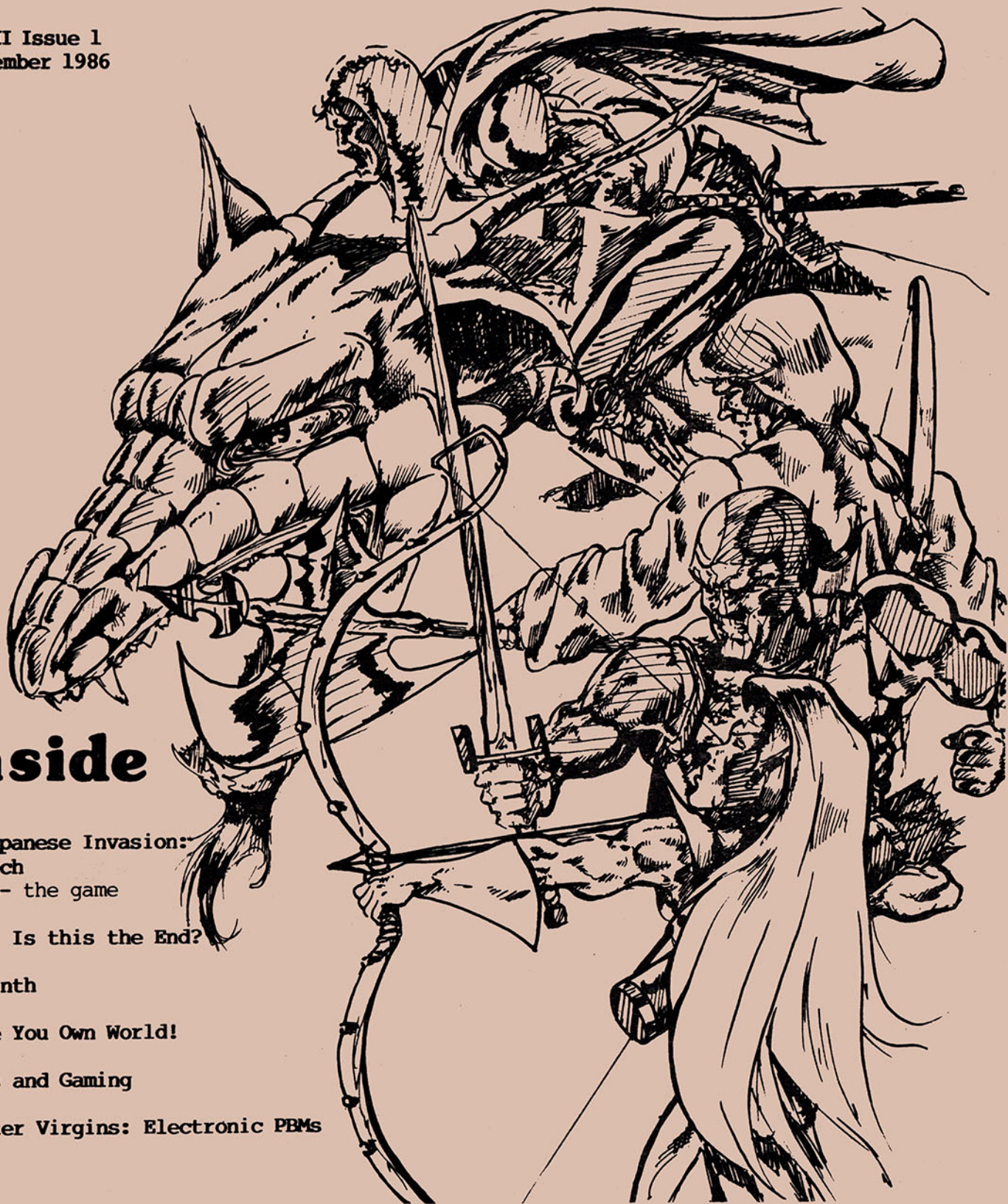


# GATEWAYS

\$1.50

The Progressive Multi-Media Gaming Aid

Vol. II Issue 1  
September 1986



## Inside

The Japanese Invasion:  
Robotech  
Mekton- the game

X-MEN! Is this the End?

Labyrinth

Create You Own World!

Horses and Gaming

Computer Virgins: Electronic PBMs

**Gateways** is published every six weeks in New York City by Gateways Publications Inc. Please note that games and game related items are covered by trademarks owned by the parent companies. The use of any trademark in a review, an illustration, or in any other manner, should not be construed as implying sponsorship or infringement of that trademark.

**Trademarks**

King Gerryd, from "Labyrinth", is a registered trademark of Henson Associates Inc. The X-men, Psylocke, Dazzler, Longshot, and Havoc are registered trademarks of the Marvel Comics Group.  
Mekton is a registered trademark of RTG, Inc.  
Robotech is a registered trademark of Harmony Gold Productions.

**Gateways** welcomes free-lance reviews, articles, scenarios, play aids, illustrations and other works. The staff of **Gateways** assumes no liability for unsolicited manuscripts. Content, unless otherwise indicated, belongs to **Gateways**. All rights reserved. Permission to copy game aids for personal use only is granted. Letters, submissions and questions should be mailed to:

**Gateways Publications Inc.**  
JAF Box 965  
New York, NY 10116

Please include a self-addressed, stamped envelope if the contents are to be returned.

**Front cover**

Patrick Etienne

**Back cover**

Chrysoula Artemis

**Publisher**  
Jeffrey Gomez

**Editor**  
Laura M. Antoniou

**Business  
Manager**  
Greg Sherwood

**Production  
Manager**  
Alan J. Berkson

**Graphic  
Design**  
Kevin K. Kresse

**Publisher's  
Assistant**  
James A. Diviney

**Editorial  
Assistant**  
Jonathan Frater

**Production  
Assistant**  
Joseph J. Johnpoll

**Staff  
Artists**  
Tony Lambert  
Patrick Etienne

**Contributing  
Writers**  
Serge F. Clermont  
Wayne Koh  
A. Joshua Krebs  
Scott Schuler  
Margaret Schnall  
Gary Wolfe

