E. Holliday



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Simply Captivating

Feudal Lords

Review by Chris Frink

Feudal Lords is a computer-moderated PBM set in ninth-century England that puts more emphasis on economic development and diplomacy than on combat resolution. The game starts with the island in turmoil after King Arthur's death — who will take control? England is divided into 46 fiefs; each of the players (there are up to 14) controls one — the rest are independent. The first player to get 23 of those fiefs under his control (as vassals or sub-vassals) is crowned king and the game is over. Since there are less than four uncontrolled fiefs per player, the competition gets fierce.

I had lots of fun playing this game. The systems are simple enough that I didn't spend all my energies trying to master the rules. Instead, I got wrapped up in the play of the game. Twice a month I found myself anxiously awaiting the mailman and my turn results. And Graaf Simulations never let me down — turns were always on time and correct. The two-page computer printout turn result is no great shakes when it comes to graphics or prosaic action descriptions, but it is simple and to the point; information is quickly and easily absorbed.

Submitting turns is just as simple. Turn sheets have room for 12 orders (the maximum for the one-year turn), along with a summary of the 32 possible orders. That summary made filling out turns a breeze; I liked not having to flip back and forth between rulebook and turn sheet. Actions are ordered with a simple, well-explained numeric code. With all that laid out right there in front of me, it was hard to botch a turn. (I did anyway, but never mind.)

The rulebook is another model of organization, simplicity, and clarity. (You'd never know a lawyer designed *Feudal Lords*.) Including the table of contents, the rulebook is only 12 pages long; but it includes everything you need to play — even a map. Over the course of my game, Graaf Simulations included a few rule clarifications and some changes, along with some explanations of how the game's rather abstract systems (such as combat and investments) work. The changes and elaborations made the game more interesting and easier to understand.

At \$2.50 a pop, turns are not expensive. There is nothing else you need to spend your money on — no special actions, extra-cost battle reports, or other hidden fees. And it doesn't matter how big your PBM budget is, you *can't* gain a better position in *Feudal Lords* just by spending a lot of money.

Each turn represents one year and each player is allowed 12 actions per year. Feeding and paying your army is automatic — doing anything else takes one of those 12 actions (or orders). As the game progressed, I found that I had the resources to do more, but that 12-turn limit held me in check. Another limit is that players are allowed but one military campaign per turn. Again, you may have the resources to send your army careering across the isle conquering everything in sight, if not for that rule. Both these limits make for a better-balanced, more interesting game.

Combat is abstract. The computer picks a ratio (from .2:1 to 5:1, but weighted towards 1:1) that the attacker must beat. If the attacker can beat that attacker-to-defender ratio, he wins; if not, he loses. Combat is modified by leadership (your army "increase," by 10% for every leadership point you have) and castle strength if a siege is involved (every level adds 50% to the defender's strength). It may sound simplistic, but other factors — such as not knowing exactly what size army your enemy can field against you — make the system lively and quite viable. Still, it all comes down to getting the biggest force into the right place at the right time. And building that big army is a function of a fief's economy.

Knights (that's what a feudal lord's army is made of) need gold and food. They get it before anybody else does; if they aren't fed or paid, they leave. Fiefs have peasants and townsmen that need to eat too. Fortunately, townsmen will pay for food. Peasants don't, but they *produce* it. (If you play your cards right, they will produce plenty for your hungry knights and townsmen, with enough left over to sell on the open market or plow back into fief development.) Peasants starve if not fed enough; if they're fed more than enough they multiply — at often-astounding rates (up to 50% per year). It makes you wonder how they get any work done in the fields. Peasants are a fief's development pool — they may be trained as knights, transferred to towns, or allowed to produce more food and peasants. Townsmen provide tax revenue depending on how high (or low) you set the tax rate. Low rates draw townsmen to a fief; high taxes tend to chase them off.

Other economic features include mining operations, lumber mills, fishing fleets, and foreign commerce. None of these is as lucrative as marketing Food. Peasants usually produce more Food than they need to survive, leaving you, the landlord, with a surplus.

Boosting a fief's agriculture bonus (a function of Gold, of course) increases the peasants' productivity. By building a solid base of peasants and developing the maximum agriculture bonus, a fief can produce thousands of extra Food units every year. Considering that the price of Food varies every year from 6 to 30+ Gold, that can be quite profitable. However, there is a catch: only 1,000 Food can be sold per action. So, selling off large quantities of Food takes some planning because of all the orders used up. (See A. D. Young's article on economics in *Feudal Lords* following this review for more on economic strategy.)

I enjoyed building my fief's economy as much as I liked using the military power that strong economy supported. And the only reason to have any kind of economy is to build an army and finance its forays. It takes Gold to train knights, hire mercenaries, and bribe other lords. One knight costs one Food and 5 Gold per turn. Players start with a modest 200-knight army; as their economies grow, so do their armies. 2,000-knight armies are not uncommon as the game progresses — you can see how much of a drain maintaining a force is. It costs much more to go out on campaign: mercenaries need to be hired (to boost attacker/defender ratios), fiefs need to be bribed (for permission to pass through territory), and after the battle more knights need to be trained to replace battle losses.

But Gold isn't the only thing that keeps armies in the field — diplomacy is just as essential. Non-player fiefs can play an important role; they can be bribed into sending half their army on campaign with yours, or letting you pass through their territory on the way to battle.

Other players are even more important in diplomacy. Fortunately, diplomacy with player fiefs takes no Gold or actions; it does take letter-writing and long-distance phone calls. It is also the key to winning the game. Nobody can grow powerful enough to conquer all the 22 fiefs needed to win; allies must be sought out.

A powerful player can offer protection to weaker players and convince them to swear fealty and become his vassals, thus adding to his stable of vassals and contributing to his path of victory. Other players may group together against other powerful alliances. There is no end to the number of combinations; the point is to get in touch with the other players.

I made no effort to contact anybody else in the game when it first started; I busied myself learning *FL*'s intricacies. I did all right and gathered up a few vassals. Then another, more experienced player roared out of obscurity and knocked my socks off; I had my vassals stripped away and was ignominiously booted out of my home fief before a small alliance came to my rescue and installed me in my attacker's well-developed fief. All that trouble could have been avoided if I had been a little more gregarious. Also, I learned much more about the game from my new-found friends than I had from wandering around by myself. I ended up swearing fealty to the alliance leader and now we're trying to set him up as king. (There's a more powerful alliance with a head

start, but we're scrambling around trying to get our guy enough vassals.)

I enjoyed *FL* from the beginning, even when I was just nurturing my fief or getting my nose bloodied in futile sieges. I began having *more* fun once I got connected with other players; if it weren't for the massive phone bills, I'd be spending more time on the horn with my *Feudal Lords* confederates planning strategy.

If you're looking for an easy-to-master, inexpensive, quasi-historical PBM game, *Feudal Lords* is for you. Some may find the economic system unrealistic because it is so productive; I found it broadened the game's avenues of expansion. Some may not like the bare-bones combat system; I found that it made *Feudal Lords* easier to play and left more time for strategic development. Some may not like the emphasis on diplomacy; I

liked the contact with fellow gamers. *FL* has much of what I want in a PBM — I'm revving up for another round.

Feudal Lords (Graaf Simulations, 27530 Harper, St. Clair Shores, MI 48081); \$10 set-up (rulebook and first three turns); \$2.50 per turn. Designed by John Van De Graaf; computer-moderated; two-week turn-around.

FG

Econo-Strategy for Feudal Lords by A. D. Young

Like any good strategic game of this type, it is clear that the whole underpinning of any successful strategy in *Feudal Lords* must be economic development. Victory conditions require that a player have at least 23 vassals under his overlordship before he is proclaimed King. Achieving this requires much diplomatic maneuvering and many, many knights. But knights, like all armed forces, are great consumers of money — this is our starting point.

There is no doubt that knights are a bothersome lot of oafs. Year in and year out they produce nothing, scarf up a Food unit (F) each, and demand five Gold (G) each before any other expenses are met. Why not get rid of them right off the bat and save ourselves 1000 G and 200 F per year? The resources saved could give our investment a mighty shove forward. Admittedly, that disposes of 4000 G worth of training and 200 Peasants (P). But not having to shell out four years of knightly salaries recoups the Gold; the Food they don't eat can be sold for about 2000 G, or used to boost the peasantry.

There are two ways of seeing off these free-loaders: Either let them bugger off (by spending their salaries), or use the Disband order. The former earns profits one turn earlier and saves 1000 G; but more than 100 new Townsmen (T) — who can be taxed — are lost. In the latter, money is lost and profit delayed, but over 100 taxable bodies are saved. Depending on the tax rates, those townsmen will earn about 800 G next turn and every turn thereafter. This productivity makes disbanding the only course, even though paying the knights before they are disbanded leaves us with only 400 G for investment.

The next item to be doled out is Food. The knights will devour 200 F whatever we do, but the Townsmen can buy their own. The Peasants need 800 F. That leaves just 400 F to be disposed of; at 10 G each that nets 4000 G. There are other uses for Food: Livestock purchases and extra calories for the peasantry. The more Food the Peasants receive, the more

(re)productive they get. A look at economic investment will help us make this decision.

Avenues of investment are examined in no particular order. For purposes of standardization, we shall assume that Food has a value of 10 G (a reasonable average), and that the tax rate is 25.

Lumber Mills:

Each fief can have at least two mills; some can have up to nine. Lumber is an inexpensive, sure investment. For a 100 G outlay and 10 Peasants to run the mill, we can obtain an average of 150 G per turn. However, we do lose the Food those 10 P would have produced. The return on our investment will be about 100 G per year.

Livestock:

Up to 100 Livestock (L) may be purchased per action for 1 F and 5 G each. They are redeemable as 1 F and represent a reserve of Food. Though this reserve may come in handy, that 5 G-per-unit investment ties up a considerable amount of capital — that is, until you realize that stored Food rots at a rate of 25% per year and that Livestock *multiply* by an average 30% per year. That compounding increase is the *real* reason for plowing all that Gold into Livestock.

Let's spend 100 G and 20 F for 20 L. Assuming our standard 10 G per Food and that Livestock will produce 8 L per turn after the second year (a conservative estimate), we earn 80 G per year.

Agricultural Research:

This is a tricky investment to analyze because of the varying costs. Each Ag. Bonus level adds 0.1 Food per Peasant per harvest. You can spend 100 to 1000 G to raise the Bonus one level. The more spent, the better the chance for success; but even spending the maximum will not ensure success. If the attempt succeeds, it will cost 1 F per Peasant to implement the improved agricultural techniques.

Let's invest 800 G (about an 80% chance of success). We succeed and the Peasants increase by 5%. We end up spending 1640 G (800 G plus 1 G for 840 P); the one-turn return is 840 G (84 F times 10 G).

As the number of Peasants increase, the revenue increases without further capital outlay — that's the beauty of this investment. The trick is to boost the Ag. Bonus while our Peasant population is still low — it costs less that way. Once we have reached 2000 P, each Ag. Bonus level nets us 2000 G per turn. Considering that the Ag. Bonus can be raised nine levels, that nets us 1800 F (or 18,000 G if we could sell it) every year.

Fishing Fleets / Villages:

Each fief can set up two fishing villages. (Coastal fiefs may set up 8.) Each costs 300 G and 10 P and produces 20 F per turn on the average. Our return is 200 G, but we lose 50 G through lost food production — that gives us about 150 G per year.

Markets:

Each fief may construct a market infrastructure (one for every 50 T, to a maximum of 20) for 300 G. For taxing purposes, each Market equals 20 T. At a 25% rate, each Market brings in 150 G per year.

Mines:

Mine exploration costs from 100 to 1000 G. The maximum expenditure doesn't guarantee a find, but chances of a find increase with the amount of Gold spent. A further investment of 100 G and 10 P is required if a mine is located. This mine may bring in from 150 to 1000 G per year depending on the type of mineral found. Clearly, this could either be a highly profitable or a very poor venture.

Without plenty of experimentation it's hard to analyze this investment. The more mountain hexes a fief is adjacent to, the better the chance of finding mines, and the better the chance of finding valuable mines. Assuming a first-strike success, the extreme possibilities are to invest from 200 to 1100 G (plus 10 P) for a return of 100 to 950 G; or about 9 to 475%. The most that can be said is that mining is a high-risk venture best left for later in the game, when surplus capital is plentiful.

Foreign Trade:

A ship costs 400 G plus the revenue lost from the 10 Townsmen that crew it — about 75 G per year. On this we can load trade goods worth 100 to 1000 G and send it across the seas to trade. Distances range from one (near) to nine (far); the greater the distance, the

greater the profit — and risk. It would seem that near voyages are hardly worth the risk; while distant trips may return a 100% profit, the risk factor is prohibitive.

There is little point in risking a piddling 100 G when the ship is worth so much — let's ante up 1000 G for each voyage. We send off 1475 G for a return of 0 to 1000 G (on top of our original 1000 G) — a 0 to 210% return, assuming our ship survives! Sooner or later, we are going to lose the ship, and that will take a mighty bite out of our investment portfolio.

Trade, too, requires large injections of capital to make a reasonable profit; don't send out your merchant fleet until later in the game.

Feeding the Peasants:

These randy little devils will reproduce at a rate of 5 to 10% without any help from us. It requires a generous portion of extra Food (something on the order of 30%) to get them to multiply any faster. Even then the result is quite random, resulting in a 10 to 30% increase. The most Food we could spare in the first few turns is about 10% — hardly worth the effort. Thus, as an investment, providing the Peasants extra calories is a no-no. There may be some merit to this if we use the extra Peasants to boost the military, especially if we disbanded some or all of our knights to begin with.

Long-Term Assessment:

I have the sneaking suspicion that as Food becomes more abundant the price decreases. If that is the case it will mean that Ag. Research

and Livestock are not quite the investments they appear to be. On the other hand, Lumber, Fishing, and Mining (which use non-Food-producing Peasants) are correspondingly better investments. In any case, this is not a large enough chance to drastically affect the overall result.

Of greater significance is the direct effect that the Ag. Bonus has on those investments using Peasants. When our Ag. Bonus is up to 0.9 and our Peasants are producing an extra 1.4 Food (on the average) per year, these ventures have their profits cut drastically. Lumber Mills, as an example, return about 100 G per turn when the Ag. Bonus is 0; they return 10 G with an Ag. Bonus of 0.9. (The lost revenue from 10 P is 140 G, while a mill produces 150 G.) Markets, because they depend on Towns-men, are not affected by this.

Livestock, the second best investment, are restricted because each uses up two units of arable land. (Each Peasant uses one.) Considering that each fief has at least enough land to support 4000 P, extensive herds can cut into the Peasants' land as the game progresses.

First Turn Orders

The immediate worry is invasion by one of our non-player neighbors. (Other players will have their hands full with economic development, just like us.) Invasion is not very likely since the computer only makes such forays "occasionally." We have several such neighbors — that increases the odds; but each has a large number of potential targets. Thus, invasion is not that likely for several turns.

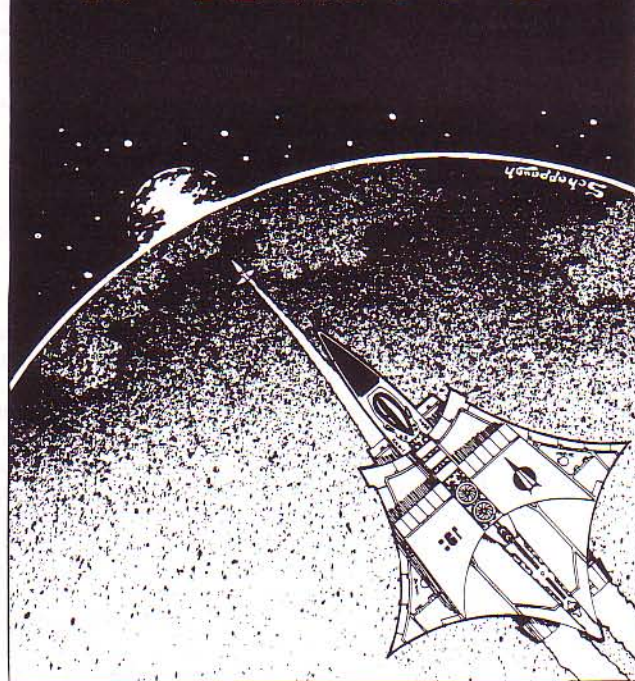
Besides, invasion isn't so bad. A raid may swipe our gold — bothersome, but not devastating. Who cares about a field battle? A siege would result in us becoming a vassal. We would lose 500 G every year as scutage (no real problem), but we gain an overlord to protect us from the real menace: player lords.

By the time other players are strong enough to threaten us we should be in a healthy enough position to defend ourselves, if we have the peasantry. The problem is to have enough Peasants on hand to regenerate our army. An investment program heavy on the Peasant-draining ventures will make this even more difficult.

Attack is out of the question on the first turn. We don't have the resources to build or hire an army strong enough to overcome a lord holed up in a castle that lends a 50% defense value. The toll to our forces would be devastating; besides, what would we gain? A measly 500 G per turn.

The optimum path is to disband 100 knights. That leaves us with an extra 500 G and 100 F to invest after turn one, and requires only 100 P to bring our army back up to starting strength. We have 400 G left to invest after paying our knights, not enough to up our Ag. Bonus this turn. Let's use half to start our Livestock herd, and save the other 200 to use towards raising our Ag. Bonus next turn. After feeding our knights, Peasants, and buying 40 L, we have 360 F that can net us 3600 G on the open market. All of this leaves us in good shape for the second turn, and broadens our investment portfolio.

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Blood On My Typewriter

by Christopher Frink

Are all the good game design ideas taken already? As I look back on the past year's products and ahead to upcoming releases, it sure seems that the game industry as a whole is shying away from games and supplements based on original ideas. The market is (or will be) glutted with products based on pre-sold names: *The Company War*, *The Dragonriders of Pern*, *Ringworld*, *The Adventures of Indiana Jones RPG*, *Star Trek: The RPG*, and *Dynasty RPG* are the first to percolate through my mind. The gaming industry is turning to publishing and entertainment for game ideas because these subjects are already well-known and hence easier to sell.

Admittedly, it takes great amounts of time and money to produce a quality game; and publishers need a reasonable profit to keep putting out quality products. But the trend of producing games based on already popular themes is leading to a creative stagnation in the game industry. It may be a safe road over the short term, but what is going to happen a few years down that road?

I'm not saying that making games from books and movies is always bad — it's given us solid games like *Star Trek: The RPG* and

should continue to do so. But my questions are: Will gamers be truly interested in *Dynasty* role-playing games? And how many more of these will we be seeing? Will more and more companies rely on licensed products for the vast majority of their releases?

If the major game companies get deeper into this rut, the smaller, up-and-coming companies will have to pick up the slack. They are the ones to which budding game designers with hot new ideas will turn. Maybe they'll even start their own companies.

With the exception of Avalon Hill's preliminary forays into the RPG field (with *Powers & Perils* and *Lords of Creation*), the only really new games on (or soon to be on) the market are from out-of-the-mainstream firms. Three innovative (in design or theme) games pop into my mind: *Witch Hunt* from Statcom Simulations — set in Salem, Mass. during the 17th century witch hunts; *Deep Space Navigator* from Tactical Templates — a great leap forward in tactical combat designs; and *Stalking the Night Fantastic* by Tri-Tac — another original idea about a super-secret organization that's been protecting earth from evil since the 1800s.

But how are these innovative games going to get to the mainstream gamers? Do the mainstream gamers care? Or would they rather play games like *Dynasty*? *Fantasy Gamer* (and *Space Gamer*) will continue to look for these out-of-the-way games and tell you about them. I think it's important because these small firms don't always have the resources needed to spread the word about their products.

On The Contest Front

I've received some responses (not as many as I'd expected) to the name-my-column contest I started in *FG 3*. You can read *FG 4* to find out how I got the current title. I've grown rather attached to "Blood on My Typewriter." Somebody's going to have to come up with one much better to knock it off the top of the page. I haven't received enough excellent entries to go with an idea I had been toying with — a new title every issue — but here are some of the better responses: "Court Jester," "Frankenstein's Monster," and "Fun Guy From Yuggoth." What do you think? Should I keep looking? Or do I already have a winner?

More Weirdness

A close look at the staff box under the contents page will reveal a new name under "Assistant Editor." Some of you may recognize it. Yes, it is the Allen Varney, perpetrator of such favorites as *GLOBBO*, *Necromancer*, and "Pond War." Weird guy, right? But he looks so normal — just like the little brother you always wished you never had.

Even More Weirdness

Look on page 42.

—CF

GURPS Update

As of this writing (late April), the Great Unnamed Role-Playing System is sitting in my office, a huge stack of badly collated sheets. It has been through one round of playtesting, which showed up a number of good points and one bad one (the combat system). Character creation works very well, as do skills and talents. The next step is to retype the whole thing into my word-processing system, so it can be re-edited and (eventually) fed into our typesetting system.

We will be hosting a GURPS seminar at Origins in Dallas; we may (or may not) go as far as passing out copies of some rules sections there, but we will be answering questions and taking suggestions. See you there, I hope.

—Steve Jackson

COMING ATTRACTIONS

Fantasy Gamer

In Issue 6 (June/July 1984):

Avalon Hill leaps into the RPG field! How big a splash does the giant make? Read about *Powers & Perils*, *Lords of Creation*, and *RuneQuest 3*;

Also, *The Lost Inheritance*, a generic fantasy scenario;

A review of *Terra II*, the tribal play-by-mail game; and

A three-legged elephant.

Space Gamer

In Issue 69 (May/June 1984):

Junkyard Hogs, a gang war scenario for *Car Wars* and other modern-era games;

Wings Out of Shadow, a review of Fred Saberhagen's new Berserker computer game;

Ogre unit cost analysis, by Steve Jackson and Henry Cobb;

Featured review of Mayfair's novel game, *Forever War*; and . . .

The Claw!

Autoduel Quarterly

In Issue 6 (Summer 2034):

Badlands Run, a long, hot — and very mean — journey from Salt Lake to San Francisco. Full-scale adventure for those who liked *Convoy*.

"Duel Master" — Steve Jackson tells how to referee a *CW* game effectively and efficiently;

"Amateur Night Tactics," AADA News, and the usual felgercarb.



Capsule Reviews



Fantasy Gamer reviews fantasy boardgames, role-playing games, computer games, and game supplements. We will review any fantasy game if the publisher sends us a copy. We do not guarantee reviews of historical games. The staff will make reasonable efforts to check reviews for factual accuracy, but opinions expressed by reviewers are not necessarily those of the magazine.