**Contributing  
Artists**  
Chrysoula Artemis

**FEATURES**

**The Japanese Invasion:**  
Japanese Super-Tech stretches  
the boundaries of traditional  
entertainment media.

**Robotech.....6**  
an animated soap?  
**Wayne Koh**

**Mekton.....8**  
an exciting new RPG  
**Gary Wolfe**

**The Sign.....10**  
fiction  
**A. Joshua Krebs**

**The Horse in Role-Playing...20**  
no more horsing around  
**Margaret Schnall**

**DEPARTMENTS**

**From the Tower.....3**

**Howling at the Moon.....4**  
the readers roundtable

**The Tome.....12**  
the how-to's of World Generation  
**Jonathan Frater**

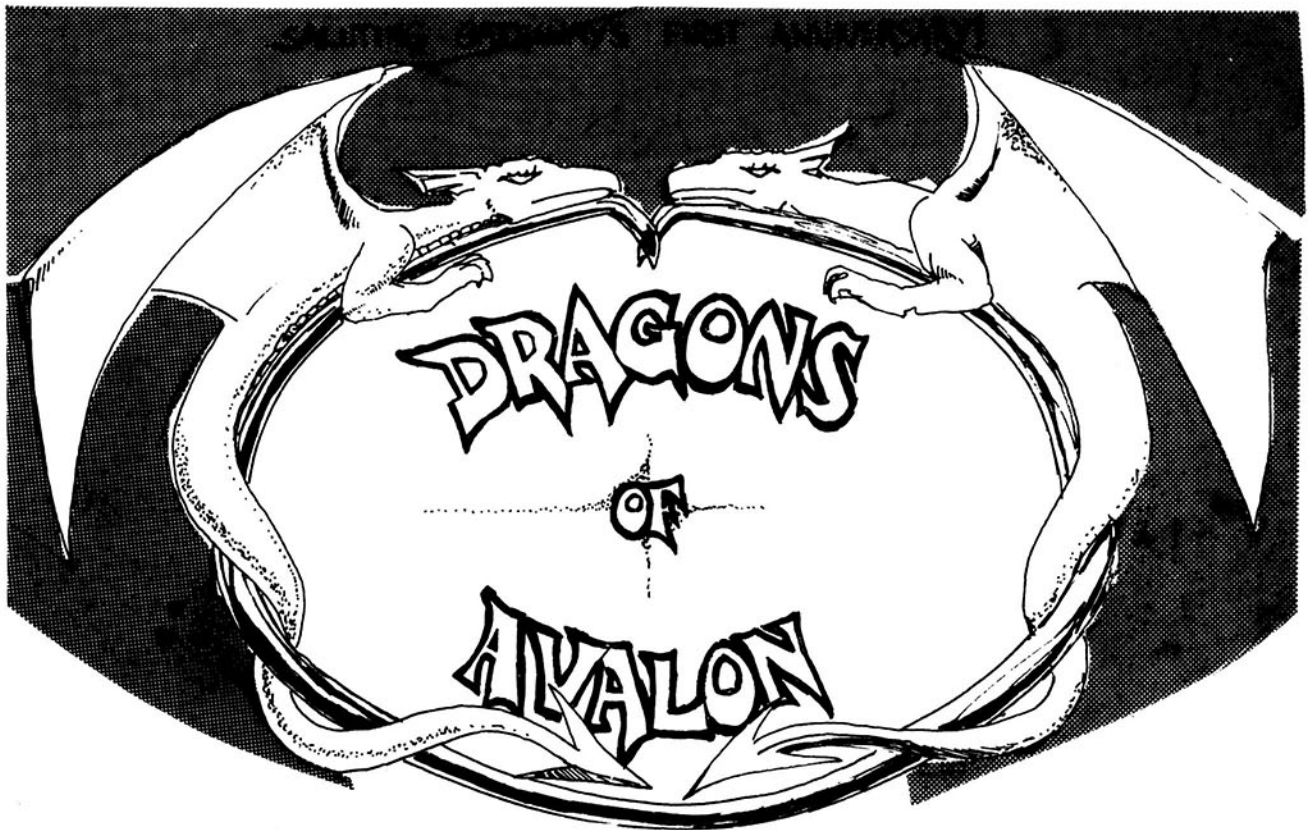
**Comic Book Forum.....16**  
The Death of the X-Men?  
**Serge F. Clermont**

**Once Upon a Time.....22**  
Computer virgins get ready --  
PBMs the easy way?  
**Alan J. Berkson**

**Screenview.....23**  
Labyrinth -- David Bowie meets  
the muppets  
**Scott Schuler**

**Ask the Gatekeeper.....25**

**Cosmic Street Corner.....28**



WARGAMES - RPG'S - JAPANESE KITS - BOOKS  
ABSOLUTELY EVERYTHING IN GAMES & HOBBY SUPPLIES  
ATTENTION DEALERS: WHOLESALE ONLY  
P.O. BOX 550, FOREST HILLS, NY 11375  
TELEPHONE: (718) 849-8969

**SCREENCRAFT**

Get your favorite characters and  
slogans on a T-shirt!

Quality Printing at Low Prices  
\$8.00 per T-shirt  
plus \$1.50 postage

The possibilities are endless! Send original  
art, designs or descriptions with a check or  
money order payable to:

Gateways Publications Inc.  
JAF Box 965, New York, NY 10116



---

# From The Tower

---

## pro\*gres\*sive

making use of or interested in new ideas, findings, or opportunities; moving forward or onward

## mul\*ti\*me\*di\*a

using, involving or encompassing several media, an approach to learning involving those forms

## gam\*ing

the playing of games that simulate actual (or imagined) conditions, such as business or war for testing or training purposes (or for fun).

## aid

to provide what is useful or needed to achieve a desired end.

-- Webster's New Collegiate Dictionary

## gate\*ways

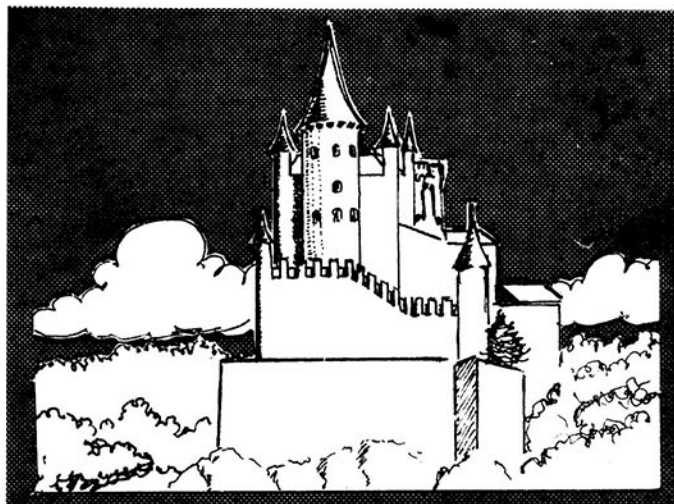
**progressive multimedia gaming aid**

Welcome to the worlds of Gateways. We are an independently produced magazine for and by people dedicated to creativity and imagination. We are engineers, bridging our world with a world that might be, exploring passages that breath life into the impossible and realize the fantastic.

Because of our open minds (and those of our readers) we are not afraid to look at alternatives or travel down untrodden roads. In essence, Gateways is ready to accept your views, your talents, and your ideas as progressive additions to our publication. The wide range of input we receive allows us to produce a magazine which speaks of anything and everything.

Gateways features are timely and informative. **The Japanese Invasion** takes a look at **Robotech**, the blockbuster cartoon series, and **Mekton**, The Game of Japanese Robot Combat.

Margaret Schnall's article, **The Horse in Role-playing**, gives us important insight on how to get the most out of that fine beast



and **The Sign**, by A. Joshua Kreb, is a psychedelic fantasy adventure.

In addition to our fine feature articles are departments which regularly provide a variety of services to our readers. **Howling at the Moon** is the reader's voice. Gateways is your magazine. We want to hear what you have to say.

**The Tome**, Gateways' how-to section, provides information on how to get the most out of the gaming experience. In it's pages, we find everything from **The Finer Art of World Generation** to how to make the most out of your star fleet.

**Comic Book Forum** deals with the what's hot on the ever-changing comic scene, while **Screenview** tunes in on what's happening in film and television.

Need to settle a dispute about gaming? **Ask the Gatekeeper!**

So that's Gateways. Welcome through the first gate, that of readership. You have embarked on a journey into the realms of imagination, where there are no rules, only guidelines. The second gate is action, using what you find within.

I'm waiting with one hand outstretched, just inside the gate. Take my hand, there are millions of gateways just around the next corner.

Laura Antoniou  
Editor

# Howling at the Moon

A forum for your comments, opinions, cries and whispers.

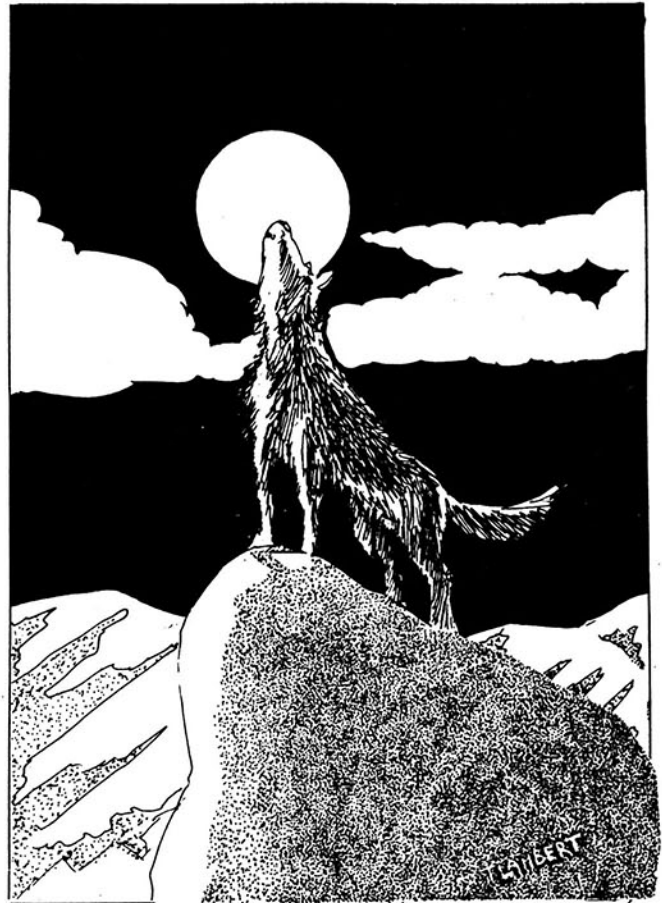
It's usually very hard for someone who's a gamer to articulate and to explain the reason why he plays role-playing games. He often ends up saying, "Cause it's fun," because he can't think of anything else to say. That response runs the risk of sounding really lame, especially when the person you are talking to is unfamiliar with the concept of role-playing, or at least not as involved in it as you are.

It isn't surprising that role gamers are regarded in the same light as most dedicated artists are; fanatical, obsessive, perhaps a little crazy. What surprises me, however, is that other "special interest" groups are not included in the ranks of the borderline insane. Take for instance, football fans. Now if that isn't a group whose collective sanity is often in doubt at times, I don't know what is. Malign a favorite team and you could be lynched. Malign the sport, and thou shall suffer a fate possibly worse than death. Though I suppose football has a right to become a national pastime since it's been around so long, I wonder; would role-playing be tolerated more if gamers sang the Star-Spangled Banner before proceeding to beat the crap out of each other?

Maybe not.

There has been an uneasy and mostly condescending attitude about role-playing games (RPG's) pervading everyday society and it's perceptions, resulting in a phenomenon which I have dubbed "the closet gamer syndrome." It happens when a gamer feels so much pressure and guilt from his peers, friends and parents that he begins living a double life. When not associating with the people that he usually plays with, he avoids the subject of gaming like the plague and refuses to be associated with the stigma of being a gamer. He will deny or even denigrate involvement with the pastime in order to alleviate any suspicion that he is a GAMER (dramatic music, please!). Sound ridiculous? Wait, it gets worse. Sometimes the gamer suffering from this syndrome is afflicted with a specialized form of paranoia; he refuses to even speak about anything remotely connected with RPG's in public even when he is with his fellow gamers.

Now, this only makes things worse for gamers in the long run. Shame and closemouthedness is what contributes to open speculation such as "What are those gamers trying to hide?" Give us a break, we've got enough problems. Because the stress in role-playing is imaginative interaction, everyone mistakes that for a psychological aberration: an inability to deal with "real life." What people don't realize is that most gamers have to have some maturity in order to avoid reducing role-playing to a giant game of "Let's Pretend." In its simplest form, it's that, but it's also much more than that.



Maturity is what differentiates, say, actors in some play from children playing makebelieve. In order to present the characters they portray with clarity, the stage actors must themselves be grounded in reality. They must know what the audience will see, so fantasy and reality must be handled carefully without blurring the lines. Children can't do that because most of their world is fantasy; they are still lacking in experience.

All right, gamers can be young. Most of them tend to be between the ages of twelve and fourteen when they start gaming. The minimum age printed on the boxes or rule books for a gaming system is usually ten. The reasoning behind this, I think, is that the companies that put out these games believe that by this age a potential gamer should be able to realize the border between fantasy and reality, i.e. this is a game. Personally, though, I recommend that the minimum age be brought up to sixteen. Reason? It's too easy to get your priorities confused before then. At sixteen, you've already started thinking about what you're going to do with your life, and you should have an idea when fun ends and life begins.

The spirit of role-playing seems to be dying out because gamers are beginning to doubt themselves and the rightness of what they are doing. With this letter I hope I've made some out there aware that someone knows the pressure we're getting and is trying to pinpoint the problem so we can get rid of it. How? By sticking to our principles as gamers and not giving up such a great hobby because people tell us to. We don't do it for other people, we do it for ourselves, because it's what we like to do.

Vive le role-playing!  
Serge F. Clermont  
Queens, New York



I don't believe anyone should feel intimidated to speak about anything! If someone does not have enough confidence in himself to discuss his thoughts or feelings openly, then maybe this person does not have the maturity to play. (Maturity was another previously discussed issue.) The flip side is that no gamer, whether around other players or not should limit their discussions to game related topics. (When outside of a gaming environment, of course.)

An observation I've made of gamers in general is that most of them possess a vast imagination, each unique unto the individual. If all conversations revolve only around gaming, I feel this imagination will not be able to absorb new experiences and, in time, it will lose its ability to expand, and may even shrink and lose the amount of creativity it once had.

Don't think I'm anti-gaming, I'm not. I have played in the past, I'm not involved at present, and I cannot begin to describe the experience I've gained from all those "other worlds" and personas. It's an escape! A way to fantasize and live a reality, simultaneously. It literally took me half way around the world!!! (If you know me, you know how so. If not ask someone who does.)

Anyway, all I want to say in conclusion is this: to those of you who are gamers, just don't let your mind close. When your imagination dies, so does the world of fantasy and dreams. (If you want this proven, try the movie or book The Never Ending Story.) To those of you who are new gamers, or contemplating playing, you can have the best of both worlds, the realities you want (or don't want, at times), the past, present, future... I could go on forever. To you, just try it! Make your own decisions.

Nyla Moshlak  
Queens, New York



I agree that the outrageous (and unfounded) charges made against RPG's, particularly AD&D (and the resulting media coverage of these charges, but not the refutations), have caused everyone who enjoys role-playing to be at least somewhat self-conscious of what others may think of their hobby. This is perpetuated by the continuing misunderstandings about the nature of RPG's, even by those that play them.

Mr. Clermont supposes that a manufacturer's reasoning behind giving the minimum recommended age of 10 for most role-playing games to be because "the companies that put out these games consider that by this age a potential gamer should realize the border between fantasy and reality." NOT so. It is simply because role playing games are so complex. If you play RPG's, you may not think so, but consider a person with no experience with RPG's, and only a MONOPOLY / RISK / TRIVIAL PURSUIT background! the volume of rules needed to master a RPG is indeed awesome. For instance, the AD&D Player's Handbook is over 120 pages of small print, and even that is not enough to play the game! RPGs are not for the impatient, but there are a large number of very bright twelve-, eleven-, and ten-year-olds who can handle the rules easily. The manufacturer's recommended age is simply that, a recommenda-

continued on page 19

---

# Robotech

Wayne Koh

---

A few months ago I was but a lowly red-jacketed security guard at Bloomingdale's. I had taken a leave of absence from school to experience "real life." Surprise! Real life meant forty plus hours a week of glaring at customers and straining to be polite. I had little time for friends or gaming, and I guess you could say that there was little in the way of movies, TV or video to really get excited about those days. But behold, ye elder gods were smiling upon me! A recent golden sunrise supplied this weary worker with just the remedy for obnoxious customers and evasive fashion models--The Saga of **ROBOTECH**.

The year is 2009 A.D. The earth is being invaded by a fleet of giant alien space ships capable of destroying the entire planet in seconds. Mankind's only hope for survival lies in the secrets of **Robotech**, an ancient science used to create powerful robotic weapons systems and interstellar spacecraft. Ten years earlier, in the midst of World War III, a mysterious unmanned Space Battle Fortress (later designated Super Dimension Fortress 1 or SDF-1) had crashed into an island in the Pacific Ocean. It contained information that a newly United Earth Defense Force used to develop its own Robotechnology. Now, still only beginning to understand their immense alien craft, the young and inexperienced crew of the reconditioned SDF-1 face the nearly impossible task of saving their own skins, but protecting the lives of all humanity as well. The ongoing adventure involving the lives and loves of the ship's largely teenaged populace, is both wildly colorful and touchingly tragic in the face of war's ravages.

Frankly, I was stunned! Here was a cartoon series that could barely contain its excitement and passion. From its first episode, **ROBOTECH** establishes its own futuristic universe and plays by a set of rules that struck me as being very familiar; "real life" rings a bell! When our young hero Rick Hunter arrives upon the scene, for example, he speaks with Lt. Roy Fokker

as if they both had pasts, feelings, and destinies! A few lines of dialogue added three dimensions--two more than contained in the entire ten year history of Scooby Doo! And get this: the good guys don't always win. In fact, they lose big-time in Episode One and actually suffer for it. Each character had a reason to be around, a background and motivation, even if it was not revealed in an early episode. They were realistic and believable, and the plot sparkled and exploded with each half hour.