Games and game items for which *Fantasy Gamer* is seeking reviews include *Alluring Alcoves*, *Aztec*, *Bavenlon*, *Beyond the Wall of Tears*, *Book of Treasure Maps III*, *Chilling Chambers*, *City of the Sacred Flame*, *Compleat Adventurer*, *Compleat Alchemist*, *Compleat Spell-Caster*, *Corsairs of Tallibar*, *Crypt of Medea*, *Curse of Zanathon*, *Deadly Power*, *Death House*, *Death on the Docks*, *Demon Pit of Caeldo*, *Demons of Dundurn*, *The DM's Book of Nasty Tricks*, *Druids of Doom*, *Dungeon Maps*, *The Egyptian Trilogy*, *Evil Ruins*, *Gamemaster*, *Gateway to Tekumel*, *The Gem and the Staff*, *Ghoulash*, *RAFM Gilla-worms*, *Haven: Secrets of the Labyrinth*, *Heart of Oak*, *Heroes and Villains*, *Horror on the Hill*, *Kamakura*, *The Keep*, *Lair of the Freebooters*, *The Land Beyond the Magic Mirror*, *Mines of Keridav*, *Monster Squash*, *Necromancer* (computer game), *Northern Mirkwood*, *Northwest Frontier*, *The Palladium Roleplaying Game*, *Pirates Hagrost*, *Plague of Terror*, *Questers*, *Question of Gravity*, *Ravenloft*, *Ravensgate*, *Runes*, *Search for the Lost City*, *The Serpent Islands*, *Shade of the Sinking Plain*, *Shadowland*, *Shield Maidens of Sea Rune*, *Shipwrecker*, *Society of Sorcery*, *Streets of Gems*, *Superior Models Dragon* releases, *Swordthrust*, *Tarantis*, *The Tarot Quest*, *Thieves' Guild 8*, *Thieves' Guild 9: Escape from the Ashwood Mine*, *Toxins*, *Village of Peddler's Ferry*, *Witches Court Marshes*, *Within the Tyrant's Demesne*, *Wizardry III*, *Wizards & Lizards* new releases, *Wizards' Realm*, *Wondrous Weapons*, *The World of Silverdawn*, *Ysgarth Adventure Pack #1*, *Ysgarth Adventure Pack #2*, and *Ysgarth Player & GM Sheets*.

Marshall. 16-page rulebook, 200 counters, one 22" x 34" mapsheet. For one to five players. Playing time two hours.

Glowing ghosts, walking dead, and creeping hands are among the dozens of nasties that have taken up residence in *Nightmare House*, an intriguing game recently featured in TSR's now-defunct *Ares* magazine. Players assume the identity of one of a dozen "ghost hunters" and attempt to unravel the mystery of Darkholm Manor by searching for clues, battling "haunts," and eventually attempting an exorcism of the evil Entity who's responsible for the curse on the house.

The game is played on a handsome mapsheet equally divided between a detailed three-level floor plan of the house itself and an "astral map" (which looks like a day-glo spider web) where psychic battles with the Entity take place. Characters searching the house for things to help them in their battles are likely to encounter a variety of "haunts" generated by the Entity to give them a hard time. The "haunts," which may be anything from a rattling chandelier to the walking dead corpse of dear old Uncle Marcus, provide much of the game's chiller-flick flavor, as does the characters' ability to leave their bodies behind to engage in ghostly combat on the astral plane. Psychic combat is handled cleverly and cleanly with multiple counters for a character's psyche, soul, and astral bodies, giving players an appropriately supernatural feel of being several places at once.

Unfortunately, the game promises a lot more than it delivers. Although billed as a multi-player game, the "house" player's options are so limited that this works best as a solitaire system. As there is no actual mystery to solve, it soon becomes obvious that the best strategy in winning the game is to repeatedly attempt exorcism on the axes of the Entity, which in itself is little more than rolling dice and comparing results. There's not much point in wasting time with individual room exorcisms and, as fun as it is, seeking out discoveries or confronting the "haunts" does little to advance the game.

Nightmare House cries out for the same kind of treatment given to an earlier *Ares* game, *Return of the Stainless Steel Rat*. A similar paragraph system which generates a real mystery to be unraveled by characters searching rooms for clues and fighting "haunts" along the way would have made for a challenging and exciting gothic horror game. As it stands, *Nightmare House* is little more than an underdeveloped game system with a lot of potentially great ideas.

— Rick Swan

KABAL (Kabal Gaming Systems); \$20.00. Designed by Ernest T. Hams. Three 5 1/4" x 8" books (40-page player's guide, 36-page magic spell book, 52-page referee's rulebook and monster list); two character record sheets and 12 loose sheets of reprinted tables and lists; boxed. Indefinite playing time. Published 1981.

The *KABAL* role-playing system was released with the same high hopes that accompany any new release. "What do you notice about most games available on the market today?" the introduction asks. "Do they attempt to parody life, or are they

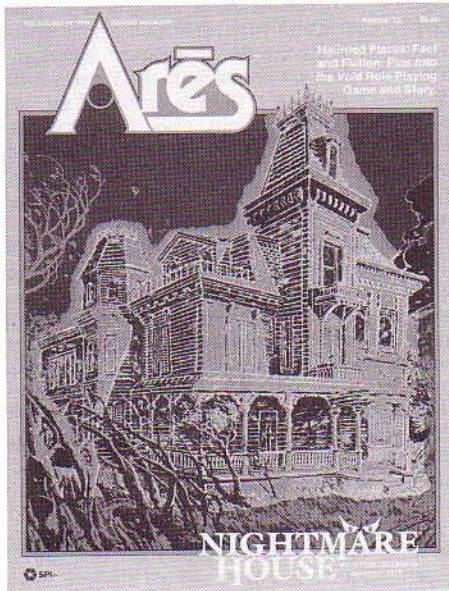
trying to make the fantasies of everyone come true?"

How well does *KABAL* (which stands for "Knights and Berserkers and Legerdemail") "parody" life? Pretty well, but only at the expense of complexity that would make a math major cringe. In addition, the system suffers from terrible organization and offers next to nothing new.

Even after the briefest of looks, the mathematical complexity of *KABAL* is enormous. At points, many not-so-mathematically inclined players will find it overwhelming. Standard equipment with this game should not only include paper, dice, and pencils, but a good calculator as well.

Games

NIGHTMARE HOUSE (TSR); \$6.00 (with *Ares* magazine no. 15). Designed by David



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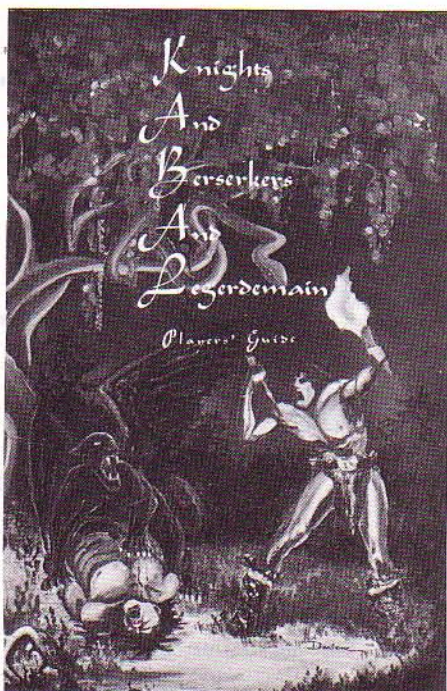
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Don't believe me? Try this. To figure your character's height, roll 20d6, take the square root of the sum and multiply that number by 21.5 to determine height in centimeters. Want to figure weight? Take the height in meters, cube it, and multiply by the Strength factor for the first half. Then roll 20d6 and square it. Divide that number by the Endurance score, then raise it to the .75 power. (That's right, the .75 power. I got stuck at this point, because my

calculator can't perform that function.) Add the two halves together, and that's the weight in kilograms.

Got magic armor? Each plus is a .95 multiplier to any opponent's damage roll. In other words, +4 armor reduces damage by a factor of .95 to the fourth power. Etc., etc., etc.

And to top off this maddening pyramid of numbers, the rules are not presented in anything resembling an organized fashion. How does armor affect your chance to hit and be hit? You won't find it in the combat section. It is mentioned once (and only briefly) under Dexterity in the characteristics listing. The effect of armor on "to hit" rolls is profound; be sure to include that rule when you play.

On the other hand, there are some aspects of the rules system that are notable. *KABAL* is one of the few systems that gives realistic times for shooting missile weapons. There are no machine-gun archers in this game. A beginning character needs five minutes to ready a windlass crossbow for shooting, and can shoot a bow just once every 12 seconds. Experience can cut that time down, but it strikes me as being realistic without being unduly complicated.

KABAL is a complete fantasy role-playing system. It's got monsters, treasure, magic spells, character skills, weapons, armor, magic items, and all the other things that a system needs. But it's bogged down in a morass of mathematical computations, and a poorly organized set of rulebooks that may only serve to drive the player away. (I almost gave up until I remembered I had to write this review.) There are a few interesting ideas that a flexible gamemaster could lift out and use in an existing campaign, but as a stand-alone system *KABAL* is complicated, fraught with problems and overly difficult to learn. The publishers plan some new releases this year, including a reference screen and a monster book. There is some hope that these new releases will help solve some of the system's problems, but for now, I cannot recommend it.

— Scott Haring

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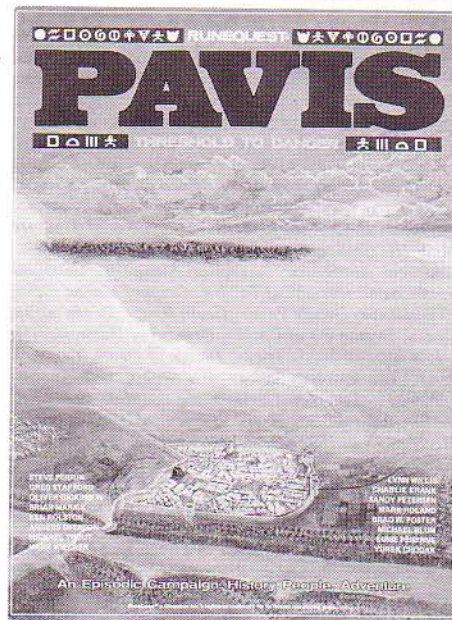
PAVIS: THRESHOLD TO DANGER (Chaosium, Inc.); \$18.00. Designed by Steve Perrin, Greg Stafford, and others. Episodic campaign for *RuneQuest*. Two 40-page, one 64-page 8½" x 11" books, 22" x 34" foldout map, 11" x 34" foldout map. Boxed. For several players; playing time indefinite. Published 1983.

Pavis is a collection of material dealing with an extremely important section of Glorantha, namely, Pavis. The first book is for player's information, including Pavis' history, the powers that be, and four cults (three new, one revised). The second book is for the GM, detailing the surrounding area, city description, encounters, politics, and rumors. The largest of the three books is the collection of three scenarios. The first, entitled "Welcome to the City," is an introductory adventure, designed to get characters involved quickly. The next is a small, one-character (thief-type) adventure called, aptly enough, "Burglary at Raus' House." The last scenario and main attraction, "The Cradle," features the entire town either attacking or defending the first giant cradle to come down the river in 700 years.

Pavis is wonderful to behold for any Gloranthan enthusiast and well up to Chaosium's appearance standards. The four cults are especially welcome, as is the actual description of the city. The maps, one of the River of Cradles and the other of New Pavis Proper, are very well done, as always with Chaosium.

Unfortunately, I have several complaints about

Pavis. The first is that it is almost useless without *Big Rubble*. The major attraction to *Pavis* is that it leads into Old Pavis, with its giant walls and legendary inhabitants. One is almost afraid to run adventures in there, because no useful information has been given about the Rubble itself. Secondly, the scenarios are not as good as I expected from Chaosium. The first two were enjoyable, but the last was barely passable. It is practically a war, with the giant's cradle as the prize and the characters stuck in the middle. The rules say to expect an "80% or more" fatality rate.



Overall, *Pavis* is worth buying only if you get *Big Rubble* too, while *Big Rubble* is incomplete without *Pavis*. A disappointment, especially when you consider Chaosium's past offerings for *RuneQuest* — *Borderlands*, for example.

— Robert E. James

CREATURES FAIR AND FELL, *Ysgarth Rule System Supplement Two* (Ragnarok Enterprises); \$2.50. Designed by David F. Nalle. One 5½" x 8½", 24-page rulebook (four-page pull-out adventure, *Llychlyn Isle*). Number of players and playing time indefinite. Published 1983.

This is the second of three supplements to the *Ysgarth Rule System* published by Ragnarok Enterprises. It contains characteristics for 33 magical, mythical, and natural beasts and creatures. Also given are some high-powered non-player characters which can be used in the gamemaster's campaign. There is a section of revisions to the *Ysgarth Rule System (YRS)* combat system, including damage determination, hit locations, blood loss, and combining armor. There is a section of questions and answers on *YRS* in general and the adventure, *Llychlyn Isle*, makes good use of a number of the new creatures described.

Creatures Fair and Fell is a very appropriate title for a supplement that adds practically nothing to the existing set of rules save creatures and NPCs. Most of the beasts are from mythology, though some are merely renderings made of modern day animals (such as cattle, badgers, goats, horses, and rats). All NPCs and creatures are fully characterized and described so there can be no question as to their appearance and abilities (all are given their mythological powers as opposed to modern day attributes and misconceptions).

Most of the problems which I found in *Creatures Fair and Fell* have to do with the "power-level" of the NPCs (all average about 19 levels of experience each, in a game that has a general level

increase of five to seven for every seven game years spent adventuring!). Also, there is very little chance of using the creatures for anything save the YRS game. The adventure, while not that bad, didn't have the "flair" which most Ragnarok adventures do and the maps are too small for general use during play. And finally, as is the case with all Ragnarok Enterprises products, the fine print is hard on the old optic nerves after a while.

Creatures Fair and Fell is definitely usable as a supplement for YRS. It fills this role quite well and gamemasters can learn a good lesson in character design by studying the NPC examples, but it is not up to the usual high standards of its company's other products. I can guardedly recommend it to all of those with an interest in Ysgarth material, but others will find little of use for general role-playing.

— Jerry Epperson

THE ASYLUM & OTHER TALES (Chaosium); \$10.00. Designed by Randy McCall, Mark Harmon, David A. Hargrave, M.B. Willner, John Scott Clegg and Elizabeth A. Wolcott. One 8½" x 11" 80-page book. For Keeper and several players; playing time indefinite. Published 1983.

The Asylum & Other Tales is Chaosium's second scenario pack for its popular *Call of Cthulhu* RPG. Like its predecessor, *Shadows of Yog-Sothoth*, *Asylum* holds several individual adventures by a number of different authors. Unlike *Shadows*, however, these are all unconnected scenarios rather than being part of a continuous campaign. The scenarios are subtitled "Seven Common Situations as Viewed through the Cthulhu Mythos." And indeed, each one can easily be used as a separate scenario in one's own campaign, dropped in when the need arises, or can be strung together with the others in almost any order, if a



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Keeper so desires. The first scenario in the book, "The Auction," takes a group of investigators to Vienna to participate in an occult auction offering items that may or may not have Cthulhoid significance. The auction, however, ends with a ghoulish murder.

"The Madman," the book's second offering, opens with strange disappearances in a small town, a woman institutionalized after being found babbling incoherently and . . . but to reveal more would spoil the mystery. This is a perfect scenario for a group which plays tag with insanity on a regular basis. "Black Devil Mound" involves nefarious supernatural occurrences at an old Indian burial mound in Maine. "The Asylum," the book's cover scenario, is also its longest and perhaps best. Evil seems to lurk in the Greenwood Asylum for the hapless in-

vestigator unfortunate enough to be committed there, or his comrades who visit the sleepy little town to assist him. In "The Mauretania," players are offered several Cthulhoid encounters on the *Lusitania's* sister ship for that next ocean voyage (perhaps on the way to the Vienna auction?). "Gate from the Past" offers some time-travel opportunities near Arkham. And "The Winchester House" presents a parapsychological investigation with a definite twist.

While all the scenarios are well thought out and contain most everything a Keeper will need to run them, I find "The Auction" and "The Asylum" perhaps the most interesting. "Auction" is involved enough to satisfy experienced investigators, yet isn't so deadly that it couldn't be used as a good first scenario for a group of novices. The auction itself

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could easily be used as a model for others, and the items for sale as lead-ins to further scenarios. The players' handout of the auction catalog is a nice touch, too. "The Asylum" offers, along with its deadly mystery, floor plans of the Greenwood Asylum, easily adaptable for other such institutions; a new Cthulhoid deity, Arwassa, the Silent Shouter of the Hill; and the proto-shoggoth, a nasty variation on an existing beastie. Other pluses include several new spells and Mythos items in "Mauretania," stats for a dinosaur in "Gate," and the surprise solution to "Winchester House."

I note only a few minor problems with *The Asylum* overall: The "weird geometry" of the Winchester House would be easier to portray had plans of more than one hall been provided. Several Mythos books in "Mauretania" have more spells listed than the game rules allow. And I'd have rather seen more scenario description and fewer notes on the playtests in "Gate," given the scenario's shortness.

In spite of these minor flaws, *The Asylum & Other Tales* is a worthy addition to the Cthulhu

Mythos and should be snatched up hand and tentacle by all CoC Keepers.

— William A. Barton

Play Aids

THE TAVERN (Genesis Gaming Products); \$5.95. Design by Arnold Hendrick and David Helber; drawn by David Helber and Tom Maxwell. Three 11" x 17" color cardboard sheets (half of one of these is the package cover) and an eight-page 8½" x 11" booklet. Generic play aid for any medieval or fantasy RPG. Published 1983.

When Heritage went out of business, it left several products nearly finished but unpublished. One of these was *The Tavern*; fortunately, Genesis picked it up and released it. What we have here is a product similar to the various sets of dungeon/building floors that we've seen before. The difference is that instead of generic floor sections, we are given a

logically arranged inn or tavern, with benches, furnished rooms, a courtyard, etc. Most of the furniture is printed in place and immovable (which is occasionally annoying), but a few chests, barrels, and whatnot have been printed separately, to be set down as you please. It is also possible to use some but not all of the tavern (omitting, for instance, the basement area), or even to cut the rooms apart and totally rearrange things. In any event, the referee need not show players the entire inn at once — he can reveal it "naturally," a room at a time.

The set also includes a booklet, describing the inn (in plain English) and its staff and regular customers (in generic stats easily translated to *D&D*, *TFT*, *RuneQuest*, etc.). There are also suggestions for scenarios. All this material is very sketchy, but contains some good characters and ideas, and is easy for the referee to expand as he wishes.

I have few quibbles with *The Tavern*. It is theoretically in 25mm scale (one inch equals six feet); actually, one inch here equals 4½ or 5 feet, which makes all the rooms and furnishings a bit small for true 25mm figures — but that's easily overlooked. And one little diagram would have been better than a thousand words for an explanation on putting the pieces together. You'll be able to figure it out, once you realize that the "balcony" means the second floor, and the "second floor" is the third floor.

All in all, a nice little addition to any campaign with a medieval or rustic setting.

— Steve Jackson

UNITRAYS (Close Simulations); three for \$6.65. Designed by Wayne Close. Three 8½" x 11" plastic trays, with clear, snap-on lids. Released January, 1983.

Unitrays are compartmented plastic trays usable for counter and miniatures storage. Each tray contains 20 small, ¾" deep compartments for stowing gaming counters, and one large section for dice and pencils. The lids are made of clear plastic and snugly snap on to keep gaming materials in order.

Unitrays are a great aid in organizing counters, help reduce starting time and facilitate quicker play. The well-fitting lids will stay on, even if the tray is dropped. The trays fit easily into the majority of boxed and bookshelf games, and can be stored on their sides without having things spill out of them.

A big problem with *Unitrays* is the thinness of the plastic used for the tray. It is very fine and can easily be punctured. A thicker grade of plastic, like the type used for the lids, should have been used for the tray.

Overall, *Unitrays* are a superb gaming aid and a vast improvement in organization. The price is fairly reasonable and I faithfully recommend this product to lessen your gaming hassles.

— Christopher R. Celtruda

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Computer Games

CAVES OF OLYMPUS (Howard W. Sams and Co., Inc.); \$39.95. Designed by Thomas and Patrick Noone. For 48K Apple with DOS 3.3 Applesoft and color display. Game disk, 14-page rulebook; one player. Released in 1982.

Caves of Olympus is one of a line of programs from Advanced Operating Systems featuring advanced graphic routines in an otherwise standard graphic adventure game. Your purpose behind this particular adventure is to get your character, Anson Arqyris, through the Caves of Olympus to elude the pursuit of the Laren who have chased you into this maze. Suffice to say this place is deadly to the *n*th degree. After making your way past the varied traps and puzzles you find an escape shuttle to take you to your waiting allies. Unlike similar games you are

provided with a disintegrator, blaster and personal force field generator. Response is the basic "verb noun" statement; switching between the text and graphics is accomplished by striking the Return key. The computer answers some actions by way of quippy reply.

One useful feature is a set of instructions that are included on the disk at the start of the game. The illustrations are detailed and well drawn, with the color bright and varied. The complexity of the maze guarantees that this game won't be solved at one sitting.

Basically those features touted as "special effects" did not succeed in separating this game from other graphic adventures, and the playability of the game did not set it well in that category either. Overall, *Caves of Olympus* doesn't give in the proportion it takes. Better games at lower prices are available. I can recommend this game only to those gamers who require a challenge no matter what the price.

— Michael Mize

EXODUS: ULTIMA III (Origin Systems Inc.); \$54.95. Game design by Lord British (Richard Garriott). Three 6" x 9" pamphlets: Clerical spells (16 pages), Magic spells (18 pages), Instructions (20 pages); player reference card, one 12" x 18" color cloth map. For one to four players; playing time indefinite. Released 1983.

In this, the third installment of the popular *Ultima* series, players are given the task of locating and destroying the mysterious entity Exodus. To do this players create characters, choosing from five races (human, elf, dwarf, hobbit, fuzzy) and eleven classes. A party of one to four characters is formed, equipped, and outfitted, and sent out to the world of Sosaria to gather clues. Talking to barkeepers and oracles, fighting strange monsters, exploring towns

and dungeons, even using the mysterious moon gates are only a part of what players experience to gain information and to become a powerful team. All this to prepare for the final confrontation with Exodus.

If you liked the previous *Ultimas*, you'll love this one. If you never heard of this series before, *Ultima III* is a good place to start. The high price is offset by the amount of game materials (with some artwork by Denis Loubet!) and long playing time. There's great variety in characters, classes, armor, weapons, items, and even 15 magic and 16 clerical spells. The combat mode resembles a real-time fight on a *Melee* map, with individual character movement and action.

Yet this wealth of detail often devalues itself; the definition between character classes blurs (8 of 11 classes can use magic), and choosing a race only defines the maximum point total for attributes. There are no real restrictions, so you could end up with an elf barbarian! Levels apparently don't mean much except more hit points, and more "powerful" weapons don't seem to be necessarily better (only the computer knows for sure). Clues are sometimes too obscure, adding confusion without adding challenge. Finally, the end of the game seems almost anticlimactic, considering what the players go through, and reveals a few inconsistencies with the overall game theme. The end is the Big Reward and should have been more exciting.

Problems with the game have to do with the hodge-podge of classes, races, creatures, and the generic dungeons; it's FRP of ten years ago. Still, it is state-of-the-art computer role-playing and very enjoyable. Don't let the high price scare you; I recommend this game heartily. If you want monsters, magic, and mayhem on your monitor, buy *Exodus: Ultima III*.

— Mark Pokrzywnicki

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Miniatures

BEST OF RAL PARTHA: DEMONS, TROLLS, ORCS AND GOBLINS, ANGELS, ELVES AND ELF LORDS, and CHILDREN OF THE NIGHT (Ral Partha); \$8.00 each. Ten 25mm-scale miniatures. Sculpted by Tom Meier and Dennis Mize. Released 1983.

This is a repackaging of figures originally introduced in blister packs and sold singly or in groups. They should be familiar to most gamers and figure connoisseurs. The boxed sets will appeal to those wanting one each of a variety of castings. In addition to the sets listed above, *Ral Partha Personalities* not seen by this reviewer are also available. The 40 miniatures will be ample to stage the encounters of

lower-level parties of adventurers as well as some high-level ones. The sets also provide a sampler of two popular Ral Partha designers.

Best Of provides sound value for those who don't want to muster armies. The quality of the castings ranges from very good to outstanding. Each set contains a useful variety of poses. The range includes some of the most popular Ral Partha choices for player-character figures.

Many potential buyers will already possess a number of the castings in each set. It is the manner of repackaging which constitutes the greatest shortcoming of this range. Inside the colorful box is a hard plastic tray. The miniatures are placed into the spacious cavities of the tray with no further padding or protection. My "sea elf with great sword" had lost his sword. Beyond breakage, we are dealing with extremely detailed castings. In some cases such features as noses, hands, and knees were marred by rubbing. Damage occurs not only in shipping but at the hobby shop as well, since patrons will be con-

stantly flipping the boxes over to study the photos of the figures on the back.

The problem of poor packaging aside, *Best Of* is an excellent way to obtain a wide selection of some of the best of some of the best.

— Gerard E. Giannattasio

PERSONALITIES — New Releases (Ral Partha); \$4.00 to \$7.00. 25mm fantasy miniatures sculpted by Tom Meier. Released 1983.

This batch of four ("Cloud Giant" at \$7.00, "Demons" at \$4.50, "Paladins — Foot & Mounted" at \$4.00, and "Plague Fly" and "Belladonna Knights I" at \$4.00) is standard Personalities fare — beautiful, effective, and weird miniatures.

The Paladins set is the most normal of the four — a plate-armored hero in two poses (on foot and mounted) plus horse. The paladin is nicely crafted (if a bit static); the horse is beautiful. The Cloud Giant is a doltish monster more appropriate to beanstalk fairy tales than to FRP (he makes a great cartoon character, though). The Demons set contains three body pieces (skinny chap with pitchfork, avian biped, and Pan-bodied form with an extra face in the midsection) and four interchangeable heads. (I like the goat-legged fellow best — the figure is compact, nicely animated, and unusual.) Most peculiar of all is the Plague Fly set, which consists of a giant corrupting fly with saddle and eerily insectoid armored rider in the traditional riding and standing poses. It's also the most rivetingly strange set.

Problems? Not many. The Paladins set is probably the most commonly useful; it's also the dullest. The Plague Fly set is the least commonly useful; it's so nice, however, that it practically dictates an encounter with the Belladonna Knights. The Cloud Giant may be a bit clownish for some gamers. But these are trivial complaints. These are good sets.

— Aaron Allston



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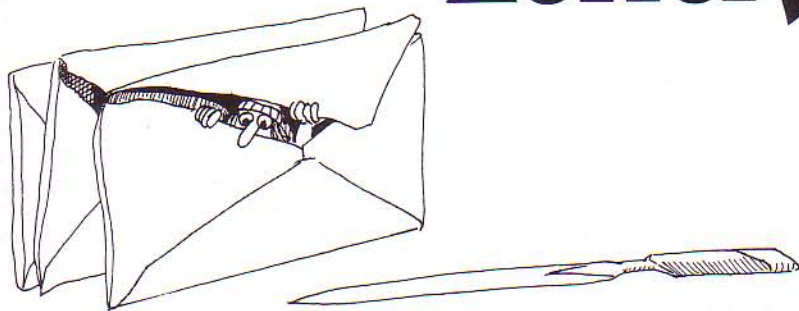
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Letters



Kudos . . .

Matthew Costello's "The Thing in the Darkness" solo adventure in *FG 3* was *tremendously* entertaining. The action involved me in a way that conventional horror stories usually don't. Reading Walfe's books actually gave me the creeps, in a way I never would have dreamed a "mere" programmed adventure could do. And thank you ten times for making it accessible to the non-*Cthulhu* player!

Production values were, as usual, unsurpassed. The map layout, the artwork, those oddly asymmetric title borders . . . all terrific.

Comparing "TTITD" with computerized text adventures is interesting. In several ways it's more sophisticated in its game mechanics than all but the most advanced texts (like *Deadline*, say); and it neatly evades the frustrating "guessing game" aspect of trying to figure out what words the computer will accept as options. However (and I mention this not as a complaint but just as a comment), I found myself cheating more and more frequently. At first I was scrupulously honest about what options could be followed up, but around the sewer entrance I gave in to temptation and was lost. Do you think I waited around exchanging shots with the Beardslays before finding the stones? Do you honestly believe that once I got Walfe's books, I let the dice tell me I couldn't read them? Ho, ho, it is to laugh. Now a computer text adventure, whatever its frustrations, does not tempt you from the path of moral rectitude that way. Practically speaking, it's cheatproof.

Perhaps the ideal compromise is as straightforward as a computer adventure that outlines your options at each step; but for us non-computerized players there appears to be no satisfactory way out. It seems this kind of programmed adventure tempts "fudging" (in me, anyway) to exactly the extent it uses "role-playing," i.e., random, elements. If you deleted the firefights and made each option completely allowable at every choosing-point, the adventure would move right along, sure; but it wouldn't belong in *FG's* pages then,

would it? I suppose the only realistic solution is to ignore the problem and assume honesty on the player's part.

I gather from your editorial column (call it "The Court Jester") that an adventure of this sort is an awesome logistical undertaking. Nothing daunted, I will still suggest some potentially interesting ways to expand the concept. Each numbered paragraph could have two or more entries, distinguished by various shades of gray-tinted overlays, to indicate what time of day they apply to, or after what point in the adventure they take effect. The concept of "levels" is brilliant; if more space is available, they could be exploited in multifarious branchings (e.g., you're an assassin and complete level one by killing your mark, but then through level two you read a different portion of each paragraph, in which you're hunted by the authorities). The idea of gaining points throughout the adventure wasn't developed in "TTITD"; you could make a number of crucial branchings depend on the player's point levels at that juncture, indicating that a more skillful player will be more resourceful in a given set of circumstances.

Allen Varney
Cupertino, CA

Sounds great — you're hired!

— CF

. . . and more Kudos

I started off with *The Space Gamer* back when it was still being published by its former owner. I almost cancelled after the first year; only a soft heart allowed me to renew my subscription. Shortly after I renewed, the magazine was bought by some guy named Steve Jackson. After a while, an odd change came over *TSG* — it became a quality magazine, one that was *really* covering the gaming field. You all have made the magazine good; there was not a single worry in my mind when you split into *Space Gamer* and *Fantasy Gamer*. My trust has been well rewarded.

In *Fantasy Gamer 3*, the *Call of Cthulhu* adventure was very good. I also liked the con-

version chart for die rolls. That was a great addition — you should consider printing the chart on your mailer cover as a subscriber bonus.

Overall, I would say that you are doing a great job — just keep it up.

Charles De Angelo
Trenton, NJ

Fantasy Gamer is great! The cover art has been astoundingly beautiful (not quite so with *SG*). The articles and reviews have been great. I particularly liked your reviews of *Earthwood* and *Lost Worlds*. "The Thing in the Darkness" was superb (now I *have* to get *Call of Cthulhu*). Although I don't do any gaming in the particular era, Mr. Barton's piece on Victorian London was an impressive bit of work and should become some sort of industry standard for that kind of thing. I'd like to see more articles of that type.

As for a name for the *FG* editorial column, how about: "Report from the Dungeon / Ivory Tower / Throne Room" or "The Ogre / Troll / Emperor Speaks" subtitled "and everybody listens." With a column name like that I imagine the following scene at a convention:

FG contributor: "Well, my editor is Chris 'Ogre' Frink and he says . . ." You know the rest.

Bruce Berrien
Atlantic Highlands, NJ

About the Borders

First let me say that I think *SG* and *FG* are the two best game magazines on the market. I have been reading *SG* since issue 13, and it has only improved.

The next thing is a minor question about the border art for "The Thing in the Darkness" titles: On all of the borders the upper left-hand corner is incomplete when compared to the other three. Why is this?

I would also like to say that the format for this solo adventure is the best I have ever seen — I loved not having to have anything but the magazine to play. This was quite simply fantastic when added to my love of *Call of Cthulhu*.

One last thing: In the second paragraph of the *Valley of the Four Winds* section of his "Three for One" article, Mr. Costello says that Gondemar gives Hero the *Swamp* bones — that should be *Swan* bones. What type of self-respecting hero would quest for *Swamp* bones? Ick.

Jerry Dickerson
Shell Beach, CA

Ah, gee, Jerry, we've been wondering about those borders too. They were complete the last time we saw them; none of the printer's people touched them. So, how did all those upper left-hand corners get altered? Could it have been . . . ? No, those stories are fiction, right? Please tell me they are fiction. Please . . .

— CF

Another Weird Combo

Lawrence Person ("Letters," *FG 3*) failed to come up with the strangest combination of

all: *Cthulhu Monsters!*, a mating of *Call of Cthulhu* and *Monsters! Monsters!* where the players take the parts of various Cthulhoid creatures engaged in unspeakably horrible activities. To play this combination, one would have to be . . . different. At least there would be no need to worry about sanity loss — or would there? Could it be that Cthulhoid creatures find human beings so totally weird, so indescribably terrible that merely to gaze upon them causes insanity? Something not to think about on dark nights.

Erol K. Bayburt
Plainsboro, NJ

Erol included a transcript of an unidentified radio transmission which develops his inexpressibly terrifying idea:

(The following is a transcript of a transmission received at 1929 GMT on February 17, 1984. The transmission's source could not be identified. When the matter was brought to the attention of Dr. Isaac Carl, the famous radio astronomer, he would only say, "There are some things that were not meant to know men.")

Hello? Hello! If anyone can hear me, please lock on to this transmission and send help. I am in need. I am lost. I have had an accident. My beloved and I . . . we were taking a short interdimensional holiday jaunt when something happened. I do not understand what. We arrived here in this strange place. I do not know where it is. The plants are a horrid green, almost in mockery of my loved one's moist and beautiful skin. Home! Will I

ever see home again? My beloved will not. They have killed her.

The color of the sky . . . it is too awful to think about. The creatures here do not mind it. They are like the little animals that children make pets of, and then again they are not. Their teeth are small and round and shiny. Their flesh is disgustingly dry and firm. Their eyes have colors; they burn your soul. Some are the color of the sky . . . No! I must not think about that!

When we first came here, the creatures crowded around our vehicle. Their stubby, malformed shapes frightened us. We tried to make them go away. At first they did, but then more came. They have weapons beyond our technology. They must be sonic weapons — they make a loud noise when used. They were used on my beloved. She cried out in agony, her finely-manicured tentacles writhing upwards. Then the creatures killed her. I hid inside the vehicle and watched as they dragged her body away. Even in death, her slime trail was beautiful. What will they do to her?

They are talking to me now. Their jabbering . . . it is painful to listen to, but I can almost understand it. They are telling me to come out. They are telling me where I am. They call their world . . . HELP ME! I AM LOSING MY MIND . . .

(Here the transmission ends. The Air Force issued a statement denying any connection between the transmission and events at Miskatonic Air Force Base. Said one official, "The only way we can get people to believe the truth is to lie about it.")

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THE VILLAGE IDIOT

Avalon Hill Publishes RPG Magazine

Avalon Hill recently announced plans to publish a magazine called *Heroes*, covering the company's new role-playing games. William Peschel, former vice-president of Entertainment Concepts, will be the editor.

Heroes will support Avalon Hill's three role-playing games: *Runequest*, *Powers & Perils* and *Lords of Creation*. It will also support *James Bond 007*, by Victory Games. "Supporting the role-playing games that Avalon Hill and Victory Games are putting out will be our primary function," Peschel said.

The first issue of *Heroes* debuted in

April. While Peschel said he would be using AH and VG staffers for a number of articles and art assignments, he said he is also interested in freelance work. The magazine plans a bi-monthly schedule, and will cost \$3.00.

Peschel plans to model *Heroes* after

Avalon Hill's successful *General*. "It will be along the same lines," he said.

Powers & Perils was released in March, and *Lords of Creation* came out in April. *Runequest*, a revised edition of the Chaosium role-playing game, is now set for a May 1 release.

New & Upcoming

TSR to Release Conan Products

TSR, Inc. announced two new sets of fantasy releases at the Hobby Industries of America show in Anaheim, CA in February, including a set of releases based on the popular fantasy character Conan.

The initial releases include two *Dungeons & Dragons* modules in which players can take on the persona of the famous Robert E. Howard character. Four "Pick-A-Path" solo adventure books have also been released, as well as two sets of lead miniatures.

TSR also announced the release of a series of six *AD&D* modules under the *Dragonlance* title. The six modules form one extended adventure in which players must save a world once safe from dragons from the return of the dragons and their riders. TSR is also publishing a 1985 calendar featuring *Dragonlance* art and have released a set of *Dragonlance* metal miniatures.

Mayfair Announces '84 Plans

An *Elfquest* boardgame and a game based on the art of Boris Vallejo lead the list of titles Mayfair Games will release this year.

The *Elfquest* game will not come out until after the last issue of the *Elfquest* story is published in August. Mayfair's Bill Fawcett explained that the game includes some twists from the final issues, and that he couldn't spoil the surprise by releasing the game earlier.

The Worlds of Boris Vallejo is a game that features 30 different Boris prints as the game board. Each scene is a different world. Characters enter each world and combat the perils found there, collecting treasure and fame. The player with the most fame wins, and there are opportunities for players to put obstacles in each other's paths as well as working together toward victory.

Many of Mayfair's '84 releases are tied into other, established products. "We feel licensing is the best way to attract buyers and penetrate markets," Fawcett said.

Also on the list for 1984 release are *Hammer's Slammers*, based on the SF novel by David Drake; an *Ellery Queen*-licensed mystery game; a sequel to *Empire Builder*; *Superhero, the Comic Book Role-Playing Game*; and a fantasy module based on the C.J. Cherryh character Morgaine.

Gaming Hits Cable TV

Knowles Enterprises announced it will begin producing a show on adventure gaming for distribution to various Midwest cable television outlets. The new show coincides with the debut of Knowles' newsletter, *Gaming World*.

Gaming World's main purpose, editor Richard Knowles said, is to review games and gaming material. It will be distributed to Midwest area gaming shops, distributors, conventions, and libraries.


The television show will get its start on two local channels in Knowles' home town of Madison, WI, as well as initial distribution on videocassette through the Wisconsin State Library System.

Reilly Releases Computer Game

Reilly Associates recently released *Warlock's Castle*, a fantasy text adventure for the Commodore Vic 20 home computer.


The adventure is an expedition into the castle of an evil warlock defeated years ago by the local populace. His castle still stands, though, tempting the courageous . . . not all of whom return.

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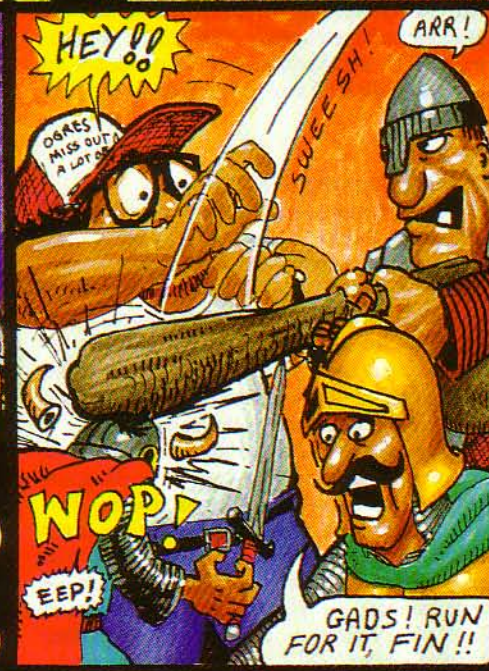
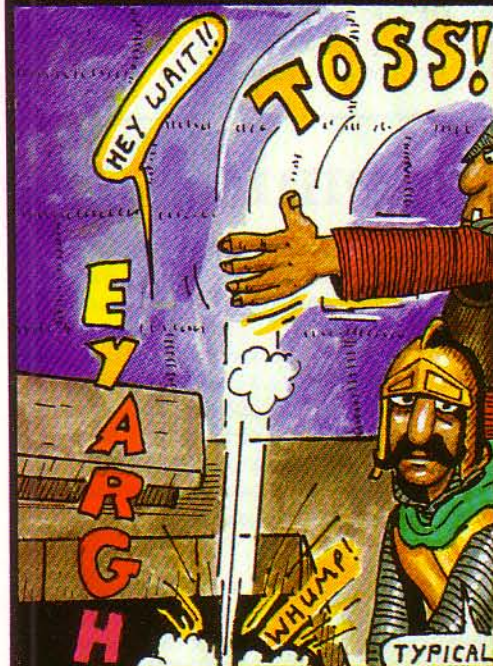
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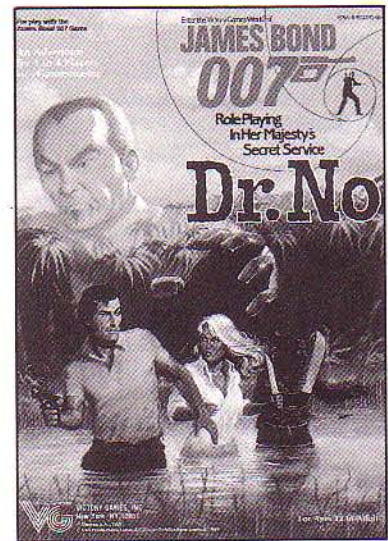
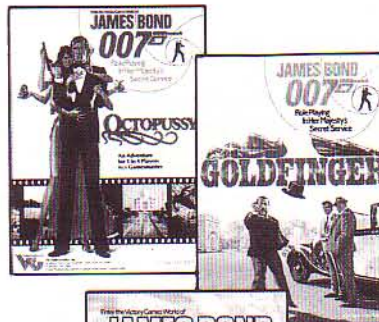
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Convention Calendar

Houston, TX — DREAMCON 1984, May 11 - 13. SF, gaming con. Contact Mark Fischner, Dreamcon 1984, P.O. Box 121, Porter, TX 77365.

Columbus, OH — MARCON XIX, May 18 - 20. SF, gaming con, with C.J. Cherryh as Guest of Honor. Contact Marcon XIX, Box 14078, Columbus, OH 43214-0078

Canton, OH — MAYCON '84, May 19. Gaming convention sponsored by the Hoover High School Science Fiction Club. Contact Maycon, 2574 Northam Circle, North Canton, OH 44720.

Schenectady, NY — GAMEATHON 9, May 25 - 27. Gaming con, proceeds to benefit Hospice of Schenectady. Contact R. C. Jones, SWA Gameathon, 1639 Eastern Parkway, Schenectady, NY 12309.

Bowling Green, OH — FAL-CON '84, May 25 - 27. Gaming con on the campus of Bowling Green State University. Contact FAL-CON, Conference Office, Bowling Green State University, Bowling Green, OH 43403.

***San Mateo, CA** — GAMES CAUCUS, May 25 - 28. Steve Jackson will be a guest at this gaming con. Contact Games Caucus, 1550 Benton St., Apt. C., Alameda, CA 94501.

Hamilton, Ontario, Canada — MIGS V, May 27. A one-day free con, featuring military and science fiction/fantasy gaming. Contact MIGS V, 100 Lorraine Drive, Hamilton, Ontario, Canada L8T 3S3.

***Tulsa, OK** — CONJURATION I, June 1 - 3. SF and gaming con. Jack Chalker is Guest of Honor; SJ Games will attend. Contact Con-Juration, Box 690064, Tulsa, OK 74169.

Austin, TX — PSICON '84, June 2 - 3. An SF and media con with open gaming. Contact Psicon '84, 601 River Road #604, San Marcos, TX 78666.

Houston, TX — HOUSTONCON '84, June 7 - 10. Comics con. Contact HoustonCon '84, 11333 Chimney Rock, Houston, TX 77035.

Center, TX — GAMEFEST, June 14 - 16. Gaming con. Contact James Choron, J&B Hobbies and Crafts, 116 Cora, Center, TX 75935.

Denver, CO — GENGHIS CON VI, June 15 - 17. Gaming con with attendance near 1,000. Contact Genghis Con VI, P.O. Box 2945, Littleton, CO 80161.

Dallas, TX — ORIGINS '84, June 21 - 24. The national gaming convention. SJ Games (and practically everyone else in the industry) will attend. Contact Origins '84, Box 59899, Dallas, TX 75229.

Chattanooga, TN — DEEPSOUTHCON, June 21 - 24. The 22nd annual DeepSouthCon, with Joan Vinge as Guest of Honor. Contact Irvin Koch, 835 Chattanooga Bk. Bldg., Chattanooga, TN 37402.

San Luis Obispo, CA — POLYCON '84, June 22 - 24. Gaming con. Contact SAGA, Box 168, Julian A. McPhee University Union, California Polytechnic State University, San Luis Obispo, CA 93407.

Portland, OR — WESTERCON 37, June 29 - July 3. SF con; Guest of Honor is Harlan Ellison. Contact Westercon 37, P.O. Box 16155, Portland, OR 97216.

Mobile, AL — GULFCON '84, July 6 - 8. SF con emphasizing *Dr. Who*. Contact Gulfcon '84, Box 16966, Mobile, AL 36616.

Tulsa, OK — OKON '84, July 20 - 22. SF and gaming con. Guest of Honor is Stephen R.

Donaldson. Contact OKON '84, Box 4229, Tulsa, OK 74159.

***St. Louis, MO** — GATEWAYCON II, July 27 - 29. SJ Games will attend this gaming con. Contact Gateway Conventions, 305 Glyn Cagny, St. Louis, MO 63011.

Cambridge, MA — SUMMERCON '84, July 27 - 29. Gaming convention on the MIT campus. Contact Summercon '84, 122 Bowdoin St., Apt. 77, Boston, MA 02108.

SJ Games will attend those cons marked with an asterisk.

1984 Origins Awards Nominees

Here are the nominees for the 1984 Origins Awards, to be presented at Origins 84, the national gaming convention, June 21-24 in Dallas, TX.

Nominated for the H.G. Wells Awards for Outstanding Achievement in Miniatures and Role-Playing Games:

Best Historical Figure Series, 1983: *25mm Feudal* (Essex/Wargames), *15mm Napoleonic* (Miniatures Figurines, Ltd.), *25mm Colonials* (Ral Partha Enterprises), *25mm Siege Equipment* (RAFM Co.), *15mm French & Arabs* (Stone Mountain Miniatures).