**The Macross Saga**, in itself a complete and sweeping science fiction war story, comprised only the first third of **Robotech**, an epic that spans some 60 years in the telling, with the **Robotech Masters** and **The New Generation** currently rounding out the tale. All three parts revolve around the battle for **protoculture**, a substance that falls into the possession of the people of Earth in the form of the gigantic space fortress Macross. **Protoculture** is the essence of Robotechnology, a mysterious, incredible energy source, and it also doubles as a rather grown-up metaphor for love and (gulp!) free sexuality. And everybody (thing?!) wants it!

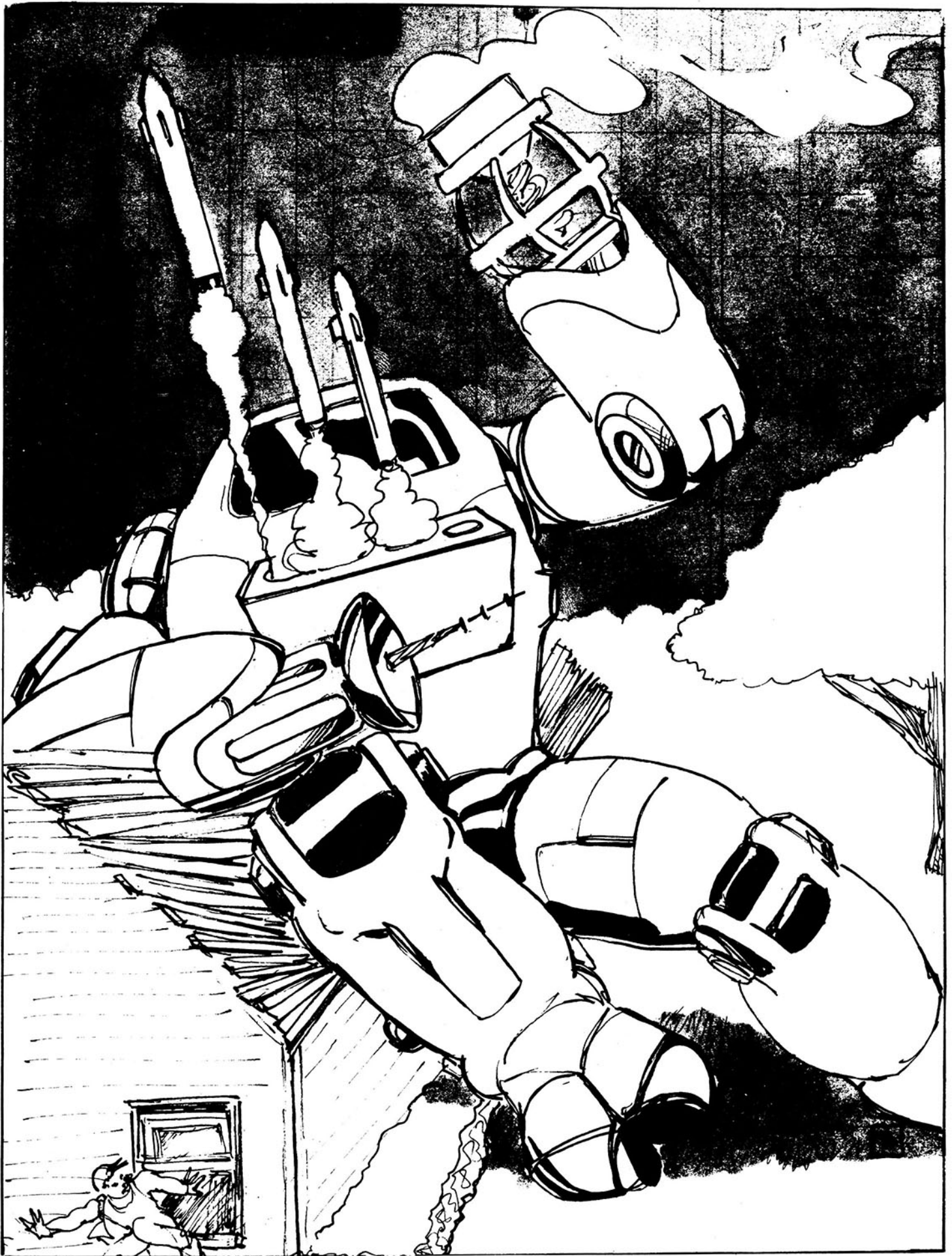
But is this all really American, you ask? The answer is, well, no and yes. Certainly, the current crop of Saturday morning kidvid would never air such scenes as pacifist Lynn Kyle's swigging a bottle of booze, or Rick Hunter's making the sign of the cross after the death of Ben, his fellow fighter pilot. As anyone familiar with **Starblazers** or **Battle of the Planets** might guess, **Robotech** was originally created in Japan at Tatsunoko Studios as three separate and relatively unrelated serials to be aired as nightly after-homework fare for bright but action-hungry youngsters.

Enter Harmony Gold. Producer Carl Macek, on a search for cartoon series for international distribution, pulled **Macross** and two less successful serials from the studio's library. The fact that all three had similar themes and visuals combined with a true stroke of inspiration on the part of Macek produced what would become **Robotech**. Back in the United States, Harmony Gold Productions went to work commissioning the megaserial's many spectacular musical themes and songs (some have

continued on page 26







# The Force of Mekton

Gary Wolfe

Alarms wake you from your sleep! The base is under attack! You dash into the hall and race towards the hanger for your huge Mekton, your personal fighting machine. Climbing into the cockpit as the hanger doors open, you switch the controls on. There's a deafening roar. On to battle!

Mektons are the most feared weapons, with the most powerful energy source mankind has developed. It would take over a hundred well armed men to even threaten such a machine.

This is the setting of Mekton, The Game of Japanese Robot Combat. If you aren't sure exactly what is going on, just watch one of the Japanese animated shows played on many independent television stations. These shows have complicated plots and furious action sequences, all of which the game emulates.

Mekton is actually two games in one. The first third of the 100 page book contains the rules for a board/war game, in which players design and construct robots to do battle against each other. The remainder of the manual contains rules to create a complete role-playing environment.

The game itself design is straight forward. The author does not waste time justifying all his rules, but will occasionally give an explanation for a particularly odd rule (such as being able to jump twenty

feet from a standing start). This is a system in which all-out realism is sacrificed for the enjoyment of the game. All the tables and die rolls are easy to understand. However, the system does not consider many factors into combat such as the use of armor, cover, movement, or specific hit locations. It's a pleasant mix of being easy to use without being boring. The rule book is fast reading and nicely laid out.

The war game aspect of Mekton is an interesting experience. The players all decide on a set number of "construction points," making the potential armor, weapons and strength of their mektons equal and limited. The players have creative license to design their own robots as long as they stay within the limit. How much armor should be used? Should more points be spent on weapons? Different strategies make it challenging! Robot combat allows for missiles, lasers, large melee weapons, grappling and ramming. There is plenty of room for creative strategies in robot construction and robot combat as well.

While the board game section is great for occasional games, many players will find themselves wanting more of a plotline or perhaps a campaign game. The role-playing aspect of Mekton contains a fascinating method for creating a plot. Characters are created as they would be in most

RPG's, but Mekton adds a flow chart called "Life-path" which gives your character an interesting background. The results of the flowchart are not exact, but allow you to elaborate. For example, if the chart says that you lost a lover, perhaps you decide that it was your arch-nemesis who successfully plotted to break up your romance.

All the basic RPG rules you need are here, but there is not too much written on how to create original scenarios. There is a description of a planet and four major societies, but the referee, as in any system, is in for a lot of work.

For under fifteen dollars, Mekton gives you an enjoyable RPG that's a little different.



Mekton is a registered trademark of RTG, Inc. For more information write: R. Talsorian Games Inc. Box 2288 Aptos, CA 95001-2288

Gary Wolfe is a free-lance writer working out of Florida.

# The Sign

by A. Joshua Krieb



It read NO.

Just NO.