Best Fantasy/SF Series, 1983: *25mm Call of Cthulhu* (Grenadier Models), *25mm Elfquest* (Ral Partha), *25mm Reptiliads* (RAFM), *25mm Traveller* (Grenadier), *25mm Wrath of Khan* (FASA Corp.).

Best Vehicular Series, 1983: *Autoduel* (Grenadier), *25mm Dwarf Steam Cannon* (Ral Partha), *1/2200 Starline 2200* (Task Force Games), *1/3900 Star Trek Starships* (FASA), *1/285 WWI Micro Armor* (GHQ).

Best Miniatures Rules, 1983: *Battle Circus* (IFM Corp.), *Heart of Oak* (Fantasy Games Unlimited), *Johnny Reb* (Adventure Games, Inc.), *Rules According to Ral: Medievls* (Ral Partha), *Warhammer* (Games Workshop Limited).

Best Role-Playing Rules, 1983: *James Bond 007* (Victory Games, Inc.), *Mercenaries, Spies and Private Eyes* (Blade/Flying Buffalo), *Star Trek: The Role-Playing Game* (FASA), *Superworld* (Chaosium), *To Challenge Tomorrow* (Ragnarok Enterprises).

Best Role-Playing Adventure, 1983: *The Asylum* (Chaosium), *Goldfinger* (Victory Games), *The Keep* (Mayfair), *Octopussy* (Victory Games),

Stormhaven (Blade), *Tarsus* (Game Designers' Workshop).

Best Professional Miniatures Magazine, 1983: *Courier*, *Fire & Movement*, *Military Modeling*, *Miniature Wargames*, *Wargamer's Digest*.

Best Professional Role-Playing Magazine, 1983: *Different Worlds*, *Dragon*, *Fantasy Gamer*, *Journal of the Traveller's Aid Society*, *Space Gamer*.

Nominated for the Charles Roberts Awards for Outstanding Achievement in Boardgaming:

Best Pre-20th Century Boardgame, 1983: *Army of the Potomac* (World Wide Wargames), *The Civil War* (Victory Games), *Empires in Arms* (Australian Design Group), *Gleam of Bayonets* (SPI/TSR), *Grant Moves South* (Quarterdeck Games).

Best 20th Century Boardgame, 1983: *Ambush* (Victory Games), *Decision at Kasserine* (3W), *Gulf Strike* (Victory Games), *Hell's Highway* (Victory Games), *Up Front* (Avalon Hill).

Best Science Fiction Boardgame, 1983: *Battlesuit* (Steve Jackson Games), *Combots* (FASA), *Forever War* (Mayfair), *Nuclear Escalation* (Blade), *Star Fleet Battles Commander's Rule Book* (Task Force).

Best Fantasy Boardgame, 1983: *Dragonriders of Pern* (Mayfair), *Fellowship of the Ring* (Iron Crown Enterprises), *Lost Worlds* (Nova Game Designs), *Necromancer* (SJ Games), *Nightmare House* (appeared in *Ares Magazine*, SPI/TSR).

Best Professional Boardgaming Magazine, 1983: *Fire & Movement*, *Grenadier*, *General*, *Strategy & Tactics*, *Wargamer*.

Best Adventure Game for Home Computer, 1983: *Close Assault* (Avalon Hill), *Fighter Command* (SSI), *Knights of the Desert* (SSI), *Suspended* (Infocom), *Ultima III* (Origin Systems).

STRATEGY
CUNNING

These are the challenges of

Earth Wood

DIPLOMACY
DECEIT

Kings and superheroes in a world of conquest and sorcery.

SET IN A FANTASY WORLD, EARTHWOOD IS A STRATEGIC PBM GAME WHERE 25 PLAYERS ASSUME THE ROLES OF KINGS, WIZARDS, OR MIGHTY HEROES WITH THE GOAL OF CONTROLLING ALL EARTHWOOD, EITHER BY CONQUEST, TACT, DIPLOMACY, OR ALLIANCE. HUNDREDS OF PLAYERS ALREADY ENROLLED. NEW GAMES STARTING CONSTANTLY. TWO-WEEK TURN-AROUND. \$3 / TURN. REGISTRATION FEE STILL \$10—INCLUDES RULES, MAP, AND FIRST TWO TURNS FREE.

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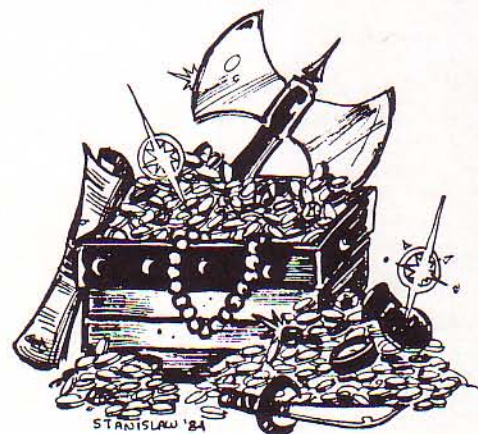
Miami, Florida 33243-1166

THE SAGA CONTINUES . . .

I COMMAND YOU . . . RISE FROM YOUR GRAVES AND FIGHT FOR ME!



An eerie army plods tirelessly through the night. Shambling zombies, flesh trailing from their limbs . . . skeletons, the wind whistling through their bones . . . wraiths, blending with the fog . . . these are your warriors. They require no food, no rest — only the power of a Necromancer to will them to battle. If you use them properly, they will slay your foe . . . and the Jewels of Power will be yours at last!



But beware, mighty one. Your foe is cunning, and his powers are as great as yours. You can steal his forces away from him, but the larger your army grows, the weaker each of your creatures becomes. And your opponent can use his power to turn your warriors against *you*, as well. A shrewd blow can seal his fate — or yours. You must plan well, O Necromancer . . . or die.

NECROMANCER is a fantasy game unlike any you have ever played. Each game takes less than two hours to finish, and the plastic Pocket Box rides with you wherever you go.



A simple and elegant “conversion point” system allows you to seize control of enemy forces.



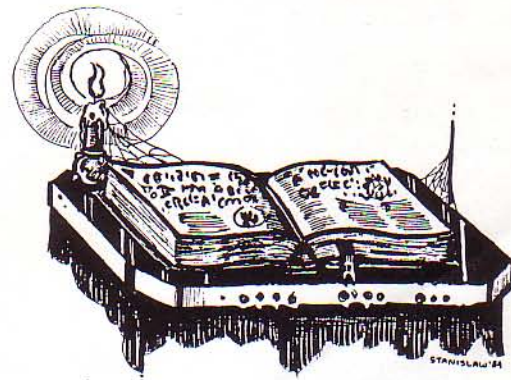
Components include 24-page rulebook, 11” x 17” map, and 112 two-sided counters.



Games are won by tactical skill, not brute force. **NECROMANCER** is a game you will play over and over.



Nominated for Best Fantasy Boardgame, Origins Balloting 1984.



STEVE JACKSON GAMES

BUG-EYED MONSTERS

They Want Our Women!

On silent grav sleds, the alien creatures slide through the forest, readying their lasers and stunners, drooling slightly in anticipation. They choose their first target: a little clapboard house nestled in the woods above town. They attack. The sounds of lasers and stunners are soon met by cries of fear and rage. Wild with lust, they fail to notice when one human makes it to a car and careens away to rouse the citizenry of the small town against the alien threat.

Ugly, slobbering, bug-eyed monsters! They land in remote American towns and make off with women. BUG-EYED MONSTERS is the new West End release by Greg Costikyan, designer of the successful *Creature That Ate Sheboygan*.™ In this game, Greg returns to the "Creature" genre, bringing a flying saucer with menacing monsters to the quiet remote American town of Freedom, New Hampshire.

One player, as the monster, must attempt to kidnap the earthling women (the most beautiful in the universe). The other player must rally the citizens of the town to

stop the repulsive invaders and save his womenfolk from a fate worse than death.

A special "Aliens Kidnap Presidential Hopeful" scenario is also provided. Dwight Eisenhower, campaigning for the New Hampshire primary, along with an entourage of state troopers and secret service men, is surprised by a party of bug-eyed monsters. Will they kidnap America's war hero?

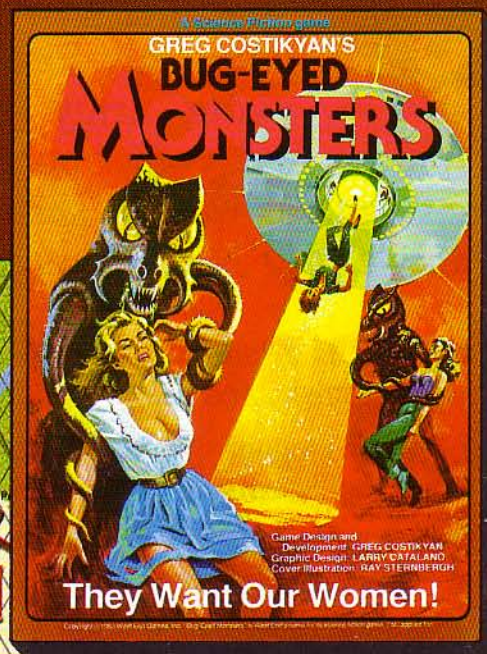
A simple but elegant game system with clear brief rules makes BUG-EYED MONSTERS a good introduction to adventure gaming, but its subject and smooth play will appeal to the hardcore gamer as well.

THE DESIGNER

Greg Costikyan is the designer of nine published games, including THE CREATURE THAT ATE SHEBOYGAN™, SWORDS AND SORCERY™, DEATH MAZE™, RETURN OF THE STAINLESS STEEL RAT™, and TRAIL BLAZER™.

The above titles are all the trademarks of TSR Inc. with the exception of TRAIL BLAZER which is the trademark of Metagaming.

- one 22" x 17" game map
- 160 full-color, back-printed precision die cut 5/8" counters.
- one 8-page rules booklet
- two dice and full-color game box (1" wide bookshelf size box)



Complexity: Low
Solitaire Suitability: Low
Players: Two
Game Scale: Individual Person
Playing Time: An hour or less for experienced gamers



ORIGINS 84

THE NATIONAL ADVENTURE-GAMING CONVENTION

21-24 JUNE 1984

DALLAS MARKET CENTER
DALLAS, TEXAS

INVITATION: The sponsors of **ORIGINS 84**, the DFW Gamemasters, and the Game and Manufacturing Association (GAMA), wish to invite you to the National Adventure Gaming Convention—**ORIGINS 84**. This pre-registration packet contains everything that you will need to know about planning an exciting weekend of fun and gaming. By filling out and returning this form you will be able to guarantee your reservations in the activities of your choice, in what has come to be known as the Mecca of Adventure Gaming. You should carefully read through this booklet in order that you can plan your events and activities, and budget your time wisely. This will insure that you can derive as much pleasure as possible from your **ORIGINS 84** visit. If you have any questions not answered herein, please write us, enclosing a SASE. We hope to see you at **ORIGINS 84** in Dallas, June 21, 22, 23, and 24, 1984.

HIGHLIGHTS OF ORIGINS 84:

- Over 250 events of every description.
- Over 200 FREE demonstrations, seminars, and displays.
- FREE SHUTTLE BUS BETWEEN SITES.
- Open Gaming going on 24 hours a day.
- Charles Roberts Awards.
- 24 hour video room.
- H. G. Wells Awards.
- Pre-registration for most events.
- Door prizes worth in excess of \$5000 in game merchandise.
- Game Auctions by the Collector's Guild.
- Hobby Greats, Near Greats, Not So Greats, and 'It's Great They're not Coming'.
- Dozens of championships in a great assortment of games.
- Champion of Champions Tournament - A UNIQUE ORIGINS 84 EVENT.
- The largest exhibit hall in the history of ORIGINS.
- "Name That Game Contest".
- Trivia Contest.
- FREE SHUTTLE BUS BETWEEN SITES.
- ORIGINS Painting Competition with three different classes:
 - Youth - 17 and under
 - Adult - 18 and older
- Masters - Professional, past winners and the best
- Special Guests:
 - Richard Pini Author of Elfquest
 - C.J. Cherryh Author of Down Below Station & Faded Sun
 - Robert Aspirin Author of Thieves World, & Myth series.
 - Fred Saberhagen Author of Berserker series.
 - Richard Berg Famous Game Designer.
 - Chris Crawford Atari's Top Game Designer.
 - Dave Arneson Co-Author of Dungeons & Dragons.
 - Marc Miller Designer of Traveller.
- FREE SHUTTLE BUS BETWEEN SITES.

LOCATION: This years **ORIGINS** is being held in Dallas, at the Dallas Market Center (DMC), with additional gaming activities located in our two Headquarter Hotels, the Regent and the Holiday Inn—Brookhollow. We have separated the different types of gaming into their own areas. This way there is no overflow from one type of game to another. The planned activities at each site are:

- DMC: Exhibit Hall, seminars, demonstrations, guest speakers, the Auction, all open gaming, all single miniature events, the Video Room, and the H. G. Wells and Charles Roberts Awards Ceremony.
- The Regent: All boardgame and miniature tournaments.
- The Holiday Inn: All role-playing tournaments and all role-playing one shots.

Connecting all three sites, will be the **ORIGINS 84 Free shuttle bus service**. The Regent is across the street from the Holiday Inn, while the DMC is two stop lights away. This *Free* service will start daily, one hour before the convention opens and continues until midnight. On Sunday, it will terminate at 7:00 pm, one hour after the convention officially closes. Buses will run constantly, approximately every five minutes, and it will be possible to ride from your hotel to the exhibit hall and back to your hotel in about ten minutes. The advantages of gaming in the same hotel that you are staying in are tremendous. It is easy to transport your gaming materials to and from each event, and after your event is over, you simply ride the elevator up to your room, secure your materials, and then go about without having to carry them around. Make your reservations early in order that you can be assured of staying in the proper hotel for your schedule. To contact the hotels:

The Regent Hotel (214) 630-7000
Holiday Inn—Brookhollow (214) 630-8500

Ask for the ORIGINS 84 special rate

\$40 per nite for up to four occupants

Available at either of the fine hotels above
PRICING POLICY: **ORIGINS** policy has always been to spread the cost of participation between the admission fee and the event fee, so that the more one participates in tournaments and other similar events, the more one pays. The **ORIGINS** sponsors do not set prices for the events; these are determined by the various manufacturers, clubs and individuals who sponsor each event and receive those revenues to offset their expenses in participation at the show. These prices vary widely to reflect the popularity of the event, the cost of putting it on, any prizes which are offered, and the motivation of the individual sponsors. However, there are a great number of free events and one could easily entertain one self without paying another cent beyond the price of general admission. The **ORIGINS** sponsors are happy that they have been able to, for the most part,

keep the cost of **ORIGINS 84** at or near the prices of the last three years, while upgrading the quality and quantity.

PRIZES: **ORIGINS** has a uniform policy for all tournaments, unless stated otherwise. All tournaments will have a standard 1st Place plaque, which the winner can pick-up at event registration, in the DMC, anytime after the completion of the event. Any additional prizes to be offered are the responsibility of the individual gamemaster or sponsor of the event. Any merchandise credit certificates must be taken to the exhibit booth listed as sponsor, unless the certificate is good at any booth, in which case, you may take it to the booth of your choice. Certificates awarding a dollar amount of merchandise as a prize must be used in full; they cannot be redeemed for cash in whole or in part. Any additional prizes offered are the responsibility of the sponsor and the participant. The **ORIGINS** staff is not responsible for the award of any prizes which are not advertised as such, or are outside of this format. Participants are urged to check the event listings if prizes are important to them, for they vary widely. Some sponsors give out far more in prizes than they receive in event fees, while for others, the reverse is true. The only constants are that all tournaments will receive as 1st Place an **ORIGINS 84** plaque, plus all prizes advertised in this pre-registration booklet.

ADMISSION: We strongly recommend that you pre-register. Not only is it cheaper than paying the "At The Door" admission, not only does it help you insure that you will get into the games and events that you want, but it also helps us by telling us what events are full, which ones are not drawing and what types of events are the most popular. It also helps by removing much of the on-site pressure generated by thousands of desperate gamers (who unfortunately for them didn't pre-register), trying to get into their favorite games. If you are pre-registered, you can not be locked out of an event, unless it filled before YOU pre-registered. Even then you will be notified, by mail, in time to make another selection, still beating those that do not pre-register. You must pre-register for the convention in order to pre-register for any of the events. Payment must be enclosed with the pre-registration form when you mail it in. Attendees at **ORIGINS** are required to wear their badge at all times, and all events at **ORIGINS** are limited to individuals wearing an **ORIGINS** badge. If you need more forms, please feel free to request them or "xerox" this form as many times as you need.

Admission to the convention is \$15 for pre-registrants and \$20 at the door. Admission on a per day basis is \$8, and is available only at the door.

ORIGINS 84

JUNE 21, 22, 23 & 24, 1984

Name _____ Phone _____
 Address _____ Age _____
 City _____ State _____ Zip _____

EVENT REGISTRATION

Thursday		Saturday		
#	Code	Sponsor	Time	Fee
#1	Code	Sponsor	Time	Fee
	Alternate to #1			
#2	Code	Sponsor	Time	Fee
	Alternate to #2			
	Seminar			
	Seminar			
#3	Code	Sponsor	Time	Fee
	Alternate to #3			
#4	Code	Sponsor	Time	Fee
	Alternate to #4			
	Seminar			
	Seminar			
#5	Code	Sponsor	Time	Fee
	Alternate to #5			
#6	Code	Sponsor	Time	Fee
	Alternate to #6			
	Seminar			
	Seminar			
#7	Code	Sponsor	Time	Fee
	Alternate to #7			
#8	Code	Sponsor	Time	Fee
	Alternate to #8			
	Seminar			
	Seminar			

ORIGINS 84, P.O. Box 59899, Dallas, Texas 75229.

THIS SPACE FOR RETAIL SHOP NAME ONLY

Subtotal of all events

\$ 15.00

Admission Fee

Total

Make all checks payable to:

DFW Gamemasters

CONVENTION HOURS ARE:

Thur. June 21 - 2:00 pm until 1:00 am
 Fri. June 22 - 8:00 am until 1:00 am
 Sat. June 23 - 8:00 am until 1:00 am
 Sun. June 24 - 8:00 am until 6:00 pm
 Twenty Four hour open gaming will be available, but convention business will only be handled during the above hours.

TO PRE-REGISTER: send the pre-reg form, and payment to: **ORIGINS 84**, P.O. Box 59899, Dallas, Texas, 75229 Attn: Pre-registration. Make all checks payable to DFW Gamemasters. **DO NOT SEND CASH.** Canadian pre-reg must be sent with Canadian/U.S. postal money orders in U.S. Funds ONLY. All other checks and money orders must be drawn on, and in, U.S. funds. Confirmation will be by return mail. Should your pre-reg arrive too late to be confirmed by return mail, we will hold them on file and you can pick them up at the pre-registrants desk. Please be prepared to show proof of identity. Your confirmation will consist of a listing of events you are in or did not get into, any refunds due you because of the above, your pre-reg receipt, and detailed maps/instructions. You **MUST** bring your pre-reg receipt and package with you. Upon arrival, you will trade it for an envelope containing your program, an event listing, your event tickets, an admission badge, and a refund ticket if you are due one. If you lose your pre-reg receipt, be prepared to show identification.

Everyone must be registered to gain admission. This includes event sponsors and exhibitors. Exhibit personnel have been registered by their firms, and must request their materials by company and then individual name at the exhibitor registration desk. **NO ONE** will be allowed to pick up registration material for another person. Everyone must appear in person. If an exhibitor wishes to register for an event he must do so on this pre-registration form and list his address as the manufacturer he is with.

ORIGINS assumes no responsibility for lost materials. Lost badges, programs, event tickets and all other materials must be repurchased.

REFUNDS: Due to the expense of registration

generation and the need for event sponsors to be able to plan on a set number of participants, it is not possible for us to issue refunds of any type due to a change of plans or a conflicting schedule. The only refunds issued will be to registrants of cancelled or sold out events. We urge you to study the time periods of the events you register for to avoid conflicts, keeping in mind that multi-round tournaments can tie you up for long periods of time if you are not eliminated in the early rounds.

PARKING: ORIGINS 84 is happy to announce 100% **FREE PARKING.** Dallas Market Center has over 10,000 parking spaces. Both the Regent and Holiday Inn-Brookhollow have in excess of 1500 free parking spots each. Parking will not be a problem!

FOOD: Restaurant and food service are both plentiful and range from fast food to 5 Star Restaurants. Both of our Headquarter Hotels, have nice restaurants and coffee shops. DMC will have two food and drink services available when the exhibit hall is open. Across the street from the DMC is the Loew's Anatole, which features 16 restaurants of which 3 are rated 4 Stars or better. Within easy walking distance are a number of fast food establishments. A simple restaurant guide will be available at the convention.

LODGING: We feel that our two HQ Hotels offer the best rate and service available:
 The Regent (214)630-7000
 Holiday Inn-Brookhollow (214)630-8500
 However, for those of you that wish to sleep far from the maddening crowd, we list the four closest hotels to the DMC. Price per room nite listed after each one. Wyndham, 2222 Stemmons, 75207(214)665-6180, \$80.00; Marriot MC, 2101 Stemmons, 75207(214)748-8551, \$60.00; Loew's Anatole, 2201 Stemmons, 75207(214)748-1200, \$100.00; Howard Johnson's, 3111 Stemmons, 75207(214)637-0060, \$60.00

TRAVEL ARRANGEMENTS: ORIGINS 84 has reached an agreement with Delta Air Lines to be the Official Carrier for **ORIGINS 84.** Anyone flying Delta to Origins will receive a 30% discount off the regular fare. To get this discount, you'll have to book your flight with Continental

Travel Agency - P.O.Box 224 Amarillo Tx. 79109. Continental has over ten years of experience handling groups and conventions from 10 up to 5,000. To make your reservations, call 1-800-447-7474(US). In Texas callers use 1-800-686-7474. Tell them you're with **ORIGINS 84.**

EVENTS: Events have been listed in nine different categories; two player and multi-player boardgames, tournament and one-shot role-playing, tournament and one-shot miniatures, monster games, seminars and demonstrations. Regardless of the category each event will have a specific number next to it which will identify it as unique from all other events. This number will be followed by an abbreviation which will identify the sponsor of the event. All three; code number, sponsor abbreviation, and starting time, make up the event code which you must list on the pre-registration form when ordering admission to that event. Registration is not available for free events. Admission is first come, first serve at the convention.

To aid you in selection of appropriate events, each one is rated according to difficulty as follows:

- A No experience needed, younger players welcome, rules will be taught
- B No experience needed, maturity preferred, rules will be taught
- C Experience needed in that game, specific rules will be taught.
- D Players must be familiar with the rules
- E Players must be very familiar with the rules
- F Players must know the rules well, and have experience with the game, Master level.