There were no exclamation points, no pretty scrolled borders or underline. Just the "NO" printed boldly, black on white. It's size was deceptive. The edges seemed to fade into the surface of the marble wall, giving the sign and its message an immeasurable, infinite quality. This was intentional.

Ioj stood alone against the expanse of the wall. He was numbed at how truly alone he really was. Numb, but not surprised. This, undoubtedly, was how it was meant to be. The Sanctum of Not had such an effect on people and Ioj had known it would be no different for him. The "Game" seemed part of the past now. The adventure was over. His friends were gone and with them went his heart, his strength, his resolve. He knew he was the only one left. His life had always been a struggle and now there was only himself to fight for. Was it worth it? Without a cause he was nothing -- he had nothing. All that were left to him were questions.

"Tell me who you are. Tell me what you want from me." He tilted his head back, arms stretched out, pleading. He felt the answer like a cold whisper: No. The stillness was suffocating.

"What happened to Nalah, to Avica? Tell me what you have done with them. It was confident, insistent: No.

He swept his hands across the cold marble, groping, searching for some clue. He was losing and he knew it.

"Will you tell me why? Won't you tell me what you want from me?" He pressed his hands to ears and ground his teeth against the mounting pressure. No.

There was no pain, just void. The pressure crushed his senses. He threw himself against the wall, pounding desperately. "Let me go!" The answer was screaming inside him, tearing him apart. No!

"Haven't you taken enough from me?" Ioj's bent frame trembled in the stillness of the Sanctum. He looked up, fists clenched. "Aren't you finished yet? Can't I have some rest?" It read NO. Just NO. There were no exclamations, no scrolled borders, no underline.

"Is there anything left to live for?" he cried, lost in despair. The void only deepened. The answer was apparent. No.

Ioj felt the numbness spreading. He stood with his back against the wall and slowly slid to the ground. The wall felt cold against his sweat-soaked back.

"Is this the end?" No. The answer was the same. But



the meaning was different. The significance of the answer almost eluded him.

"Are you going to kill me?" ...no.

Ioj stumbled to his feet, turning slowly to face the wall. Something was... different. The pressure was no longer inside him, but outside, somehow.

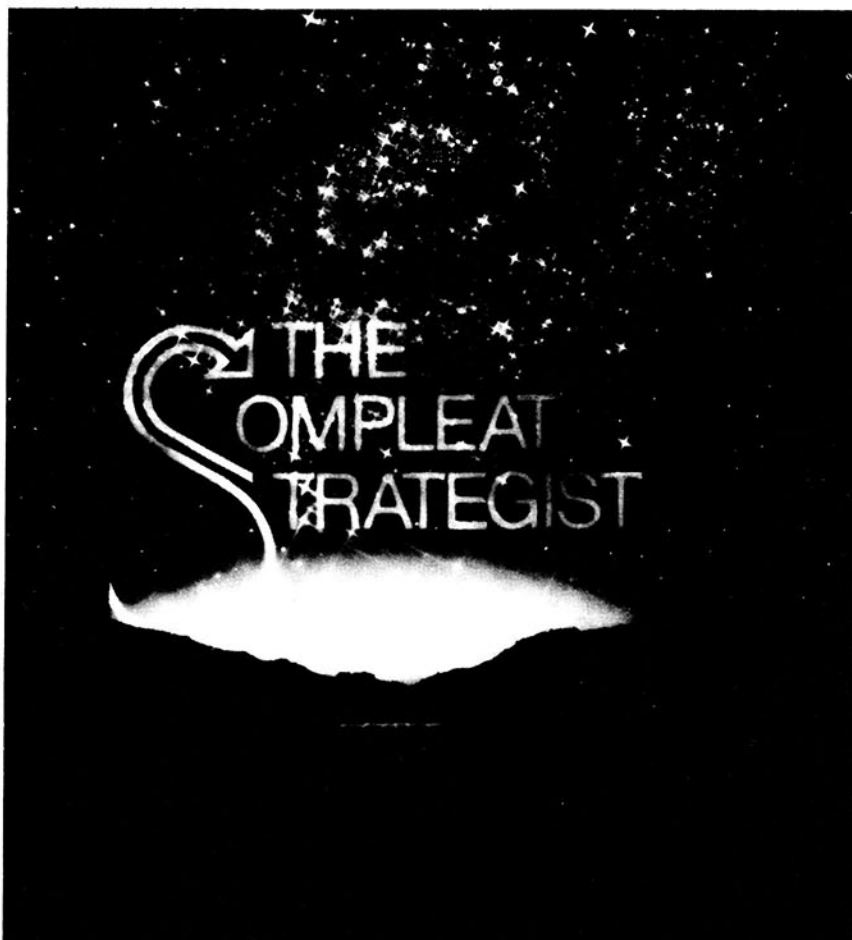
He stepped back, poised in thought.

"Are you keeping me here?" More hesitation...no...

Suddenly, he laughed. The pieces fell into place. It was all simple now. He stood up and faced the sign and saw it for what it was.

"Are you real?" he asked, more a statement than a question. His lips curved up into a smile. There was no answer.

Ioj opened his eyes and blinked in the bright sunlight. Though his body was still shaken by the effects of the drug, his mind was free. He smiled. He knew he was lucky this time.



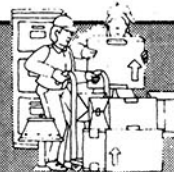
## Your Newest Adventure Lies on the Horizon

Visit any of our fantasy and adventure game headquarters today. Or call toll free to order games and accessories. At THE COMPLETE STRATEGIST you can put your imagination in flight.

For prompt mail order service call:

**TOLL FREE 800-225-4344** Amex/MC/Visa accepted. \$10. minimum.

**We've Moved Our Store:**



**OUR BRAND NEW ADDRESS:**

**IN MARYLAND:**  
THE COMPLETE STRATEGIST  
231 Park Avenue  
Baltimore, MD 21201  
(301) 752-1493

**IN NEW YORK:**  
THE COMPLETE STRATEGIST, INC.  
11 East 33rd Street  
NEW YORK CITY, NY 10016  
(212) 685-3880 685-3881

**THE COMPLETE STRATEGIST**  
320 West 57 Street  
NEW YORK, NEW YORK 10019  
(212) 582-1272

**IN MASSACHUSETTS:**  
THE COMPLETE STRATEGIST  
[STRATEGY & FANTASY WORLD]  
201 Massachusetts Avenue  
BOSTON, MASSACHUSETTS 02115  
(617) 267-2451

**IN VIRGINIA:**  
THE COMPLETE STRATEGIST  
[STRATEGY & FANTASY WORLD]  
103 E. Broad Street  
FALLS CHURCH, VA 22046  
(703) 532-2477

**IN NEW JERSEY:**  
THE COMPLETE STRATEGIST  
215 Glenridge Ave  
MONTCLAIR, NEW JERSEY 07042  
(201) 744-6622

**IN FLORIDA:**  
THE COMPLETE STRATEGIST  
5406 8 Sirling Road  
DAVIE, FLORIDA 33314  
(305) 961-5680

**IN PENNSYLVANIA:**  
THE COMPLETE STRATEGIST  
254 West DeKalb Pike  
Valley Forge Shopping Ctr.  
KING OF PRUSSIA, PA 19406  
(215) 265-8562

**THE COMPLETE STRATEGIST**  
[STRATEGY & FANTASY WORLD]  
2011 Walnut Street  
PHILADELPHIA, PENNSYLVANIA 19103  
(215) 563-2960

---

# The Tome

---



## The Finer Art of World Generation - Part I

... So we went down these flight of stairs, right, and like the third and fifth steps were trapped with some gas bombs, and then once we got down to the main hall, a whole bunch of bugbears came swarming up out of nowhere, and in the room down the hall, we almost got blown away by these wraiths and then we finally found the place's treasure room ..."

Of all the types of AD&D adventures and campaigns, the one which most people seem to be drawn to is the one that involves the ever-popular dungeon raid. Actually, there is really nothing wrong with dungeons if one happens to like that sort of thing, but the beginning DM should realize that there must be more to the campaign if he or she expects it to continue for an extended period of time. Raiding dungeons can be fun for a while, but this can get boring after too long. Bored players leave games. This short series of articles is intended for those DMs who are just starting out, or advanced DMs who are looking for a change.