On the second line of each event is a bracketed series of information pertaining to that event which describes it in terms of:

difficulty/
 maximum number of entrants(if # is followed by a dash, then the second number is number to a team)/
 Entrance fee/
 # of rounds/
 # of hours
 starting time
 Starting times are abbreviated as follows:

Thur(Thursday), Fri(Friday), Sat(Saturday), Sun(Sunday), 1000(10:00 am), 1500 (3:00 pm). If a tournament's first round is split into a number of first round sessions held at different times, it will contain a letter in addition to the number, and the registrants must specify which of the sub-sessions he is applying for. Multi-round events which do not specify additional starting times are assumed to immediately follow the first round with the second, and so on until completion. Be careful, no events or rounds of an event start after 10:00 pm. If you are registering for an event that has four rounds of 3 hours each, and it starts at 6:00 pm, then the second round starts at 9:00 pm and the third round would start the next morning at 9:00 am, with the final round at 12:00 noon. Be sure you have taken into account the possibility that you could advance to the last few rounds, when registering, as there are no refunds for scheduling conflicts.

Any prizes in addition to the 1st Place **ORIGINS** plaque are listed at the end of the description in the form: [1st/2nd/3rd, etc.]. Merchandise credits are listed as a dollar amount and the letter M. If the M is capitalized, then the credit can be redeemed at any participating booth; if the m is lower case, the prize is good only at the sponsors booth.

EXAMPLE: A look at our first event listing tells you that TP 01 TSR Hooker at Mansfield is a two player boardgame (TP) in which players must be very familiar with the rules. The maximum number of entrants is 12, each paying \$1, to play in a 1 round, 8 hour event. It starts on Thursday at 1600(4:00 pm), and the prizes are going to be announced at **ORIGINS**. A look at the second event listing tells you that TP 02 OR Panzer Leader is a two player boardgame in which the player must be familiar with the rules. The maximum number of entrants is 32, each paying \$2, to play in a 5 round, 3 hours per round event. A quick calculation tells you that the 2nd round starts at 2100 and, because no round of an event starts after 2200, the 3rd round would start on Fri at 0900, 4th at 1200 and final at 1500. First place will receive a \$30 merchandise credit, 2nd place a \$20 credit and 3rd-4th a \$10 credit good at any booth.

BOARDGAME TOURNAMENTS TWO PLAYER

- TP 01 TSR Hooker at Mansfield**
E/12/\$1/1R/6H Thur 1800
"Gleam of Bayonets" scenario in which corps commanders launch an attack on the left wing of the Confederate Army at Shapsburg. Dave Zeb Cook of TSR will judge.
[TBA]
- TP 02 AH Panzer Leader**
D/32/\$2/5R/3H Thur 1800
Panthers and Shermans butt heads in original scenarios designed by John W. Phillips.
[30M/20M/3-4 10m]
- TP 03 OR Civil War**
E/16/\$3/4R/4H Thur 1900
Victory Games' strategic Civil War game based upon leaders of the two armies. Make the best of your leaders and win the war.
[TBA]
- TP 04-A ADB Star Fleet Battles - Captains' Tourney**
F/64/\$3/6R/2H Thur 2000
The Official Annual S. F. B. Tournament for advanced players. The winner will receive, in addition to other prizes, the 'Gold Hat Emblem' designating him as a Fleet Captain and member of the Senior Command Staff. You will use the same ship each round. Tournament cruises from Nexus # 9. Sign up for one of the two first round sessions, TP 04-A or TP 13-B, with winners advancing to Round 2 Fri 1700, R3 thru final Sat 0800 on.
[TBA]
- TP 05 GDW Assault**
C/32/\$2/3R/4H Fri 0900
Be ready for the intense drama of squad level action in GDW's new game of modern tactical combat in Europe. Victory points will determine the winners of each round.
[30M/20m/10m]
- TP 06 FBI Berserker**
B/32/\$2/5R/2H Fri 0900
Blood & shattered microchips is the other name for this single elimination tournament. Game Mastered by Flying Buffalo.
[TBA]
- TP 07 YAQ Panzer**
E/16/\$2/4R/4H Fri 1100
Tactical level combat on the Eastern Front, with emphasis on AFVs. Yaquinto designer and player-teacher, Steve Peek, will challenge the armchair Guderian with specially developed scenarios and guidance.
[TBA]
- TP 08 SJG Battlesuit**
E/32/\$3/5R/2H Fri 1200
Man-to-Man combat from the world of OGRE! This single elimination tourney is sponsored by Steve Jackson Games and Masterpiece Miniatures.
[TBA]
- TP 09 WE Bug-Eyed Monsters**
C/32/\$1/1R/3H Fri 1200
Mars needs women! Play West End Games' popular science fiction game and capture women or protect them against horrible, slobbering Bug-Eyed Monsters.
[TBA]
- TP 10 TSR Firefight**
D/32/\$1/1R/6H Fri 1200
SPI's Firefight game using standard and optional rules. Judged by TSR's Dave Cook.
[TBA]
- TP 11 AH Up Front**
E/32/\$1/5R/1H Fri 1300
Squad Leader in cards. The gamemaster is the developer, Don Greenwood.
[20m/10m]
- TP 12 GDW A House Divided**
C/64/\$3/6R/2H Fri 1400
The north meets the south in one of histories' bloodiest of civil wars. Optional rules are in effect.
[TBA]
- TP 13-B ADB Star Fleet Battles-Captains' Tourney**
F/64/\$3/6R/2H Fri 1400
See TP 04
- TP 14 AH Victory in the Pacific**
F/16/\$2/4R/4H Fri 1500
This grand strategic WWII Pacific Campaign game is played as a single elimination tournament. Wes Coates rules the waves in this playable award-winner.
[20m/10m]
- TP 15 OR Russian Campaign**
E/16/\$2/4R/4H Fri 1600
Another classic! Slog through the toughest part of World War II.
[TBA]
- TP 16 OR Status Pro Basketball**
E/20/\$3/2R/7H & 4H Fri 1700

- David Hearst gamemasters the boards and balls.
[TBA]
- TP 17 AH Football Strategy**
A/32/\$3/2R/6H Fri 1800
Game designer and AH VP, Tom Shaw, challenges all comers to best him at the game "Sports Illustrated" called the best football game ever developed. Meet and play many members of the world famous Avalon Hill Football Strategy League.
[20m/10m]
- TP 18 OR G. I. - Anvil of Victory**
E/32/\$3/5R/3H Fri 1800
On All Fronts, widely known for their newsletter, runs this event for hard-core fans of the SL series. Three-hour rounds of intense tactical combat will determine the champion.
[TBA]
- TP 19 AH Gladiator**
B/32/\$2/5R/1H Fri 1800
Tighten the grip on your sword and position your shield. That guy across from you may not be a lion, but he intends to make you the same offer the Christians got. Your host will stop any low blows. Your life, however, will be in your hands alone.
[20m/10m]
- TP 20 OR Midway**
E/16/\$2/4R/3H Fri 1800
Japanese and American carriers clash once again in one of AH's most enduring classics. Tournament game rules are to be used in this single elimination tournament.
[TBA]
- TP 21 AH Storm Over Arnhem**
E/16/\$2/4R/3H Fri 1800
You're surrounded! But only a few enemy units are in threatening positions. But wait! There's a lot of dust rising above the rubble a few streets away! Don Greenwood, live and in person, will be there to keep the dust settled in this 1983 Charles Roberts award-winner.
[20m/10m]
- TP 22 GS Operation Konrad**
C/10/\$1/2R/4H Sat 0900
The Tigers and Panthers are poised, ready to launch the last SS offensive on the Eastern Front. In Budapest, 60 kilometers away, the beleaguered 9th SS Corps awaits the word for a breakout. In between are 1,000,000 Soviet troops. Operation Konrad is an operational level simulation of the SS drive.
[20m/10m/5m]
- TP 23 GP Rommel in the Desert**
C/16/\$2/4R/4H Sat 0900
Most boardgames let you count every rifle and canteen your opponent has. That ain't the way it really is! This new introduction by Game Preserve gives the flavor of limited battlefield intelligence. Combat and maneuver are rewarded. Built-in command control limitations.
[TBA]
- TP 24 OR Squad Leader - Advanced**
F/64/\$3/6R/3H Sat 0900
Be the best of the best. Advanced rules, experienced opponents, no quarter given.
[TBA]
- TP 25 OR Squad Leader - Open**
E/64/\$1/6R/3H Sat 0900
Using only the essential rules of Squad Leader, this event will permit new players of Avalon Hill's great tactical game system to compete at their level. The action will be just as intense in these three-hour rounds as in the more advanced tournaments, and the victory will go to the master of pure infantry tactics.
[TBA]
- TP 26 SJG OGRE**
D/128/\$3/7R/1H Sat 1200
One hundred years from now, tanks still rule the battlefield, though nuclear shells are the common weapon. The most feared of these weapons is the OGRE!! It has a computer for a brain and enough firepower to match a division. Can you stop it?! Sponsored by Steve Jackson Games and Grenadier.
[50m/30m/20m]
- TP 27 OR Cross of Iron/Crescendo of Doom**
E/32/\$3/5R/3H Sat 1300
Harry Welch presents five new scenarios, specially designed by Rusty Rhoad, using all rules thru COD.
[TBA]
- TP 28 AH War at Sea**
E/32/\$2/5R/2H Sat 1300
A single elimination tournament using Avalon Hill's popular WWII Atlantic beer-and-pretzels nail biter with Don Greenwood.
[20m/10m]
- TP 29 WWW Dark Crusade**
C/16/\$1/4R/2H Sat 1800
Learn the game in the morning demo; win it in

- the afternoon. Point to point movement in a strategic East Front game. Game mastered by the designers.
[TBA]
- TP 30 OR Afrika Corps**
E/16/\$2/4R/3H Sat 1800
A classic! The Axis and Allies meet again in North Africa.
[TBA]
- TP 31 TFG Starfire**
E/32/\$2/5R/2H Sat 2000
Task Force Games hosts this fast and furious event using the Starfire I and II rules. Each player must bring a copy of a pre-designed, 5000 MCR fleet to the TASK FORCE booth by 3 pm Saturday so he can begin battle by 8 pm.
[TBA]
- TP 32 AH Banzai**
E/32/\$1/5R/1H Sun 0900
A new card game in the Pacific Theatre based on "Up Front" format. British and Japanese refereed by Don Greenwood.
[20m/10m]
- TP 33 FASA The 184th Annual Star Fleet Academy Simulator Shootout and Chili Cookoff**
E/32/\$2/5R/2H Fri 0900
Here's an opportunity to blow your friends and enemies to bits. A one-on-one confrontation of starships on the final frontier. The ships get bigger and better as you advance. Chili is optional, but it may sway the judges decision. Other Star Trek rounds: R2-3, Sat 0900-1100; R4-5, Sun 0900-1300.
[TBA]

MULTI-PLAYER

- MP 01 SJG Car Wars for Beginners**
A/64/\$1/1R/6H Thur 1800
If you have never played CAR WARS before, this is for you!! A short introduction to the rules comes first, then a taste of combat with prizes donated by Steve Jackson Games. Players do not need to bring any materials.
[TBA]
- MP 02 OR Cosmic Encounters**
E/110/\$2/3R/2H Thur 1900
Swarms of beings contend for galactic supremacy in this humorous game of interstellar conflict. Four first round sessions available. Sign up for one of the four first round sessions: MP-02, MP-12, MP-22, or MP-26, with winners advancing to Round 2 Sat 1600, Round 3 Sat 1900.
[TBA]
- MP 03 OR Titan**
C/36/\$3/2R/6H Fri 0900
Warlocks, dragons, minotaurs, and serpents fight it out. Can your Legion be the only survivor?
[TBA]
- MP 04-A AH Circus Maximus**
A/32/\$2/3R/1H Fri 0900
Free-wheeling fun for those in the family that liked Ben Hur. Four first round sessions at different times. Four competitors each driving two chariots in the elimination rounds. 8-man battle royale in the final. Hosted by AH's own Don Greenwood. Sign up for one of the four first round sessions: MP-04, MP-17, MP-31, or MP-37, with the winners advancing to the finals, Sun 1100.
[20m/10m]
- MP 05 SJG Illuminati**
E/144/\$3/3R/3H Fri 0900
Control the world for fun and profit! Top point getters, after two preliminary rounds, will advance to the finals. Expansion sets 1 and 2 will be used in the finals. Sponsored by Steve Jackson Games.
[50m/30m/20m]
- MP 06-A OR Kingmaker**
E/36/\$3/3R/4H Fri 0900
Control a royal heir and crown him King. Can you keep him alive, fight off your enemies and perform your duties? The War of The Roses is well represented by this game. Sign up for one of the two first round sessions: MP-06 or MP-11, with winners advancing to the semi-finals Fri 1900, Finals Sat 1200
[TBA]
- MP 07 MAP Squad Leader - Team**
F/144-3/\$3/3R/4H Fri 0900
A repeat of the 1982 favorite by the Memphis Area Playtesters. Only a third of you will make it past the first round. Sign up individually, select teams or ORIGINS.
[TBA]
- MP 08 SJG Car Wars Armadillo Championships**
E/64/\$3/2R/6H Fri 1100
It's elimination night at the Armadillo Autoduel Arena! Preliminary round survivors advance to the finals, with all damage carried over!! Players should arrive with a vehicle already designed to the \$25,000 limit. Sponsored and run by Steve Jackson Games.
[50m/30m/20m]
- MP 09-A OR Risk**
A/108/\$1/3R/3H Fri 1100
War weary? Three first round sessions hosted by Steve Jung, who may disturb your psyche. Sign up for one of the first round sessions: MP-09, MP-13, or MP-19, with winners advancing to the semi-finals, Sat 1800; finals, Sun 0900
[TBA]
- MP 10 DIPCEN Diplomacy - Gunboat Variant**
E/35/\$2/2R/2H Fri 1300
Fast-paced, minimal talk variant with emphasis on seapower. If your Lord Nelson is better than your Kissinger, go for it! DIPCEN will be there to minimize bloodshed.
[TBA]
- MP 11-B OR Kingmaker**
E/36/\$3/3R/4H Fri 1300
See MP 06-A above.
- MP 12-B OR Cosmic Encounters**
E/110/\$2/3R/2H Fri 1400
See MP 02-A above.
- MP 13-B OR Risk**
A/108/\$1/3R/3H Fri 1500
See MP 09-A above.
- MP 14 YAQ Combat Cards**
B/36-3/\$1/3R/2H Fri 1600
New! Bud Danhauer of Yaquinto will teach you this card game where you and your partners will fight World War II, the big one, at the strategic level.
[TBA]
- MP 15 WE Druid**
C/16/\$1/2R/4H Fri 1600
A fast paced, moderately simple game of Boudicca's Rebellion, British vs Romans.
[TBA]
- MP 16 YAQ United Nations**
B/16/\$1/2R/4H Fri 1600
World domination in today's world by the master designer/diplomat, Mike Hemphill.
[TBA]
- MP 17-B AH Circus Maximus**
A/32/\$2/3R/1H Fri 1700
See MP 04-A above.
- MP 18 OR Civilization**
B/98/\$3/3R/6H Fri 1800
From the dawn of civilization, to the age of Alexander, players attempt to out-civilize each other, in this diceless game of civil unrest and famine. Luck, planning, and timely misfortunes are the keys to this unusual AH game.
[TBA]
- MP 19-B OR Risk**
A/108/\$1/3R/3H Fri 1900
See MP 09-A above.
- MP 20 DIPCEN Diplomacy - 1839 Variant**
E/45/\$2/1R/3H Fri 1800
Change the course of modern history with this special variant representing pre-WWII conditions. Minimal chatter in this game. A wild-swinging slugfest put on by DIPCEN.
[TBA]
- MP 21 AH B-17**
A/48/\$2/2R/1H Fri 2200
Fly two missions over Nazi territory. Survivors of the initial raid advance. Points awarded for fighters downed and bombs on target. Air Marshall Dale Wetzelsberger, Commanding.
[20m/10m]
- MP 22-C OR Cosmic Encounters**
E/110/\$2/3R/2H Sat 0900
See MP 02-A above.
- MP 23-A DIPCEN Diplomacy Tournament**
F/70/\$3/2R/6H Sat 0900
THE annual Diplomacy tournament. Machiavelli reincarnate. Only one will survive to claim supremacy in this classic contest of understandings, extortion, backstabbing, and maneuver. The ambassadors from DIPCEN will handle all international law violations in their usual tactful manner. Sign up for one of the two first round sessions, MP-23 or MP-34, with winners advancing to finals, Sun 0900.
[TBA]
- MP 24 YAQ Wings**
E/32/\$2/2R/3H Sat 0900
Come fly with a true airman, Chris Collins, in the gallant days of World War I. Prepare yourself well...
[TBA]
- MP 25 ADB Star Fleet Battles - Demolition Derby**
E/64/\$3/3R/2H Sat 1000
Cruiser designs, in Nexus # 9, are really fine; if you bring dice and pencils, it would be divine; Sixty-four players, 4 per board, 3 rounds, single elimination by Armadillo Design.
[TBA]
- MP 26-D OR Cosmic Encounters**
E/110/\$2/3R/2H Sat 1200
See MP 02-A above.

MP 27 HC Cradle of Civilization
C/36/\$2/2R/5H Sat 1200

Combat helped to build or destroy civilizations. But beware of the soil for you must feed the troops as you conquer the world. Your masters of time: Historical Concepts [TBA]

MP 28 YAQ Ironclads
E/32/\$3/3R/4H Sat 1200

The Monitor, Merrimac and other ships-of-the-line trade punches in this recreation of the first clashes of iron-plated ships. Designer John Fusseler will make sure sunk ships are not re-encanted. [TBA]

MP 29 OR Wooden Ships and Iron Men
E/24-3/\$2/3R/3H Sat 1300

Avalon Hills' game of naval combat in the age of sail. Three player teams square off in three rounds of single elimination competition using tournament rules and command control problems. [TBA]

MP 30 GDW Campaign Trail
B/36/\$1/2R/2H Sat 1500

Win the Presidency! Be a Ronald Regan, Gary Hart, Walter Mondale or just yourself!! [TBA]

MP 31-C AH Circus Maximus
A/32/\$2/3R/1H Sat 1500

See MP 04-A above

MP 32 OR Dungeon
A/108/\$1/3R/2H Sat 1600

For the kids of all ages. A bit of D & D in a quick, easy format. [TBA]

MP 33 YAQ Close Assault
C/32/\$2/3R/2H Sat 1700

Today you'll earn your Combat Infantryman's Badge! This is it! The preliminary bombardment has ended, and now its time for you and your squad to go forward for the close assault. Man-to-man combat in Europe 1939-1945, referred by Yaquinto's own Bud Danhauer. [TBA]

MP 34-B DIPCON Diplomacy Tournament
F/70/\$3/2R/8H Sat 1700

See MP 22-A above.

MP 35 AH Acquire
E/36/\$1/2R/2H Fri 1800

Planning and strategy, with a bit of luck, will make someone ORIGINS 84's # 1 financier. Wes Coates, from AH, will prepare the IRS audits. [20m/10m]

MP 36 OR Blue Max
E/64/\$2/1R/6H Sat 1800

Everyone gets his chance to be a von Richthofen in this game of World War I air combat by GDW. [TBA]

MP 37-D AH Circus Maximus
A/32/\$2/3R/1H Sat 1900

See MP 04-A.

MP 38 FBI Nuclear Escalation
A/80/\$2/1R/3H Sat 1900

The strange crew from Flying Buffalo will run this five-hour session of the sister game to NUCLEAR WAR. This hilarious, fast-paced card game is an updated version of its predecessor, where cruise missiles and space platforms join the more traditional ICBMs and bombers to deliver nuclear warheads -- loads of fun!! [TBA]

MP 39 AH Speed Circuit
C/36/\$2/2R/2H Sat 1900

David Hearst game masters this road rally, really! New tracks to test your skill. [20m/10m]

MP 40 OR Fight in the Skies
D/36/\$1/1R/5H Sun 0900

More air war in World War II! [TBA]

MP 41 GW Judge Dread
C/36/\$2/nR/nH Sun 0900

Six Judges to a table in this beer-and-pretzels game based on the comic book. This is your chance to assume the role of a comic-book hero. Don't miss it! [TBA]

MP 42 FBI Nuclear War
A/120/\$2/1R/4H Sun 0900

Blow the world up, just for grins, as the eccentric bunch from Flying Buffalo run this comical card game of nuclear warfare. The propaganda of the Cold War rapidly escalates into an exchange of warheads, with Super Germ waiting in the background. A single four-hour session. [TBA]

MP 43 OR Naval War
A/108/\$1/3R/1H Sun 1100

Easy on the mind, hard on the ships. How many games can you learn in under five minutes and lose? [TBA]

MP 44 Nova Ace of Aces
E/unl/\$1

This fast, fun, simple game of WWI air combat will be run from NOVA Games' booth in the exhibition area. Sign up at the booth anytime. Germans and Allies will fight whenever and wherever they meet for command of the skies and the title "Ace of Aces". [TBA]

MP 45 Nova Gunfight at Lost Saloon
E/unl/\$1

Sign up anytime at NOVA Games' booth to play this game of Western gunfights, using the well-known "Ace of Aces" system. Showdowns occur anywhere, anytime that lawmen and outlaws come face to face. [TBA]

MP 46 Nova Lost Worlds
E/unl/\$1

NOVA Games will run this simple game of fantasy combat, using a system derived from Ace of Aces. It will be run from their booth in the dealers' area. Sign up anytime. Swordsman (and women), dwarves, goblins, and more will stalk one another through the caverns and corridors of ORIGINS '84, seeking combat. Be warned: *Hill Trolls BITE!!* [TBA]

MONSTER GAMES

MG 01 TSR Wellington's Victory
F/8/\$1/1R/6H

Waterloo-Napoleon's last battle, and Wellington's finest one. TSR has re-released this Napoleonic classic. Don't miss a chance to play. Each round will continue to the next one. \$1 per round.

MG 01-A	Fri	0900
MG 01-B	Fri	1600
MG 01-C	Sat	0900
MG 01-D	Sat	1600
MG 01-E	Sun	0900

MG 02 OR Terrible Swift Sword
E/8/\$1/5R/6H

Gettysburg is the Civil War's most famous battle. TSS has the detail to allow players to recreate the turning point of the Civil War. Each round will continue to the next one. Entry fee is \$1 per round.

MG 02-A	Fri	0900
MG 02-B	Fri	1600
MG 02-C	Sat	0900
MG 02-D	Sat	1600
MG 02-E	Sun	0900

MG 03 OR Wacht Am Rhein
D/8/\$1/5R/6H

Wacht Am Rhein recreates the Battle of the Bulge at the company/battalion level. An excellent simulation of WWII's most famous battle. Each round will continue to the next one. Entry fee is \$1 per round.