### Laws of Creation

Basically, the kind of world that you develop will depend on the game you intend to run. Do you want many players or few? Do you want to dive right into the mainstream of things, or take it slowly? The choice is up to you (after all, it is your world). There are three things that must always be kept in mind when designing a game: logic, consistency, and variety.

### **Logic**

Logic may not make the world go around but it is the one thing that can keep the world from falling apart. No matter what your world is like, there are always going to be

things that **can** be and others that can't possibly be. The most blatantly abused laws are the laws of physics. Face it. If a character falls from a 5000 ft. cliff with no means of slowing or stopping the fall, then that character is a definite write-off. Not a pleasant fact, but a fact nonetheless. If country A assassinates the leader of country B and assuming B finds out who did it (a near certainty if the two countries are bitter enemies), then B will almost always retaliate against A. The form of this retaliation will vary with the circumstances, i.e., if B's leader was seen by the populace as being a kind, generous man whose only concern was for his people, then the odds are in favor of B launching some sort of military strike against A, anything from a hit squad of their own to a full-scale war. On the other hand, if B was lead by a cruel, heartless tyrant who was only interested in his own pleasures and was hated by the people, then B's retaliation might be a great deal less severe, say, a nasty letter or even a thank-you note. In short, every cause should have an effect, every action should have a reaction.

### **Consistency**

Another problem many DMs face is consistency. Some DMs, although unintentionally, go around changing their minds as often as their socks. If something works, keep it. It's usually best for a DM to limit his or her changes, whether in rules, plot lines, or whatever, to when something **doesn't** work. And even then, before you change something, ask yourself **why** it doesn't work. In most cases, a simple modification to what you are doing can be just as effective a solution as a complete change. Remember, confusing the players will do a lot of things, but it won't help the game much.

### **Variety**

On the other hand, never making changes or modifications of **any** kind can be just as hazardous. Players don't like confusion, but boredom is even worse. No, this doesn't mean that every session has to be entirely different from all the others. It just means that if you see that your game needs a little push, then by **all** means, push away. If you can't seem to get started, then look around and see what other DMs are doing. If you see an idea, plot, situation, magic item, character, etc. that you like, there's no reason that you shouldn't use it.

Now, keeping these rules in mind, we can begin to build a world. First of all, there's no need to generate a lot of details that you'll never use for the game itself; assume that the sun provides enough heat for life to exist, the gravity is such that it works, and the atmosphere is breathable.

Next, the land itself. The inhabitants are going to need a place to live and the adventurers are going to need a place to adventure. Naturally, there are many different types of terrain to consider, each with advantages and disadvantages.

Most "standard encounter tables" such as



those found in the Dungeon Master's Guide and Monster Manual II will divide areas into two basic groups: civilized and wilderness. Just how civilized or wild an area will be is up to the DM, but keep in mind that one implies the presence of people, the other implies the absence of them. It is also implied that the more people you have in one area, the fewer monsters there'll be (and vice versa), but that's for another time. Deciding what types of terrain to use and where to place them is not usually a problem if you use common sense.

Certainly, forests are essential. Not only do they make great hang-outs for Rangers, Druids, and Elves, but they fill an important ecological niche. Consider: without forests there are relatively few concentrations of trees and plants. Without trees,

carbon dioxide is not converted to oxygen and will eventually result in a smaller animal population. This is a little extreme (and perhaps unrealistic) but the point is there.

Plains are good areas for cities, herd animals of all kinds and farms. The plain is kind of a "universal landscape." With a little work, almost anything can live in these areas.

Jungles and swamps are usually fun places, especially in sub-tropical or tropical climates. This is the place for such pleasures as reptiles, spiders, Amazons and lost civilizations.

And let's not forget the extremes, the most familiar types being deserts and glaciers. Artic conditions include ice caverns, polar bears, Yetis, White Dragons, and in some case, Ice Elves. The desert offers such things as Blue Dragons, gila monsters, tarantulas, desert druids, and a chance of locating an oasis or two.

Don't stop at the obvious things, like the above examples. Almost anything can be fitted into any of the terrain types mentioned, and these are not the only types available. Just remember the three laws. You can't place a desert next to an ice cap, and very few alligators have been found living in fields of wheat (if you can think of a good reason for this, more power to you). Other than that, if you think that it sounds good, use it.

Jonathan Frater

# MEGVERSE

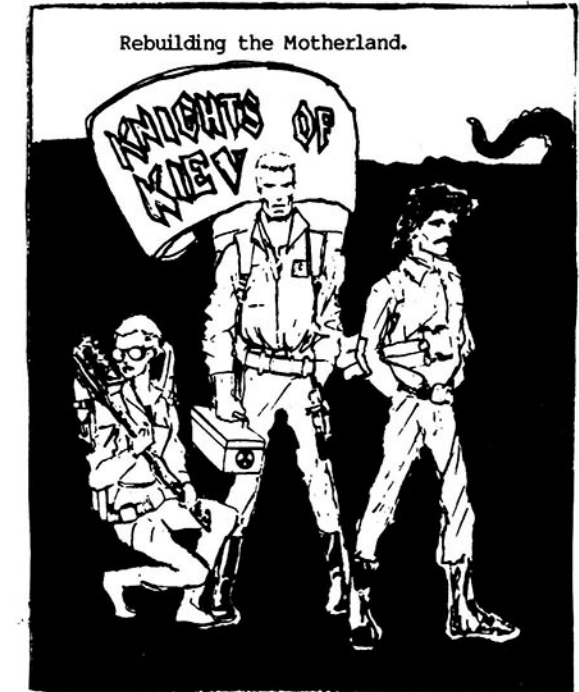
DarkWatch: Between the Earth and the Moon, they battle for peace.



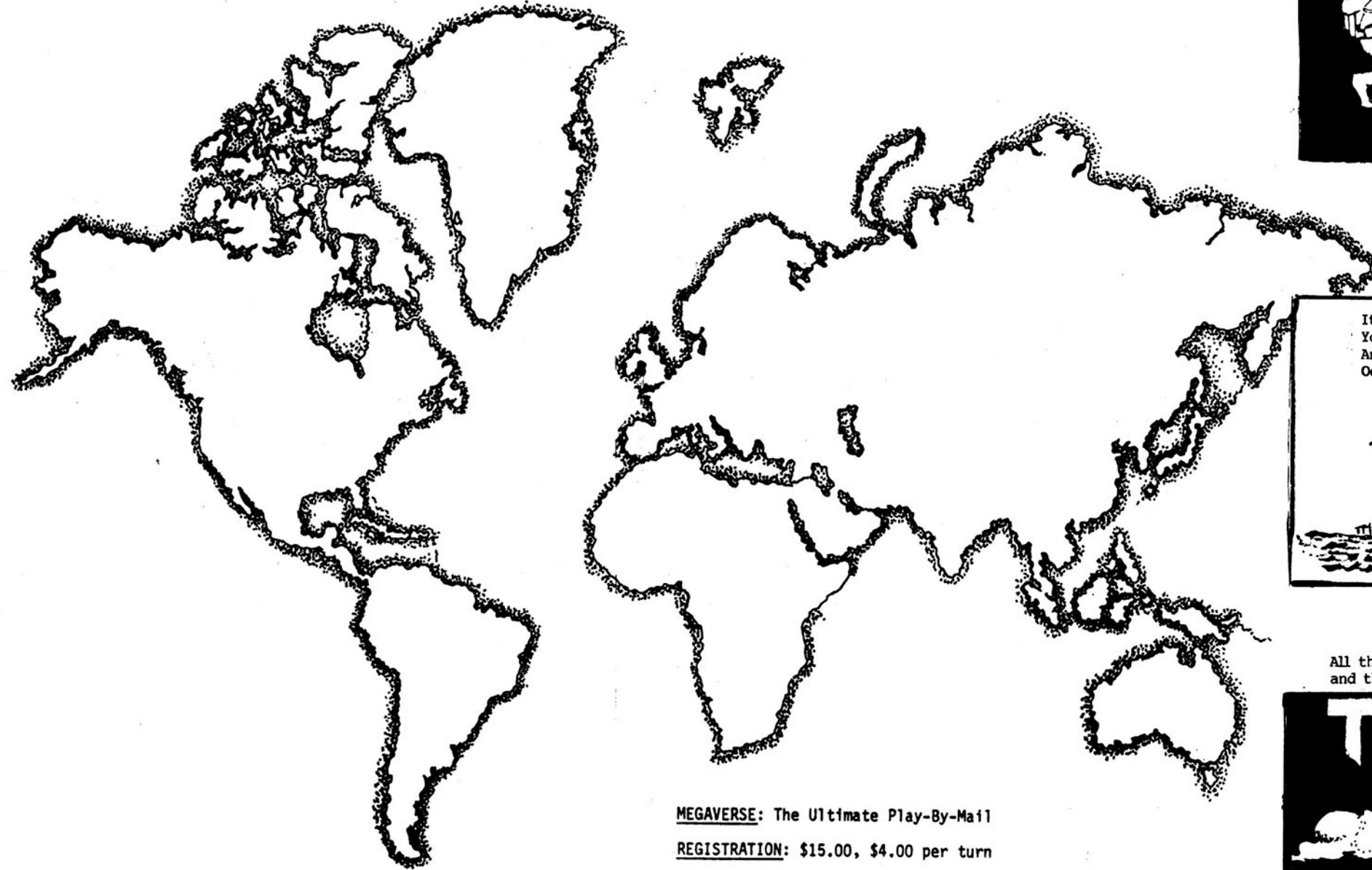
Global Run:  
Travel the Megaverse



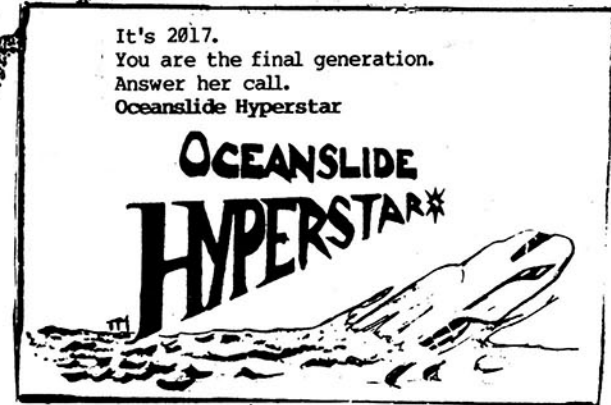
The time is now.  
The way is clear.  
The mission is our...  
**Manifest Destiny**



Knights of Purity.  
Knights of Kiev.



It's 2017.  
You are the final generation.  
Answer her call.  
Oceanslide Hyperstar



All they have is each other...  
and their music. Troubadour



**MEGVERSE:** The Ultimate Play-By-Mail

**REGISTRATION:** \$15.00, \$4.00 per turn

Allow 4-6 weeks reg. processing due to individualized attention. For more information on any of the five scenarios, send a SASE with the name of each game to: Megaverse c/o Gateways Publications, JAF Box 965 NY, NY 10116



# Comic Book Forum

Serge F. Clermont

## The Death of the X-Men ?

In the world of comic book heroes, super teams are transient, their rosters ever-changing. This is due to writers ending old plotlines and beginning new stories with fresh characters or revamping the old ones. Generally, this a practice used to maintain interest in the groups title rather than allowing one element to drag the group down with it. Hence the X-Men roster change.

I care to remember. We are left to suppose that the upcoming Havok and Polaris Limited Series will explain why he, and not his wife, is returning to the X-Men.

Psylocke is a fairly new character to me; it has been my misfortune never to have picked up the Captain Britain title. The greater misfortune is that she has been thrust full

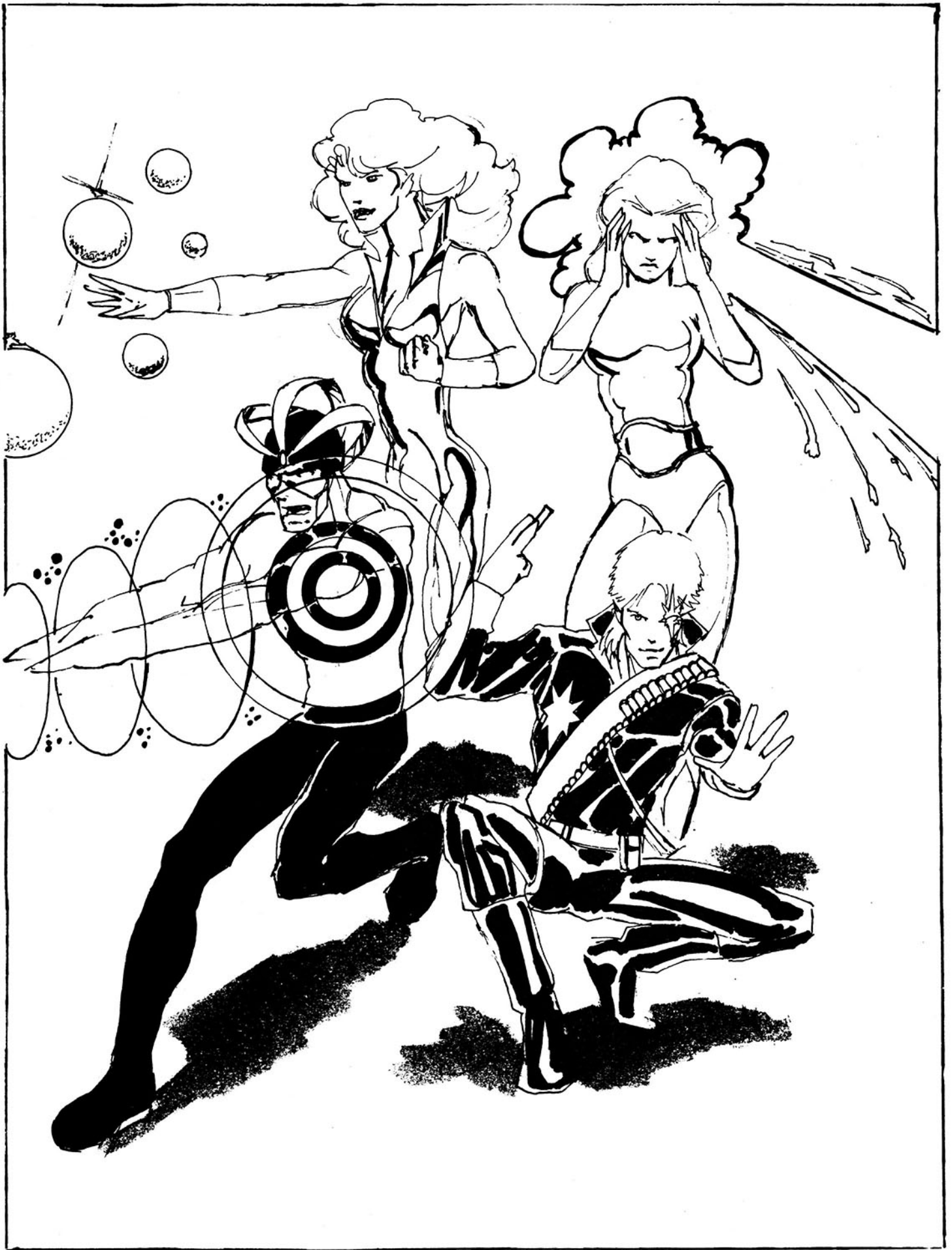


According to sources at Marvel and the most recent Marvel Age, four X-Men (Nightcrawler, Rogue, Shadowcat and Phoenix) will be killed, and replaced by four newcomers, during the Marauder Mutant Massacre. Psylocke and Longshot are relatively new on the scene. Dazzler and Havok will rejoin the X-Men, having been members or allies before this. Why the change?

One reason could be that these newcomers had no other place to go. Havok has been drifting in and out of X-Men stories longer than

into the mutant-menace saga without justification. Marvel spent months introducing the new Phoenix--couldn't they have given us a hint about Psylocke? There seems to be a lack of careful thought here.