MG 03-A	Fri	0900
MG 03-B	Fri	1600
MG 03-C	Sat	0900
MG 03-D	Sat	1600
MG 03-E	Sun	0900

MG 04 GDW Fire In The East
D/8/\$1/5R/6H

Our thanks to GDW for making it possible for this event at ORIGINS '84. Fire In The East is the long awaited second edition of "Drang Nach Osten". The game covers Operation Barbarossa, the German attack on Russia. This is WWII's most significant land campaign. Fire In The East fits into GDW's Europa System. Each round will continue to the next one. Entry fee is \$1 per round.

MG 04-A	Fri	0900
MG 04-B	Fri	1600
MG 04-C	Sat	0900
MG 04-D	Sat	1600
MG 04-E	Sun	0900

MG 05 OR War In The Pacific
E/8/\$1/5R/6H

War In The Pacific is the best Air/Land/Sea game there is, PERIOD!! The National Monster Gaming Society's variant rules for hidden movement and surface/surface combat will be played, not the campaign game. A unique game for a different experience. Each round will continue to the next one. Entry fee is \$1 per round.

MG 05-A	Fri	0900
MG 05-B	Fri	1600
MG 05-C	Sat	0900
MG 05-D	Sat	1600
MG 05-E	Sun	0900

ROLE PLAYING

ROLE PLAYING TOURNAMENTS

RT 01 OR Advanced Dungeons and Dragons
F/540-6/\$5/2R/4H Thur 1500

An indoor/outdoor/underground adventure. Unique adventure for each session. Top two teams from each session advance to the final on Sun 1000. Team registration is not guaranteed, but all six registrations in one envelope will help your chances. You may register for only one session.

RT 01-A	Thur	1500
RT 01-B	Fri	1300
RT 01-C	Fri	1800
RT 01-D	Sat	0800
RT 01-E	Sat	1300
RT 01-F	Sat	1800

[TBA]

RT 02 GDW Traveller Open
F/240-6/\$5/2R/4H Fri 0800

Six Adventurers are hired to save a doomed planet from total destruction. The top two teams from each session advance to the final Sun 1000. The tournament is designed by Marc Miller of GDW and Larry Sutherland of Origins.

RT 02-A	Fri	0800
RT 02-B	Fri	1300
RT 02-C	Fri	1800
RT 02-D	Sat	0800

[TBA]

RT 03 TL Operation Lone Star
E/48-8/\$3/1R/3H Fri 1300

A combined MARKS and Science Team with new equipment strike into Houston with the intention to occupy and reactivate the Houston Space Center. Eight Morrow members to a team. [TBA]

RT 04 HG Champions Open
E/50-5/\$4/1R/3H Fri 1300

Teams of 5 champions will face ??? details are unavailable at press time.

RT 04-A	Fri	1300
RT 04-B	Sat	0800

[TBA]

RT 05 AH The Mongol Menace
D/60-6/\$4/1R/3H Sat 0800

It is 1240. A horde of barbarians from the eastern plains have swept over Russia and the Saracen lands. No one had dared oppose them. Your homeland is next in line. Can you strike a blow against the mongols and rally European resistance? For six Runequest 3'ers. [TBA]

RT 06 FA "Deadly Intruders"
E/60-6/\$2/1R/3H Sat 0900

Deadly Intruders is an adventure that will stretch your Star Trek role-playing ability to its maximum. This is FASA's official tournament for ORIGINS '84, and promises to be a special event. Team scoring will be used with an objective point system.

RT 06-A	Sat	0900
RT 06-B	Sat	1300

[TBA]

RT 07 TX Head To Head A D & D
D/64-4/\$3/4R/2H Sat 1300

Sixteen teams, of four each, go head-to-head in the nitty gritty of dungeon conflict. Eliminate the other team or be eliminated. When your last team member bites-the-big-one, you're out!! [TBA]

RT 08 TT Fringeworthy Open
C/60-6/\$2/1R/4H Sun 1200

The official Tri Tac Inc., Fringeworthy, Championship of 1984. Details on the 6:30 News. [TBA]

RT 09 DAG Supergame
C/32/\$1/1R/5H Thur 1900

Four separate game sessions run by the game designers. Pre-written player characters and figurines are provided. Game uses six sided and percentile dice only. Merchandise prizes given to the winner of each session. The \$1 sign up fee will be refunded as merchandise certificate upon attendance.

RT 09-A	Thur	1900
RT 09-B	Fri	1900
RT 09-C	Sat	1900
RT 09-C	Sun	0900

We at ORIGINS 84 are trying something new. In the past, we have found that because of the popularity of some role-playing games, pre-registering can be very unfair and at best a frustrating experience. Quite often, gamers who attempt to pre-register for their favorite game find that they did not get into an event because all six or eight playing slots were filled long before they sent in their pre-registration forms. At many conventions, people who pre-register late find that they did not get any of the events that they requested and they are forced to stand in long lines for a refund. They then find that, after another long line, not only can't they play their favorite game, they are lucky to find anything to play in at all. We feel that we have a solution to this problem:

BLOCK REGISTRATION

What is Block Registration? In Block Registration, you sign up for a time slot, with the guarantee that you will play in an A D & D session, at that time, at the convention. It works like this; you sign up for a session, for example BR08 at 1600 Fri. You receive a special ticket in your pre-registration packet. You then take this ticket to game registration, where you will trade it for a ticket to one of the A D & D games that have been reserved for only those people who Block Registered. Block Registration scenarios will be chosen from all of the submitted scenarios so that all of the games will be the best that ORIGINS has to offer. Due to physical space limitations, we may be forced to limit registration in some time blocks. Remember pre-register early and choose an alternate just in case.

BR 01 Thu 1600	BR 10 Fri 2000
BR 02 Thu 1800	BR 11 Sat 1000
BR 03 Thu 2000	BR 12 Sat 1200
BR 04 Fri 0800	BR 13 Sat 1400
BR 05 Fri 1000	BR 14 Sat 1600
BR 06 Fri 1200	BR 15 Sat 1800
BR 07 Fri 1400	BR 16 Sat 2000
BR 08 Fri 1600	BR 17 Sun 0800
BR 09 Fri 1800	BR 18 Sun 1000
	BR 19 Sun 1200

ONE SHOTS

RP 01 TSR Conan
B/8/\$2/1R/4H Thur 1500

The World of Conan is the setting for this soon to be released A D & D module by TSR.

RP 02 OR Eurostar Rising
E/5/\$2/1R/4H Thur 1500

What is Fiacho's plan? How is he going to pull it off? Where are the other members of Eurostar? Why do we ask these stupid questions? Only you, the superheroes, can find out. A game for five "Champions" by Bill Knox.

RP 03 TTI Fringeworthy
B/8/\$2/1R/2H Thur 1800

Travel the pathways to infinity in this role playing game of exploration and alternate realities. An introductory game by designer Richard Tucholka. Prizes by Tri-Tac T.B.A.

RP 04 OR Captain Pyo's Pleasure Palace
E/8/\$2/1R/3H Thur 1800

You're not here to crash a party. Captain Pyo Van Thue has been raising hell with our troops and the communist hierarchy. Your Special Forces Group must raid a communist cat house deep in North Vietnam, and destroy Captain Pyo's secret weapon. This "Recon" for 8 is by Jeff Jones.

RP 05 TSR Ravenloft
C/8/\$2/1R/4H Thur 2000

Doug Blume of TSR will present this Advanced Dungeons & Dragons Module.

RP 06 TTI Stalking the Night Fantasy
B/8/\$2/1R/3H Thur 2000

Tri-Tac's fantastic role playing game of hunting the supernatural in modern times debuts in Texas in this scenario for beginners.

RP 07 TX Fantasy Hexworld
A/30/\$2/1R/4H Thur 2000

Role playing solely for the sake of adventure. No lists of qualifiers, no scores to top, no tournaments to win. Quest forth from one of our nine gamemasters to the next, as you explore the amazing and always varying Hexworld. See other times for Super Hero, Technological, and Anything Goes, HEXWORLD.

RP 08 OR The Great Mo-Bank Robbery
E/5/\$2/1R/4H Thur 2000

This Autoduel Champions adventure is set in Mega-City Three. Can you, the judges, stop the Jones Gang from robbing the richest Mo-Bank in the city? Lousy Perps. Scenario prepared by Bill Knox.

RP 09 OR Kaduff's Keep
E/6/\$2/1R/4H Thur 2000

Kaduff was said to have been powerful even before the Great Disaster, 10,000 years ago. But only recently, have his minions ceased plundering the world. Now his Keep sits amidst a dead city, with the treasure of over 10,000 years to lure adventurers. Can you meet its challenge? An AD & D adventure by Dave Kirsh.

RP 10 Dramune Run
B/8/\$2/1R/4H Fri 0900

An adventure to be run by Doug Blume of TSR, using their "Star Frontiers" role playing system.

RP 11 HG Justice, Inc.
C/6/\$2/1R/4H Fri 0900

An introductory scenario to their soon to be released game, "Justice, Inc.". By those valiant people at Hero Games. Watch for its release date in a theater near you.

RP 12 Tunnels & Trolls
A/6/\$2/1R/4H Fri 0900

A magical mystery tour through the second

oldest role playing system, by Flying Buffalo(s). TTYV!!

RP 13 OR Hit of Miss-Ile
D/5/\$2/1R/4H Fri 0900

Who would have believed that the Ultra-Conservative could really muster a nuclear strike? He not only can, but he will if the five "Champions" can't stop him. A scenario by Bill Knox.

RP 14 DR Kaduff's Keep
E/6/\$2/1R/4H Fri 0900

See RP 09 for event description.

RP 15 TX Technological Hexworld
A/50/\$2/1R/4H Fri 1200

See RP 07 for event description.

RP 16 TTI Stalking the Night Fantastic II
C/8/\$2/1R/4H Fri 1300

Agents of Bureau 13 clash with modern monsters in this intermediate level game of hunting the evil of the 1980's. Prizes by Tri-Tac T.B.A.

RP 17 TSR Dragons of Despair
D/8/\$2/1R/4H Fri 1400

This module is the first of the new "Dragon Lance" series by TSR, for use with its Advanced Dungeons & Dragons role playing system.

RP 18 FBI Mercenaries, Spies & Private Eyes
A/6/\$2/1R/4H Fri 1400

Flying Buffalo presents an introductory scenario to their role playing game Mercenaries, Spies & Private Eyes. This is a multi-player version of the solo game that will appear in the Program Book at ORIGINS 84.

RP 19 TTI Rogue 417
A/8/\$2/1R/2H Fri 1400

A Fringeworthy module from Tri-Tac. A role-playing, after the holocaust supplement by Richard Tucholka.

RP 20 CH Voyage into Chaos
C/6/\$2/1R/4H Fri 1400

An introduction to the new Runequest III by one of its designers, followed by an adventure for six. The introduction is open to anyone who wishes to attend.

RP 21 OR Go Gangs on the Loose
E/5/\$2/1R/4H Fri 1400

Every Friday, like clockwork, they attack the mall. This week it's your tour of duty. Autoduel Champions is used to bring this popular new comic to life. Written by Bill Knox.

RP 22 IQ Droids
B/8/\$2/1R/3H Fri 1500

An introductory adventure to "Droids", the game where you role play intelligent machines. Encounter your opponent, defeat him, and use him for spare parts. Character Droids will be designed at the beginning of the session.

RP 23 OR Mauler
E/5/\$2/1R/4H Fri 1800

He's out there stalking the streets. Victim after victim have fallen to this malicious killer. None have stopped his reign of horror, some say none will. Care to try your luck. He's waiting. A scenario for five "Champions" of justice, written by John Shultz.

RP 24 HG Espionage
B/6/\$2/1R/4H Fri 1900

Put on your silencer and prepare to enter the world of "Espionage". Hero Games presents this introductory adventure.

RP 25 CH The Haunted Mineshaft
B/6/\$2/1R/4H Fri 1900

An introduction to "Call of Cthulhu" by its author, Sandy Petersen of Chaosium. The introduction is open to anyone who wishes to attend but the number of players for the scenario is limited.

RP 26 OR The Land of Lost Sox
A/6/\$2/1R/4H Fri 1900

The hope of the land lay not in the hands of the mighty, for they had failed. The Realm's future was in the hands of a ragtag group of misfits who, like the great sword that they sought, were lost. A basic Dungeons & Dragons experience for those not interested in blood but role playing.

RP 27 OR Big Business
F/6/\$2/1R/4H Fri 1900

High tech Mega Corporations band together to destroy the Imperium, in this Traveller adventure. Players attempt to join this secret company thru subterfuge, stealth, intelligence, rumor mongering and cunning. Clumsy and stupid hot-heads need not apply.

RP 28 TTI Fringeworthy II
C/8/\$2/1R/2H Fri 1900

Roads to Alternate Earths open in this role playing game that explores other realities. Prizes by Tri-Tac T.B.A.

RP 29 TTI FTL 2448 I
C/8/\$2/1R/2H Fri 1900

Fantastic role playing from Tri-Tac, Inc., as players explore the outer reaches of space in the year 2448.

RP 30 TX Hexworld - Where Anything Goes
A/50/\$2/1R/4H Fri 2000

See RP 07 for event description.

RP 31 TSR Doomkeep
C/8/\$2/1R/4H Sat 0900

An Advanced Dungeons & Dragons module for eight adventurers, presented by TSR.

RP 32 HG Espionage
B/6/\$2/1R/4H Sat 0900

See RP 24 for event description.

RP 33 FBI Mercenaries, Spies & Private Eyes
A/6/\$2/1R/4H Sat 0900

See RP 18 for event description.

RP 34 TX Super Hero Hexworld
A/50/\$2/1R/4H Sat 0900

See RP 07 for event description.

RP 35 TX Earthquake
C/6/\$2/1R/4H Sat 0900

Attempt to bring the world to its knees. Those were your employers orders. Terrorism is your solution. An attempt at "Espionage" by Christian Edleman.

RP 36 OR Milk Run
F/6/\$2/1R/4H Sat 0900

The designers of this new Free Trader promised high profits and low risks. An experienced crew is to be used for its shake down cruise. Sounds like a Milk Run. A game for six experienced "Traveller"s.

RP 37 OR The Great Mo-Bank Robbery
E/5/\$2/1R/4H Sat 1300

See RP 08 for event description.

RP 38 TSR CONAN
B/8/\$2/1R/4H Sat 1400

See RP 01 for event description.

RP 39 TSR Marvel Heros
A/8/\$2/1R/4H Sat 1400

Eight heros battle powerful enemies in this module for TSR's soon to be released "Marvel Heros" role playing game.

RP 40 FBI Tunnels & Trolls
A/6/\$2/1R/4H Sat 1400

See RP 12 for event description.

RP 41 TTI Weirldzone
B/8/\$2/1R/4H Sat 1400

Fantastic role playing adventure, as you sidk sideways in time in this new game module from Tri-Tac, Inc. Prizes by Tri-Tac T.B.A.

RP 42 OR Eurostar Rising
E/5/\$2/1R/4H Sat 1400

See RP 02 for event description.

RP 43 HG Justice, Inc.
C/6/\$2/1R/4H Sat 1500

See RP 11 for event description.

RP 44 TTI Stalking the Night Fantastic III
C/8/\$2/1R/3H Sat 1600

It's modern technology and magic, as you stalk the supernatural in twentieth century America. Prizes by Tri-Tac, Inc. T.B.A.

RP 45 TTI Star Pirates
B/8/\$2/1R/2H Sat 1700

High adventure as players try to stop the deadly star pirates of the frontier, in this FTL 2448 adventure. Prizes by Tri-Tac, Inc. T.B.A.

RP 46 OR Big Business
F/6/\$2/1R/4H Sat 1800

See RP 27 for event description.

RP 47 TSR Dragons of Despair
D/8/\$2/1R/4H Sat 1900

See RP 17 for event description.

RP 48 IG Droids
B/8/\$2/1R/3H Sat 1900

See RP 22 for event description.

RP 49 OR Go Gangs on the Loose
E/5/\$2/1R/4H Sat 1900

See RP 21 for event description.

RP 50 TX Hexworld - Where Anything Goes
A/50/\$2/1R/4H Sat 2000

See RP 07 for event description.

RP 51 OR Hit of Miss-Ile
E/5/\$2/1R/4H Sat 2000

See RP 13 for event description.

RP 52 TTI Fringeworthy Expert
E/24/\$2/1R/4H Sat 2000

Can 24 Terran explorers of the pathways to Alternate Earths, save a world in the grips of a plague and a madman? Join the Fringeworthy and find out. Prizes by Tri-Tac, Inc. T.B.A.

RP 53 OR Captain Pyo's Pleasure Palace
E/6/\$2/1R/3H Sat 2000

See RP 04 for event description.

RP 54 TSR Dragons of Fire
D/8/\$2/1R/4H Sun 0900

The Dragon Lance series continues in "Dragons of Fire". An Advanced Dungeons & Dragons module by TSR.

RP 55 TTI Stalking the Night Fantastic Expert
E/8/\$2/1R/4H Sun 0900

So you are an expert on the supernatural. Join Stalking the Night designers for the chilling time of your life in this expert game of stalking the supernatural. Prizes by Tri-Tac, Inc. T.B.A.

RP 56 TTI Fringeworthy III
C/8/\$2/1R/2H Sun 0900

The race that built the pathways to the alternate worlds was exterminated and now one of these horrors is loose. Can you stop it in time? Prizes by Tri-Tac, Inc. T.B.A.

RP 57 HG Justice, Inc.
C/6/\$2/1R/4H Sun 0900

See RP 11 for event description.

RP 58 OR Earthquake
C/6/\$2/1R/4H Sun 0900

See RP 35 for event description.

RP 59 OR Hardship Clause
C/6/\$2/1R/4H Sun 0900

A crew is needed for a simple salvage operation. The object is a von Richtofen Enterprises, Ultid. ship that crashed recently in a little travelled sector. A "Traveller" adventure.

RP 60 OR The Great Mo-Bank Robbery
E/5/\$2/1R/4H Sun 1000

See RP 08 for event description.

RP 61 TX Fantasy Hexworld
A/50/\$2/1R/4H Sun 1200

See RP 07 for event description.

RP 62 OR Mauler
E/5/\$2/1R/4H Sun 1200

See RP 23 for event description.

RP 63 IG Droids
B/8/\$2/1R/3H Sun 1300

See RP 22 for event description.

RP 64 OR The Land of Lost Sox
A/6/\$2/1R/4H Sun 1300

See RP 26 for event description.

RP 65 TSR The Veiled Society
A/8/\$2/1R/4H Sun 1400

A murder mystery involving three warring factions - Who did it? An introduction to Basic Dungeons & Dragons by Doug Blume of TSR. Character sheets will be provided and rules will be taught.

MINIATURE EVENTS

MINIATURE TOURNAMENTS

ORIGINS 84 is proud to present the following miniature tournaments. All miniature tournaments offer as first prize the ORIGINS 84 plaque plus other prizes to be announced at ORIGINS.

MT 01 OR WRG Ancients Book III - 25mm
F/20/\$10/4R/3H Fri 0800

Using standard WRG rules and army lists, contestants will play in 4 rounds with the top 4 advancing to the finals on Sun 1000. All armies MUST conform to Book III army lists, maximum of three configurations, and must accompany your registration or be mailed in no later than June 10, 1984. Army size is 1150 points.

MT 02 OR WRG Ancients Book I & II - 15mm
F/20/\$10/4R/3H Fri 0900

Using standard WRG rules and army lists, contestants will play in 4 rounds with the top 4 advancing to the finals on Sun 1000. All armies MUST conform to Book I & II army lists, maximum of three configurations, and must accompany your registration or be mailed in no later than June 10, 1984. Army size is 1150 points.

MT 03 OR WARLORD FANTASY MINIATURES
C/30/\$5/5R/3H Fri 1000

For the second year in a row we proudly present the simplest Miniatures system in the free world—WARLORD. We provide the armies that you play with and you point them up. The first 30 minutes of each session is devoted to teaching you the rule system, then you point up your army and go to it. The top 4 will advance to the final Sun, 1100. You can play in as many sessions as you have money. Register for any time block

using the code system below.

MN 03-A Fri. 1000 MN 03-D Sat. 1000
MN 03-B Fri. 1400 MN 03-E Sat. 1400
MN 03-C Fri. 1800 MN 03-F Sat. 1800

First prize is a 500 point painted army.

MT 04 OR WRG Ancients Book I & II - 25mm
F/20/\$10/4R/3H Sat 0900

Using standard WRG rules and army lists, contestants will play in 4 rounds with the top 4 advancing to the finals on Sun. 1000. All armies MUST conform to Book I & II army lists, maximum of three configurations, and must accompany your registration or be mailed in no later than June 10, 1984. Army size is 1150 points.

MT 05 OR WRG Ancients Book III - 15mm
F/20/\$10/4R/3H Sat 0900

Using standard WRG rules and army lists, contestants will play in 4 rounds with the top 4 advancing to the finals on Sun. 1000. All armies MUST conform to Book III army lists, maximum of three configurations, and must accompany your registration or be mailed in no later than June 10, 1984. Army size is 1150 points.

MT 06 OR WRG Renaissance - 25mm
F/20/\$10/3R/3H Sat 0900

Using standard WRG rules and army lists, contestants will play in 3 rounds with the top 4 advancing to the finals on Sun. 1000. All armies MUST conform to WRG army lists, maximum of three configurations, and must accompany your registration or be mailed in no later than June 10, 1984. Army size is 1500 points.

Prizes for all WRG tournaments TBA.
FANTASY AND SCI-FI MINIATURES

Events MN01 thru MN10 are presented by, and are played exclusively with, TEXAS MINIATURES™, manufactured by Genesis Gaming Products.

MN 01 GE Dragons Magic
B/12/\$1/1R/4H Thur 1300

Large scale battle of dragons, giants, sorcerers and their armies of humans and non-humans. This will use the fast and easily learned Warlord game system.

MN 02 GE Forest Clash
B/10/\$1/1R/4H Thur 1700

Rebel and Imperial forces struggle for the possession of a forest world. Jet packs and lasers will augment quick thinking in a contest of out-guessing, and outmaneuvering your opponent. This event uses modified Striker rules.

MN 03 GE Reptilian Challenge
C/8/\$1/1R/1H Fri 1030

A D & D style fight to the death between champion teams of four reptilian clans and their warm-blooded challengers.

MN 04 GE Deadly Cargo
B/12/\$1/1R/1H Fri 1530

The unstable alliance that has placed enemy troops aboard your ship has collapsed. Now, your crew and marines must hold off the enemy soldiers until help arrives.

MN 05 GE Kranor III
B/12/\$1/5H Fri 2000

From Bloodstone, a novel by Karl Edward Wagner, Kane will hurl Bloodstone's Rillyti and worse against the humans of Selonari and Briem. Can the humans hold off the Bloodstone's forces long enough for the Priestess' sorcery to triumph?

MN 06 GE Imperial Assault
A/12/\$1/1R/4H Sat 0930

The Imperials have trapped several rebel leaders in a secret meeting with possible alien allies. Now, all the Imperials have to do is pick them up. Easy? Don't bet on it!

MN 07 GE Three World Skirmish
A/10/\$1/1R/4H Sat 1400

A small battle featuring a trim version of the combat system from the soon to be released Three Worlds RPG. This will use the new Three Worlds Figures by Genesis.

MN 08 GE The Return of Kranor III
B/12/\$1/1R/5H Sat 1800

See MN 05

MN 09 GE The Return of Dragon's Magic
B/12/\$1/1R/4H Sun 0800

See MN 01

MN 10 GE The Return of the Reptilian Challenge
C/8/\$1/1R/4H Sun 1230

See MN 03

Events MN 11 thru 20 are brought to you by and are played exclusively with Rai Partha miniatures.

MN 11 RAL Curse You, Red Dragon
B/10/\$1/1R/4H Thur 0930

An aerial battle using modified D & D rules.

MN 12 RAL A Clash of Five Armies
B/10/\$1/1R/4H Thur 1530

A battle similar to that which took place in Tolkien's book "The Hobbit". Races involved include men, dwarves, elves, goblins, and eagles.

This will use modified Ral Partha medieval rules.

MN 13 RAL Ragnarok
A/12/\$1/1R/4H Fri 0900

Warlord battle depicting the assault of Loki, Fenris, the giants and their minions against the Asgardians, Odin, Thor, The Valkyries, etc.

MN 14 RAL Tower of Blood
B/10/\$1/1R/4H Fri 1400

Ral Partha medieval rules for a battle of several fantasy races struggling to fulfill conflicting goals concerning the infamous tower.

MN 15 RAL Moria
C/12/\$1/1R/4H Fri 1830

Underground D & D battle of the fall of Moria. The Balrog and his orc hordes are flooding into Moria. Loot, non-combatants and glory points await the most skilled, aggressive and luckiest players.

MN 16 RAL Another Tower of Blood
B/10/\$1/1R/4H Sat 1000

See MN 14

MN 17 RAL Curse You Again, Red Dragon
B/10/\$1/1R/4H Sat 1500

See MN 11

MN 18 RAL Secret of Centauri III
C/12/\$1/1R/4H Sat 1900

A race against a hostile world and opposing players as 12 traveller teams vie to possess the "secret".

MN 19 RAL Return of Ragnarok
A/12/\$1/1R/4H Sun 0830

See MN 13

MN 20 RAL Another Battle with Five Armies
B/10/\$1/1R/4H Sun 1300

See MN 12

MN 21 OR Eastwall
A/8/\$1/1R/4H Thur 1030

Magic had long ago triumphed over technology. Now, the blasted descendants of the losers are rebuilding and rearming. Can the remaining trolls and dragons still take muskets and tanks? A modified Perilous Encounters system will be used.

MN 22 OR What the...?
C/10/\$1/1R/4H Thur 1630

The space adventurers felt it time to hide out on a quiet, low-tech world. Unfortunately for them, this D & D scenario gives the locals magic in addition to numbers.

MN 23 OR Peleonnor Field
B/12+/\$1/1R/6H Fri 1000

A Warlord epic from the Lord of the Rings. The forces of Sauron are at the gates of Minas Tirith. Will the orkish hordes with men and elephants prove too much for Rohan, Gondor and their allies?

MN 24 OR MAATACS
B/10/\$1/1R/4H Fri 1500

Entomalian forces with reinforcements will attempt to destroy a Terran outpost on their world. Space Tanks and infantry using the MAATACS system.

MN 25 OR Horsecleas Ambush
B/10/\$1/1R/4H Fri 1930

A study on the effectiveness of telepathy in battle as seen in Robert Adams' Horsecleas novels. The outnumbered and scattered Kindred column is ambushed by a total of 5 ambushing forces. Only the Kindred will be allowed any form of communication. This will use the easily learned Warlord system.

MN 26 OR Sandotneri
B/10/\$1/1R/4H Sat 0900

A cavalry battle from Karl Edward Wagner's novel Dark Crusade. Kane will lead the rebuilt "Sword of Sataki" cavalry and pikes against the proud cavalry army of Sandotneri. Maneuver and aggressiveness are the highlights of this Warlord battle.

MN 27 OR Nightmare Marsh
C/8/\$1/1R/4H Sat 1330

A D & D quest through the aptly named Nightmare Marsh. The warband is out of its element and the residents are determined to repel them or, at least, be well fed.

MN 28 OR Horsecleas Free For All
B/12/\$1/1R/4H Sat 1730

Robert Adams' Horsecleas America will supply the combatants in this free form Warlord battle. Be sure to specify your choice of burker, kindred, ehleen, moon maid or confederation.

MN 29 OR Horsecleas Ambush
B/10/\$1/1R/4H Sun 0930

See MN 25.

MN 30 OR MAATACS Again
B/10/\$1/1R/4H Sun 1100

See MN 24.

MN 31 OR Galacta II
C/8/\$1/1R/4H Sun 1200

Laser armed infantry of the future clash for possession of a robot guarded OTAR base. This

event features power armor, energy weapons, aliens, individual hero characters, fast action and ease of play.

NAVAL MINIATURES

MN 32-A CC The Solomons Campaign
D/8/\$2/9/4H Thur 1700

C-in-C recreates the WWII Solomons Campaign in a very special tournament format. Players may enter as many rounds as they wish, or have the money for. Each round will replay a night action from the Solomons Islands Campaign of 1942-1943. Battles will include: Savo Island, Cape Esperence, 1st and 2nd Guadalcanal, Tassafaronga, Kula Gulf, Kolum Bangaro, Empress Augusta Bay, and Juella Gulf combined with Cape St. George. General Quarters is the rules system. Players are either Japanese or American in each round with the most effective players on each side scoring points. At the end of the tournament, the top scoring American and Japanese players will receive a group of appropriate C-in-C 1:2400 scale ships. Prizes, rules and ships are provided by C-in-C.

MN 33-A OR The Falklands Campaign
C/8/\$1/1R/6H Thur 1700

A special campaign event, developed by Mark Swenholt, using Harpoon Rules for tactical resolution. This is a must for modern naval gamers.

MN 34 OR Sibuyan Sea
D/8/\$1/1R/4H Fri 0900

This will be the first of two battles from Leyte Gulf replayed at ORIGINS 84. The most intense Air/Sea battle of WWII.

MN 33-B OR The Falklands Campaign
C/8/\$1/1R/6H Fri 0900

See MN 33-A

MN 32-B CC The Solomons Campaign
D/8/\$2/9/4H Fri 1000

See MN 32-A

MN 35 OR Trafalgar
D/30/\$1/1R/8+H Fri 1000

This battle remains the classic sailing ship action. The size and time will be scaled to account for the number of entrants.

MN 36 OR Salamis
C/8/\$1/1R/4H Fri 1300

History's first great sea battle. Biriemes and Galleys, Greeks and Persians, Wooden Ships and Tired Men, ram and board for control of the seas.

MN 32-C OR Solomons Campaign
D/8/\$2/9R/4H Fri 1500

See MN 32-A

MN 33-C OR Falklands Campaign
C/8/\$1/1R/6H Fri 1700

See MN 33-A

MN 32-D OR Solomons Campaign
D/8/\$2/9R/4H Fri 1900

See MN 32-A

MN 37 OR Jutland
E/30/\$1/1R/8+H Sat 1000

The greatest naval engagement of this century. This is a must for you dreadnought fans.

MN 32-E OR Solomons Campaign
D/8/\$2/9R/4H Sat 1000

See MN 32-A

MN 38 OR San Bernardino Strait
D/8/\$1/1R/6H Sat 1300

Naval Armageddon off Leyte. This scenario is a "What if?", where Halsey leaves TF 34 to face Kurita. GO rules for fleet combat.

MN 39 OR Lepanto
C/8/\$1/1R/4H Sat 1300

Another Wooden Ships and Iron Men Scenario: Moslems vs Christians, in a battle for control of the Mediterranean in the last major galley fleet action.

MN 32-F OR Solomons Campaign
D/8/\$2/9R/4H Sat 1500

See MN 32-A

MN 32-G OR Solomons Campaign
D/8/\$2/9R/4H Sat 1900

See MN 32-A

MN 33-D OR Falklands Campaign
C/8/\$1/1R/6H Sun 0900

See MN 33-A

MN 40 OR Tsushima
C/8/\$1/1R/4H Sun 1000

A unique collection of Japanese and Russian Pre-Dreadnoughts will be used to recreate the battle that made Japan a first line naval power.

MN 32-H OR Solomons Campaign
D/8/\$1/9R/4H Sun 0900

See MN 32-A

MN 32-I OR Solomons Campaign
D/8/\$1/9R/4H Sun 1300

See MN 32-A

HISTORICAL MINIATURES

MN 41 JH Sword & The Flame - 1882-1898

C/8/\$1/1R/4H Thur 1500

Egyptian Forces vs. Dervishes. 25 man units

MN 42 JH Sword & The Flame - 1882-1898

C/8/\$1/1R/4H Thur 2000

British Expeditionary Forces vs Dervishes (Thin Red Line, Part I). 25 man units.

MN 43 JH Sword & The Flame - 1878

E/8/\$1/1R/6H Fri 0900

British Colonial Forces vs. Pathans (Thin Red Line, Part II). 25 man units.

MN 44 JH Sword & The Flame - 1882-1898

E/8/\$1/1R/6H Fri 1600

British Colonial Forces vs Dervishes (Thin Red Line, Part III). 25 man units.

MN 45 JH Sword & The Flame - 1882-1898

E/8/\$1/1R/6H Sat 0900

British Colonial Forces vs Dervishes. 25 man units.

MN 46 JH Sword & The Flame - 1878

E/8/\$1/1R/6H Sat 1600

British Colonial Forces vs Pathans. 25 man units.

MN 47 JH Sword & The Flame - 1882-1898

C/8/\$1/1R/4H Sun 0900

British Expeditionary Forces vs Dervishes (Thin Red Line for the last time). 25 man units.

MN 48 JH Sword & The Flame - 1882-1898

C/8/\$1/1R/4H Sun 1400

Egyptian Forces vs Dervishes. 25 man units.

MN 49 LS Corps D'Armee - 1813

C/8/\$1/4R/6H Fri 0900

Recreation of the Battle of Dresden, 1813. Demo of New Rule System and lecture for observers. Entry fee is per round.

MN 49-A LS Corps D'Armee - 1813

C/8/\$1/4R/6H Fri 1600

Recreation of the Battle of Dresden, 1813. Demo of New Rule System and lecture for observers. Entry fee is per round.

MN 49-B LS Corps D'Armee - 1813

C/8/\$1/4R/6H Sat 0900

Recreation of the Battle of Dresden, 1813. Demo of New Rule System and lecture for observers. Entry fee is per round.

MN 49-C LS Corps D'Armee - 1813

C/8/\$1/4R/6H Sat 1600

Recreation of the Battle of Dresden, 1813. Demo of New Rule System and lecture for observers. Entry fee is per round.

MN 50 KB Seven Year's War - 1756-1763

C/8/\$1/1R/4H Fri 1400

Historical Recreation of a Seven Year's War Battle. This event is run by Ken Bunker and uses 25mm figures.

MN 51 EGI Stars 'N' Bars (3rd Edition)

B/8/\$1/1R/4H Fri 1400

Introductory session to the new Civil War System from Empire Games. Presented by Bob Smith and Scott Bowden.

MN 52 LR Civil War/Rally 'Round the Flag

A/8/\$1/1R/4H Fri 1400

Civil War battle in 25mm - all figures and rules provided by Iron Brigade. Presented by Larry Robinson.

MN 53 EGI Stars 'N' Bars (3rd Edition)

B/8/\$1/1R/4H Sat 0900

See MN 51 above for description.

MN 54 LR Civil War/Rally 'Round the Flag

A/8/\$1/1R/4H Sat 0900

See MN 52 above for description.

MN 55 DW Micro Armor/Tank Charts (Introduction)

A/8/Free/3R/1H Sat 0900

Introductory Session for WWII microarmor. Recommended for all people with an interest in the period.

MN 55A DW Micro Armor/Tank Charts (Introduction)

A/8/Free/3R/1H Sat 1000

Introductory Session for WWII microarmor. Recommended for all people with an interest in the period.

MN 55B DW Micro Armor/Tank Charts (Introduction)

A/8/Free/3R/1H Sat 1100

Introductory Session for WWII microarmor. Recommended for all people with an interest in the period.

MN 56 DW Micro Armor/Tank Charts

C/8/\$1/1R/4H Sat 1400

WWII European armored conflict using 1:285 scale miniatures. Players not familiar with the rules should attend an introductory session (see MN 55 above).

MN 57 MM 1813 Napoleonic (Empire 3rd Edition)

F/8/\$1/1R/6H Sat 1400

1813 Hypothetical Russians vs French and French Allies.

MN 58 LR Civil War/Rally 'Round the Flag

A/8/\$1/1R/4H Sat 1400

See description for MN 56 above.

MN 59 RS Micro Armor/Tank Charts

C/8/\$1/1R/4H Sat 1900

See description for MN 56 above.

MN 60 RS Micro Armor/Tank Charts

C/8/\$1/1R/4H Sun 0900

See description for MN 56 above.

MN 61 SM Beau Geste Rides Again

B/12/\$1/1R/4H Fri 1000

French Foreign Legion attempts to relieve besieged outpost. Fanatical Arabs are sworn to destroy them or die trying! Fast Action!

MN 62 SM Civil War Skirmishes

B/12/\$2/1R/4H Fri 1500

Individual figure represents one man. Each player handles 4 figures. The players are given group and/or individual objectives and are rated for their performance.

MN 63 SM Beau Geste Rides Again

B/12/1R/4H Sat 1000

See description for MN 61 above.

MN 64 SM Civil War Skirmishes

B/12/\$2/1R/4H Sat 1500

See description for MN 62 above.

MN 65 OR WRG Napoleonic - Battle of Nations

F/12/\$2/1R/5H Fri 0900

Participants will reenact a portion of the Battle of Nations, utilizing the WRG 1685-1845 format and house addendums.

MN 66 OR WRG Napoleonic - A Penninsular Skirmish

F/12/\$2/1R/5H Fri 1600

Participants will take part in a divisional skirmish in the Spanish Campaign, utilizing WRG 1685-1845 format and house addendums.

SEMINARS

You may Pre-Register for those seminars that have an entry fee. Those seminars that have no charge (NC) are on a first-come first-serve basis at the convention. If you have a novel idea for a seminar, jot it down on a 3 X 5 card and drop it in your Pre-Reg letter.

SM 01 CP "Role-Up a Character"

B/30/NC/1R/2H Thur 1400

Participants in this informative seminar will discuss the creation and play of interesting player and non-player characters, including their personalities, motives and roles.

SM 02 CP "Mapping for Historical Campaigns"

C/30/NC/1R/2H Thur 1600

For game designers and game masters who need a tool for expanding and contracting areas for their campaign. Emphasis will be placed on American Civil War and European Campaigns of medieval to the modern period.

SM 03 CP "Scorched Scrolls & Tiny Treasures"

B/30/NC/1R/2H Thur 1800

Maps, miniatures, props, and other visual aids will be presented as tools for better game mastering; their use and reenactment techniques will be discussed in this lively seminar.

SM 04 CP "Designing Your Own Campaign World"

D/20/NC/1R/2H Thur 1800

This seminar will investigate the creation of an adventure world, to include the physical, social, cultural, and historical setting; a reasonable venue is the result.

SM 05 FA "Role Playing in The Final Frontier"

B/25/\$1/1R/2H Thur 1900

Tips and Hints on playing and game mastering *Star Trek: The Role Playing Game*.

SM 06 VG "Continuous James Bond Demonstration"

A/4/NC/1R/1H Fri 0900

Victory Games will offer a new introductory seminar every hour on the hour until 1900. Come learn and experience the new James Bond 007 Role Playing Game.

SM 07 BL "Planet Building in TRAVELLER"

D/20/NC/1R/2H Fri 1000

A discussion of ways in which the *Traveller*, referees can put extra interest and excitement into their worlds. Use of Gamelords' Environment booklets (*The Mountain Environment*, *The Desert Environment*, and others), and the planet-designing booklet, *Grand Survey*, to create a complete and stimulating setting for *Traveller*, adventures will be emphasized.

SM 06 FBI "What's New at Blade"
B/30/NC/1R/2H Fri 1000

Ask Liz Danforth or Michael Stackpole "What's new at Blade".

SM 09 WE "West End's Civil War Series"
C/45/NC/1R/2H Fri 1000

Learn about *Stone Mountain, The Battle of Shiloh*, and future games in West End's on-going series of Civil War Battle games.

SM 10 GDG "Meet the Freelancers"
B/30/\$1/1R/2H Fri 1000

An opportunity for conventioners to meet freelance game designers who are not otherwise afforded a forum at gaming conventions.

SM 11 ICE "Rolemaster Seminar"
B/30/NC/1R/2H/ Fri 1100

Coleman Charlton, etc. will conduct this seminar on I.C.E.'s *Rolemaster System*, which includes *Arms Law, Claw Law, Character Law, Spell Law, and Campaign Law*. Questions will be answered and suggestions entertained.

SM 12 CH "Call of Cthululu"
A/20/NC/1R/2H Fri 1100

Meet Sandy Peterson, author of *Call of Cthululu*, and listen to him explain his system in this 2 hour seminar.

SM 13 GDG "Adaptation: Wave of the Future"
C/40/\$1/1R/2H Fri 1100

In the last year, we have seen a wave of game adaptations of *sf/f* novels, while few *sf/f* board-games not based on works of fiction have been published. Does this mean that the purely original *sf/f* game is dead? Can *sf/f* games now only be sold if the name of an author is affixed to them?

SM 14 FBI "Co-Operation Between Game Companies"
B/30/\$1/1R/2H Fri 1100

Discussion about co-operation between companies with the staff of *Blade*, *Hero Games*, and *Steve Jackson Games*.

SM 15 CH "Runequest III"
A/35/NC/1R/2H Fri 1400

Chaosium discusses the all-new *Runequest III*.

SM 16 AV "Autoventures-Coming Attractions"
B/40/NC/1R/2H Fri 1400

Aaron Alston provides background on *Turbofire, Hell on Wheels*, and *Ultraforce*, as well as announcements on upcoming autocombat supplements and other projects.

SM 17 GDG "Is Wargaming Dead?"
B/60/\$1/1R/2H Fri 1400

It used to be that wargames, both historical and science fiction, WERE adventure gaming. These days, companies seem more and more to be publishing role-playing material and simple (istic) "mass market" games. Is "wargaming" dead? Has GAMA's adoption of that neologistic monstrosity, "adventure gaming" brought about a self-fulfilling prophecy? Are wargame companies doomed to publish nothing but D & D adventures and mass-market pabulum?

SM 18 FBI "Everything You Wanted to Know About Mercenaries, Spies, & Private Eyes"
C/40/NC/1R/2H Fri 1500

A question and answer session on *Mercenaries, Spies, and Private Eyes*.

SM 19 GDG "The Revolution in Game Art"
B/30/\$1/1R/2H Fri 1500

It used to be that two-color maps sufficed. It used to be that games could be sold in plastic bags. It used to be that photographs were all right for box-cover art. All that has changed: four-color process is a necessity, boxes are required, and increasingly, professional artwork is required for box art. Are these changes here to stay? Will the quality of graphic design advance to meet the print quality contained in games? Will more and more games bear covers by professional artists?

SM 20 FA "STAR TREK: The Role Playing Game - Meet the Designers"
C/40/\$1/1R/2H Fri 1500

The people who researched, wrote, edited and developed the *Star Trek* gaming universe will be on hand to introduce themselves and answer questions.

SM 21 JP "Pentagon Games"
D/25/\$2/1R/2H Fri 1600

A closer look at the military's own games and how far different from our board wargames they may be. Actual examples used. Discussion followed by questions and answers. Based on a forthcoming book by game designer and author, John Prados.

SM 22 GDG "Is There Life After D & D"
B/40/\$1/1R/2H Fri 1600

It used to be claimed that, as the players of *DUNGEONS & DRAGONS* discovered there were other games in the role-playing universe, other games would begin to cut into D & D's market-share. Has this happened? Will it ever happen? Should it happen? Will any other RPG ever match D & D's popularity? Is adventure gaming doomed

to have 50% of its market controlled by a single company?

SM 23 ICE "Adventures in Middle Earth"
C/40/NC/1R/2H Fri 1600

Peter Fenlon, etc., will conduct a seminar of ICE's Middle Earth Series of fantasy role-playing cultural modules. Other Tolkien games published and soon-to-be published will also be discussed.

SM 24 CP "Leaving Illusion"
D/30/NC/1R/4H Fri 1600

Storytelling techniques will be discussed and demonstrated for gamemasters who want to add drama and excitement to their games.

SM 25 GAMA "1986 Origins Site Selection"
A/4/NC/1R/1H Fri 1900

Come be part of the process that decides where ORIGINS 86 will be held. Ask your burning questions freely.

SM 26 RG "Worlds of Role Playing"
C/25/\$2/1R/2H Fri 1900

A pair of experienced GM's and game designers will look at alternatives and possibilities in developing role playing worlds, from using literary sources to ready-made game worlds, including a look at the scientific principles which make a world run and looks at particularly useful books and games. Discussion and solutions to specific problems will be emphasized.

SM 27 WE "Meet West End Games/Coming Attractions"
B/40/NC/1R/2H Fri 1900

West End's staff discuss their lives and loves, perils and passion, their fears and hopes, and their desire to MAKE BIG BUX. A free-for-all open to the scrutiny of the general public.

SM 28 GAMA "GAMA Meeting"
F/40/NC/1R/3H Fri 2000

By invitation, or GAMA membership only.

SM 29 ADB "Star Fleet Academy-Course in Advanced Tactics"
D/60/\$1/1R/3H Fri 2000

A course in applied tactics conducted by the senior playtesters. What to do when surrounded by plasma torpedoes. How to survive drones. When to boogie. Do pseudo-fighters have more fun? ESG's got you down? The "Ace" pilots will tell you their tricks and traps.

SM 30 FA "Starship Dry Dock"
B/20/\$4/1R/2H Fri 2000

Participants learn to assemble and paint starships from "Star Trek" universe. Discover the magic of lettering and detailing spaceships. The \$4 fee includes a FASA starship model and paint will be provided.

SM 31 VG "Continuous James Bond Demo"
A/4/NC/1R/1H Sat 0900

See SM 06.

SM 32 TSR "Introduction to Marvel Hero's"
A/10/NC/1R/1H Sat 1000

Come learn to play TSR's new superhero role-playing game *Marvel Hero's*. Dave "Zeb" Cook explains all and gives tips on character building, NPC interaction and hints to successful gaming. New session starts every hour.

SM 33 GL "Planet Building in Traveller"
D/20/NC/1R/2H Sat 1000

See SM 07.

SM 34 FB "Everything You Wanted to Know About T&T, But Had No One to Ask"
B/30/NC/1R/2H Sat 1000

Liz Danforth and Michael Stackpole head this Q&A session about *Tunnels & Trolls*, the system that laughs at the concept of positional combat. Come learn about the second oldest role-playing game around.

SM 35 WE "West End's F & SF Games"
A/30/NC/1R/2H Sat 1000

The speakers talk about West End's recently released *WEB AND STARSHIP* game, about the *AD ASTRA* game/book series, and about West End's future plans for a complete line of science fiction and fantasy board and role-playing games.

SM 36 GDG "Do Modern Games Have Anything To Do With Reality?"
C/30/\$1/1R/2H Sat 1000

When designing a historical game, a designer has a historical record to rely on, at least. However, no one knows what another major war would really be like. In the light of this, how accurate are modern games? What assumptions must modern game designers make to design reasonable games?

SM 37 AH "Advanced Squad Leader-What to Expect"
D/60/NC/1R/1H Sat 1000

Don Greenwood describes the progress being made on the *Advanced Squad Leader* project for fans of the system. A current draft of the rules will be given away as a doorprize to a playtest volunteer.

SM 38 RG "Meet the Rag Men"
C/40/NC/1R/1H Sat 1100

An informal meeting with some of the guiding

forces behind *Ragnarok Enterprises*, including at least two editors of *ABYSS* magazine, as well as authors of such innovative games as *Ysgarh, To Challenge Tomorrow, Middle Passage, Field of Honor, and Duel Magical*. We'll look at where *Ragnarok* is going, see some upcoming releases, and discuss *Ragnarok's* philosophy to produce games for the growing market of more mature and imaginative gamers.

SM 39 CH "Runequest III - A Discussion"
B/30/NC/1R/1H Sat 1100

The Chaosium staff discuss the all new, improved *Runequest III*. A Q & A session will follow the presentation.

SM 40 JP "Just Ask The Designer"
C/30/\$2/1R/2H Sat 1100

Ever wonder why things turned out the way they did in some of your favorite games? *Grogard* John Prados brought you some of them, including the well-known designs *Third Reich, Spies, Pearl Harbor, Kanev, Panzerkrieg, and Sinai Front*. Here, the designer turns up to answer your questions about his games.

SM 41 ICE "ICE's New World-LOREMASTER"
C/60/NC/1R/2H Sat 1200

Peter Fenlon, etc., will conduct a seminar on ICE's *New World of Loremaster*, including the *Cloudriders of Tanara, Vog Mug*, and the *Ironwind*.

SM 42 RB "Reviewing Games: The How's, Why's, and Where Fore's"
D/60/\$1/1R/2H Sat 1200

The industry's leading game reviewer and one of its foremost designers, discusses the state-of-the-art today, and what goes into critiquing a game. Lots of references to specific games...and definitely "no holds barred".

SM 43 MF "Meet Mayfair"
C/30/NC/1R/2H Sat 1300

Mayfair Games has become an industry leader in the field of licensed games & role playing modules. Come and meet the people who brought you *Sanctuary, Empire Builder, Dark Folk*, and *The Dragonriders of Pern*, or just come to see their crazed juggler.

SM 44 AH "Avalon Hill's Open Seminar"
B/60/NC/1R/2H Sat 1400

A seminar so open that details are wasted here.

SM 45 VP "Matrix X 10: Slide Portfolio of Current SF/Fantasy Art"
B/60/NC/1R/2H Sat 1400

The work of 10 current SF/Fantasy book illustrators, with emphasis on how their work is being used in the gaming field. Boris, Whelan, Rowena, Victoria, Hildebrandt, and others.

SM 46 GDG "How Valid Are Modern Games?"
C/40/\$1/1R/2H Sat 1400

Are modern games faithful replications of possible modern warfare? Are they useful as predictive tools, or do they simply reflect the suppositions and prejudices of the designer? What factors make commercial modern games more or less accurate than military *Kriegsspiels* and computer simulations? How can designers avoid the major pitfalls leading to unrealistic predictions?

SM 47 ICE "Middle Earth Role Playing"
B/30/NC/1R/2H Sat 1400

Coleman Charlton, etc., will conduct a seminar/discussion of ICE's new module, *Middle Earth Role Playing (MERP)*. This is a basic rules system to help aid beginners and experienced gamers alike in the world of Middle Earth.

SM 48 TFG "BHLH's History of the Second World War"
C/30/\$1/1R/2H Sat 1500

Background on "Hitler Turns Against Russia" and information on upcoming games in this monumental wargaming series.

SM 49 CH "Runequest III-A Discussion"
B/30/NC/1R/1H Sat 1500

See SM 39.

SM 50 CP "Role-Up a Character"
B/30/NC/1R/2H Sat 1500

See SM 01.

SM 51 GDG "Does History Begin in 1860?"
C/60/\$1/1R/2H Sat 1500

Two years ago, it was claimed that historical games were dead. In the last year, a tremendous number of historical games have been published-all of them dealing with the Civil War, World War II, or the Modern Era. Are Napoleonic and Ancients finished? Will the increased popularity of historical games be enduring, or is it only an artifact of SPI's demise? Why do publishers ignore anything that happens before 1860?

SM 52 FA "Operation Armeaggon: Simulating Starship Combat on a Strategic Scale"
C/60/NC/1R/2H Sat 1600

An open discussion of the various types of starship combat campaign games that are under development at FASA and how you can start playing them now.

SM 53 RG "Gamemaster Seminar"

D/30/\$3/1R/2H Sat 1600

A group of widely experienced GMs will discuss problems and possibilities in running role-playing games, looking at new and old problems and ways to deal with them. A major part of the seminar will be questions from the audience and attempts to find answers for them drawing on a quarter century of experience.

SM 54 WE "Killer Angels-Lee's Campaign in Pennsylvania"
C/40/NC/1R/2H Sat 1600

All four developers and both designers talk about West End's sophisticated and challenging game, and why it took so long for it to be completed.

SM 55 JP "Simulation Corner"
C/30/\$2/1R/2H Sat 1700

Game designer, reviewer, and columnist John Prados shares impressions of industry trends, hobby gossip and great simulation stories. The concerns of the audience form the content of the seminar.

SM 56 CP "Weaving Illusions"
D/30/NC/1R/4H Sat 1800

Storytelling techniques will be discussed and demonstrated for game masters who want to add drama and excitement to their games.

SM 57 GAMA "Origins Award Ceremony"
A/100/NC/1R/3H Sat 1900

This is it! See the Drama 'nd Excitement of the H.G. Wells and Charles Robert award ceremonies. Who won what, etc. Y'All come, Ya Hear!

SM 58 RB "Creative Character Design"
D/40/\$2/1R/3H Sat 1900

A panel of master role-players will look at ways to make role-playing characters more believable, more interesting, and more fun to play by emphasizing personality and imaginative creativity. They will take questions and look at specific problems or ideas from the audience.

SM 59 CH "Call of Cthululu"
B/30/NC/1R/2H Sat 1900

Sandy Peterson, author of *C-of-C*, will head this open forum on *Call of Cthululu*.

SM 60 ADB "Star Fleet Battles-The Seminar"
C/60/\$1/1R/3H Sat 2100

Star Fleet Battles and the *Star Fleet Universe*. Where it came from, where it is, and where it is going. Preview of upcoming products. Explanations of all design decisions made over the last five years. Answer and questions, including those that start with "Why?"

SM 61 VG "Continuous James Bond Demonstration"
A/4/NC/1R/1H Sun 0900

See SM 06.

SM 62 TSR "Introduction to Marvel Heros"
A/10/NC/1R/1H Sun 1000

See SM 32.

SM 63 ADB "SFB-Design Workshop"
C/30/NC/1R/3H Sun 1000

An informal setting. Learn the best way to submit new ships, scenarios, rules, etc. for possible use in the *Star Fleet Universe*. The designer and the committee will be there and are prepared to evaluate your submissions on the spot.

SM 64 FBI "History of Rhalph, or Why There Are No Maps of the T & T World"
B/40/NC/1R/1H Sun 1000

Liz Danforth and Michael Stackpole will discuss, up close and personal, the *Phoenix T & T Campaign*. Helpful hints to improve your own campaign. Also, Mike will explain why none of his characters ever make it to 3rd Level.

SM 65 CP "Designing Your Campaign World"
D/20/NC/1R/2H Sun 1000

See SM 04.

SM 66 CH "Runequest III"
A/30/NC/1R/2H Sun 1100

No details at press time.

SM 67 JP "Innovation In Game Design"
C/40/\$2/1R/2H Sun 1300

What is "new" in a game? Is newer better? Does innovation matter? A provocative exploration of trends in game design by veteran innovator John Prados. Examples from actual games and a discussion with the audience along with commentary on directions taken by game publishers.

SM 68 CP "Mapping for Historical Campaigns"
B/30/NC/1R/2H Sun 1300

See SM 02.

SM 69 CP "Scorched Scrolls and Tiny Treasures"
B/30/NC/1R/2H Sun 1300

See SM 03.

SM 70 RG "Games Into Print: Doing It Yourself"
C/30/\$1/1R/2H Sun 1500

A successful small-scale game publisher looks at how you can publish your own games, aids, and magazines, and actually make money on them. Everything will be covered from design to printing to marketing. We'll look at your ideas and give some ideas on how you can best get

them into print.

SM 71 PS "Ask The Pacesetters"
B/60/NC/1R/1H Sun 1500

Discuss the latest in games, game design, or anything else with Mark Acres, Gall Sanchez, Garry Spiegle, Troy Denning, and Steve Sullivan. Find out how they formed their own company...or get tips on writing your own game! Whether your question is big or small, professional or amateur, loaded or otherwise, these are the people to ask!

SM 72 DR "Do Good Games Make Good Books?"
B/60/NC/1R/2H Fri 1200

Designers from the gaming industry tell their experiences in converting popular games into fiction.

SM 73 DR "Do Good Books Make Good Games?"
B/60/NC/1R/2H Fri 1400

Science Fiction and Fantasy authors discuss how successfully their books have been converted into games and their feelings on the market as a whole. Writers include Aspirin, Cheryh, Roberson, and Saberhagen.

SM 74 DR "Bob Aspirin: Readings plus Q&A"
A/60/NC/1R/2H Fri 1600

Bob Aspirin, editor of the Thieves World series and author of the "Myth" books, will give a reading and then a question and answer session.

SM 75 DR "C. J. Cheryh: Reading plus Q&A"
A/60/NC/1R/2H Sat 1000

C. J. Cheryh, author, will give a reading with a question and answer session to follow.

SM 76 DR "Getting Published - How to Advice for Beginning Writers"
C/30/NC/1R/2H Sat 1200

Established writer in the field will give advice to hopeful novices on the ins and outs of the writing field. Authors include: Aspirin, Cheryh, Roberson, and Saberhagen.

SM 77 CGW "Computer Games - Fad or Future"
B/60/NC/1R/2H Sat 1500

Computer experts, Chris Crawford (Atari), Joel Billings (SSI), Dan Bunter (Electronic Arts), Richard Garriott (Origins Systems), Mike Cullum (Avalon Hill Micro Computer) and Sid Mier of Micro Prose discuss the state of the art.

SM 78 DR "World Building for Gamers and Writers"
C/60/NC/1R/2H Sat 1800

Professional Science Fiction and Fantasy writers will discuss their methods for constructing fictional worlds. A great seminar for writers and game masters alike. Writers include: Cheryh, Aspirin, Saberhagen, and Roberson.

SM 79 DR "Fred Saberhagen: Reading plus Q&A"
B/40/NC/1R/2H Sun 1100

Fred Saberhagen, author of the popular *Berserker* series, will present a reading with a question and answer session afterwards.

SM 80 DR "Jennifer Roberson: Reading plus Q&A"
B/40/NC/1R/2H Sun 1200

Jennifer Roberson, authoress of *Shapechanger*, reads from her latest novel with a question and answer session following.

SM 81 DR "Dealers Seminar: Why You Should Stock Computer Games"
C/30/NC/1R/2H Sun 1300

An informal dealers seminar on the Do's and Dont's of computer games. Why dealers who do not stock them are losing potential sales. This seminar will deal with: types of games available, how to stock and display and how to sell software.

SM 82 MAN "Manly Assoc. of Wargamers - Midnight Twelve Pack Curl & Quart Clean & Drink"
F/20/Six Pack/ooR/8H Midnite

M.A.N. - The Manly Association of Wargamers will exhibit the true art of *macho* and the reason they put war back in wargames. At the usual place, the usual time, "For Members Only"

SM 83 AT "State of Computer Wargaming"
D/40/\$1/1R/1H Sat 1200

Chris Crawford, *East Front Designer*, will address the state of the computer wargaming industry.

SM 84 AT "Fundamentals of Computer Wargame Design"
D/40/\$1/1R/1H Sat 1800

Atari's top wargame designer will cover choice of languages, hardware, and the common pitfalls of designing wargames for the computer.

SM 85 VG "Modern Game Seminar"
C/30/\$1/1R/2H Sat 1700

Victory Games designer, Mark Herman, discusses present and future modern projects.

SM 86 GDW "Europa"
D/30/\$1/1R/2H Fri 1400

Rich Banner of GDW discusses upcoming releases for the WWII series, questions and answers to follow.

SM 87 GDW "Third World War/Assault Seminar"
B/30/\$1/1R/2H Sat 1700

Frank Chadwick discusses GDW's two modern wargames, question and answer period to follow.

SM 88 VG "Civil War Seminar"
C/30/\$1/1R/2H Fri 1600

Victory Game designer, Eric Smith, discusses present and future Civil War game projects.

SM 89 GDW "The Traveller Seminar"
B/45/\$1/1R/2H Fri 1700

The designer of the popular science fiction RPG, Mark Miller, discusses the Traveller future, question and answer period to follow.

SM 90 GDW "Alien Seminar"
C/45/\$1/1R/2H Sat 1300

The Traveller design group discusses upcoming Alien modules and will answer questions regarding Alien races for the Traveller Universe.

SM 91 GDW "Journal of Travellers Aid Society Seminar"
C/45/\$1/1R/2H Sun 1300

Loren Wiseman, editor of the Journal answers all questions you have about the Journal of Travellers Aid Society. This seminar is for subscribers and non-subscribers only.

SM 92 VG "James Bond - 007, 6Ms Seminar"
D/30/\$1/1R/1H Sat 1300

This seminar is designed as a graduate course for GMs who run James Bond campaigns. The game designers will give hints on GMing the published adventures, share their experiences running the game, and answer any and all questions posed to them. Those GMs who pre-register will be able to sign up for playtesting future 007 products.

SM 93 VG "Wargame Research"
D/45/\$1/1R/2H Sat 1100

An examination of the types of research needed to design a publishable wargame. Including specific sources and techniques for turning raw data into game system values. A handout will be given to focus the talk.

SM 94 VG "Meet Victory Games"
B/60/NC/1R/1H Fri 1800

Meet the Victory Games staff. Come prepared to ask questions and receive answers concerning the current state of the company and where its going.

SM 95 VG "Wargame Design"
D/30/\$1/1R/2H Fri 1300

An examination of the more important aspects of wargame design to include, but not limited to, sequence of play, map scale, level of complexity, time scale, and configuration of components. A handout will be given to focus the talk.

SM 96 DAG "Comic Book Superheroes & Fantasy Role-Playing"
B/45/NC/1R/1H Fri 1300

The author of the Supergame product line discusses the number and game theory of fantasy role-playing. Subjects covered include: combat systems, probability curves, armor systems, powers, and character growth. Strong emphasis is given to the particulars of playing comic book and bigger-than-life heroes. Insights for new and veteran game players. Q & A will follow.

SM 97 DAG "Comic Book Superheroes & Fantasy Role-Playing"
B/45/NC/1R/1H Sat 1300

The author of the Supergame product line discusses the number and game theory of fantasy role-playing. Subjects covered include: combat systems, probability curves, armor systems, powers, and character growth. Strong emphasis is given to the particulars of playing comic book and bigger-than-life heroes. Insights for new and veteran game players. Q & A will follow.

SM 98 PC "Scratch Building Game Figures"
B/15/NC/1R/1H Fri 1300

Paul Cardwell will demonstrate a technique for designing and making figure models for game playing. This technique requires no sculpting ability. It is primarily applicable to fantasy games, but is useful for all types of figures which are not readily available. Good for custom designing player character figures, with proper armor and weapon types, and it is almost essential for non-standard species. Involves polystyrene plastic with which most modelers are familiar. Easy to shape, glue and paint.

SM 99 PC "Scratch Building Game Figures"
B/15/NC/1R/1H Fri 1700

See SM 98 above for details.

SM 100 VG "James Bond - 007 Players Seminar"
B/45/\$1/1R/1H Fri 1800

This seminar is designed to give the people who play the James Bond Game a chance to discuss the game and its supplements with its designers. Questions will be answered and the future of the game discussed.

DEMONSTRATIONS

The following is a partial and incomplete listing of the various demonstrations that will be presented at ORIGINS 84. Registration will be available at Origins. No pre-registration is available or will be required.

The Companions Present:

Combined Arms Team
Storm the Keep
The Barrow Downs

Empire Games Present:

Waterloo in Miniature

FASA Presents:

The Second Battle For Genesis
Battle for the Magrathea System
The First Intergalactic Shoot Out at the OK Nebula

GDW Presents:

Blue Max
World War II: Command Decision

GameLords Present:

Naked Sword
A Walk Thru Haven

Hero Games Present:

Champions
Espionage
Justice, Inc.

Historical Concepts Present:

Cradle of Civilization
Star Commander

Mayfair Games Present:

Super Hero
Return of the Leggi
Hammer Slammers
Fiction Art
Elly Queen
Dragonriders of Pern

Pacesetters, Ltd. Present:

The Sea Hawk
Timelord
Lost World
TimeMaster
Chill

Terror of Lackland Castle

Lost in the Underworld
Rain of Fire
Mystery of the Mayas
The Past is Future

Paul Cardwell Jr. Presents:

Money Tree - RQ III
Pirate Base

Ragnarok Enterprises Present:

To Challenge Tomorrow
Ysgarth
Middle Passage
Field of Honor

Steve Jackson Games Present:

Armadiol Autoduel Association Championship
Shockwave
GURPG

TSR, Inc. Presents:

Marvel Hero
Conan
Advanced Dungeons & Dragons
Companion Dungeons & Dragons

Victory Games Present:

Ambush
Civil War
James Bond 007

West End Games Present:

Paranoia
Trivia Contest

SPONSOR CODE

ADB: Amarillo Design Bureau
AH: Avalon Hill
AT: Atari
AV: Auto Ventures
CC: C-in-C
CGW: Computer Game World
CH: Chaosium, Inc.
CP: Companions, Inc.
CS: Close Simulations
DAG:
DH: David Helber
DIP: Dipcon
DW: David Ward
EGI: Empire Games, Inc.
FA: FASA
FBI: Flying Buffalo, Inc.
GAMA: Game and Manufacturing Assoc.
GDG: Game Designers Group
GDW: Game Designers Workshop
GGP: Genesis Gaming Products
GHQ:
GL: GameLords
GP: Game Preserve
HC: Historical Concepts
HG: Hero Games
IB: Iron Brigade
ICE: Iron Crown Enterprises
IG: Intergal Games
JH: Jack Hulsey
JP: John Prados
KB: Ken Bunker
LS: Les Manser
MAP: Memphis Area Playtesters
MF: Mayfair Games
MM: Mike McGrail
NO: NOVA
OR: ORIGINS 84
PC: Paul Caldwell
PS: Pacesetters, Ltd.
RB: Richard Berg
RG: Ragnarok
RAL: Ral Partha

RS: Rommie Schultz
SJJ: Steve Jackson Games
SM: Stone Mountain Miniatures
TFG: Task Force Games
TL: Timeline, Inc.
TSR:

TTI: Tri-Tac, Inc.
TX: TEXCON 85
VG: Victory Games, Inc.
VP: Victoria Poyser
WAR: Wargames
WE: West End Games
WWW: World Wide Wargames
YAO: Yaquinto

ORIGINS '84 PAINTING CONTEST: This year we are splitting the competition into three different levels. Youth - 17 and under, Adult - 18 and over, Masters-Past Winners, Professionals and anyone who wants to compete against the very best. A few of the categories are:

Best TSR Player Character
Best Ral Partha Player Character
Best Grenadier Player Character
Best TSR Monster
Best Ral Partha Monster
Best Grenadier Monster
Best TSR Diorama
Best Ral Partha Diorama
Best Ral Partha Historical Unit
Best Grenadier Diorama
Best TSR SF figure
Best Ral Partha SF figure
Best Historical Unit
Best Empire 15mm Napoleonette unit/army
Best Dragon
Best Vehicle

At present, our sponsors are:

TSR
GRENADIER
RAL PARTHA
ORIGINS '84
THE COURIER
DRAGON MAGAZINE
FANTASY & SPACE GAMER
GENESIS GAMING PRODUCTS

Never fear, we will have a category for any and all figures. Trophy for each Best, plus certificates for 2nd & 3rd. Exact categories will be listed in our last progress report, to be mailed out by June 10, 1984. Entry fee is \$1.00 for all entries. **ALL FIGURES MUST BE BASED WITH YOUR NAME & PHONE NUMBER ON THE BOTTOM.**

DOOR PRIZES: This year ORIGINS 84 and GAMA are happy to sponsor the largest give-away in gaming history. Over \$5000 of top line games, game aids and modules will be given away. Every half hour, during exhibit hours, we will draw 3 badge numbers. These numbers will remain active for 3 hours or for 1 hour after the exhibit hall closes, whichever occurs first. To claim a prize, you must go, with your badge, to the ORIGINS 84 booth in the exhibit hall. As soon as you claim your prize, we'll put your number back into the pot, making you eligible once again.

CHAMPION OF CHAMPIONS TOURNAMENT: A unique event for ORIGINS. This tournament will allow all tournament winners a chance to go at each other to determine a true ORIGINS 84 champion. We are keeping the game a secret until Sunday, June 24, when at 1400, we will pass out copies to all entrants. You will have 1 hour to learn the rules. Play will start at 1500. The eventual winner will receive a \$50 gift certificate good at any exhibitor's booth, plus a very special trophy.

GET INTO ORIGINS 84 FREE: As with every major convention, we are always looking for more quality Game Masters. We want GM's in all areas of gaming: Role-playing, Board Games, Miniatures, Monster Games, Computer Games, and all other areas. We are also looking for help with set-up and tear down, plus other non-specific labor jobs. If you are interested in helping to make ORIGINS 84 the premier gaming convention of 1984, and in so doing, getting in FREE, then write to:

**ORIGINS 84
"I WANT TO HELP"**
P. O. Box 59899 Dept G
Dallas, Texas 75229

THANK YOU: The DFW Gamesters, sponsors of ORIGINS 84, wish to thank the following individuals and companies for their continued support: Howard Barasch, Anita Longworth, Kevin Blume, Chris Ward, Al Pare, Ral Partha, Nick Schussler, Grenadier, Genesis Gaming Products, David Kirch, Greg Clayton, Steve Jackson Games, WWW Inc, Frank Chadwick, Mark Swenholz, Ed Andrews, Chris Donahue, Mike Stover, and all the ATLANTACON Inc people for their known and unknown help.