Psylocke first appeared in the New Mutants Annual #2, "Wildways." In that same book, the appearance of Longshot seemed inevitable due to the abrupt tie-in between Psylocke's and Longshot's arch-enemies Spiral and Mojo. I can see that a new Longshot series will be



needed to describe what befell the hero between the time of his departure from Earth and his second coming. If this series is not in the making, and Longshot's story is told in the X-Men mainstream without Art Adams at the artistic helm, it will lose the Star Wars-like magnificence of the original Longshot Limited Series. Longshot will come out looking like just another weirdo from another plane, and not even a mutant at that.

Dazzler, as usual, seems to have been getting the worst end of the anti-mutant deal. From my last glimpse of her in X-Men 210, her singing career has been shot to pieces, and now she's singing with Lila Chaney's rock band. She'll become involved with the X-Men during this Marauder plotline in the grand tradition of saving your butt by joining a team.

Which brings us to the reason why the old characters are being murdered.

" "

That's it. No reason. The old characters still have loads of potential! Rogues retention of Ms. Marvel's psyche involves the Kree, the Skrulls, the Super-Skrull (c'mon, you really don't think he's dead), and perhaps a "final" confrontation with Deathlord or a team-up with Binary (and the Starjammers!).

What about Nightcrawler? Marvel wasted a four-part limited series telling us all about Nightcrawler's adventures in Cockrum land and ignored his religious doubts, his connection with Margali of the Winding Road and his mysterious link with Mystique (late-ly of the Freedom Force).

And Shadowcat! She developed from a 13-year-old token Jewish girl to an intelligent young woman with the potential to assume full field leadership of the X-Men. Shadowcat should have been the hope of the X-Men. She's the original teenaged-mutant-ninja and the one person responsible for Magneto's change of heart, and she's going to be killed in the name of relevance.

The one character I won't waste time defending is the New Phoenix. What a jerk. Balance a persecution complex the size of Montana with a personality devoid of strength, compassion and morality (three attributes the original Phoenix had in abun

dance), and you get a brat with more power than anyone wants and more defects than a Ford Pinto.

Marvel seems to believe that their readers have the attention span of five-year-olds in that they always need someone NEW or IMPROVED. The change in the X-Men lineup comes without justification. Something vital will be lost with the "retirement" of four of the most interesting characters in that motley group.

**Serge F. Clermont** is a free-lance writer working out of New York City.



Next - Marvel's "New Universe." Is it raising standards for the industry, burying the "old universe," or just a waste of paper?

MADISON SQUARE GARDEN

# COMICS

N.Y.'s LOWEST PRICES

MARVEL · DC  
GOLDEN & SILVER AGE

MOVIE

memorabilia

antique

costume

JEWELRY

BUYING

1/2 blocks from  
PENN.  
STATION

11-7

mon.-sat.

Garden Comics  
367 W. 34th St.  
212-736-2795

Records

continued from page 5

tion, not a moral judgement. Game manufacturers, in addition to the satisfaction of providing entertainment, are also in business. To presume that they should exclude the entry level gaming market of ten to fourteen-year-olds, you had better have a very good reason!

To say that today's youngsters cannot differentiate between fantasy and reality, and can easily have their priorities confused until they are sixteen, as Mr. Clermont maintains, is to use the same faulty reasoning of those who wish to ban RPGs, which goes something like: "by playing fantasy games too often, a young person will no longer be able to tell the difference between fantasy and reality, and may just stay in fantasy forever." (And if you cross your eyes too much, they will stick that way. This may explain the number of RPG critics who cannot see beyond their noses.) By the time a child in this country has reached the age of ten, he has witnessed tens of movies, thousands of commercials and television shows, and other aspects of the storyteller's art. Many of these include violence ranging from fisticuffs to murder, to the potential of nuclear war. Read today's headlines! The fantasy is in thinking that children are not aware of the world we live in! Indeed, a good case can be made for today's children knowing and appreciating the difference between fantasy and reality more than have any previous generation.

Mr. Clermont also states that "the spirit of role-playing seems to be dying out." I fail to find evidence supporting this statement. RPG players number in the tens of thousands, if not hundreds of thousands. Major new releases of entirely new systems are made periodically, and within only the past year include PARANOIA, and TWILIGHT 2000, and TSR just released two new hardcover rulebooks for the AD&D system, with more in produc-

tion. All of the major companies continue to publish additional expansions to their systems. The field is not growing at the break-neck pace it once was, but the field is still expanding, and on a worldwide scale. It is little wonder that fantasy RPGs are not growing as fast as they used to, as the RPG field offers many alternatives. Remember that RPG's were only in the fantasy realm only a few years ago, but TRAVELLER, TOP SECRET, GAMMA WORLD, VILLAINS AND VIGILANTES, DOCTOR WHO, STAR TREK, CAR WARS, and dozens more have appeared since then. Indeed, my company will be issuing our own nationwide release of our space smuggler RPG, entitled STARRUNNER: The Role-Playing Game, later this year.

It is right to be concerned about the ridiculous charges made against RPGs, but it is not right to sit quietly by while these charges are made. That is why I make myself available to speak to any group, large or small, local government, PTA, gaming club, or just concerned parents, about the realities of playing role-playing games. RPGs are new, and as such, they are easily misunderstood by those who did not grow up with them ("No, I've never seen one played, but I've heard about it. The object is killing, isn't it?"). Without speaking up (or finding someone qualified to speak up for you), the charges will go unanswered, and will be assumed to be true.

Jonathan C. Hauff  
President, American Games, Inc.  
P.O. Box 876 Larchmont, New York 10538



Tel: 243-9349  
9:30 AM to 6:30 PM  
Open 7 Days

---

## Manhattan-Comics & Cards

---

228 W 23rd St NYC NY 10011

Comics      Cards      Posters      Magazines

# GATEWAYS wants YOU!

SEE PAGE 24 FOR DETAILS

---

# The Horse In Role-playing

Margaret Schnall

---

"...and we leave our horses in the stable. The next day we ride out towards the south and..."

What's wrong with this picture? Why is it that the one creature from which we demand the most gets neglected the most. Horses are, after all, living creatures and, as such, have physical demands which must be met to keep them healthy and happy. We can't just ride into a town, leave the horse in the stable or picketed somewhere and expect it to perform well. It is important to care for the horse as a member of your party.

## General Horse Care

In the morning, because your horse has spent the night sleeping, like any other party member, it will awaken hungry and eager for food. In the wild, a horse spends much of its time grazing. When a horse is working full time it cannot fulfill its dietary requirements by simply foraging. First, it has only a few hours to find sufficient food, and second, most of the stuff it finds out on the trail is extremely low in the energy it needs.

The working horse expends large amounts of energy. Therefore, it is necessary to carry grain with you to supplement the horse's diet. Oats are the best choice as far as grains go. They are not as high in energy as corn, for example, but are high in fiber so they will be filling.

Now all you need is a little grooming. Saddle 'em up, and you're ready to go. Wait. Not so fast. You can't set off at an extended gallop and keep it up for any length of time. A horse is not a car. Moreover, your horse is likely carrying three to four times the amount of weight an arcing thoroughbred carries (weapons, armor, supplies) and even

thoroughbreds are usually tired by the end of a mile and a half or so on perfect footing.

Your horses should get a rest period of two to three hours in the the middle of the day, depending on how hard they're working. If you are in a hurry, you can simply dismount and remove the bridle, replacing it with a simple halter and lead rope. Then you can keep moving and your horses can get some rest and snatch up some food along the way. Even if the horses don't seem tired, it is wise to give them a rest because horses will allow themselves to be worked to death.

As the shadows grow long, it is best to keep to a walk. At the end of the day, your horse will be tired and even have a few muscle aches. When you stop for the night, if the terrain permits, allow your horse room to lie down and roll vigorously. If there is no safe place for it to roll, the horse would probably enjoy a massage.

Now that the horse has cooled down you can feed and water it. **Never** feed or give cold water to a hot horse. A hot horse can be given a swallow of warm water every few minutes as it is being walked cool.





Next your horse must be hobbled or picketed. Hobbling consists of roping together the two front feet to restrict movement. This will prevent your horse from wandering very far during the night since it cannot move very quickly, but still allow it the ability to graze. Beware! This will also restrict your horse's ability to escape danger.

Picketing is a way of arranging a makeshift stall for a number of horses. A rope is run between two trees, then the horses' halter ropes are attached at three to five feet intervals. A warning here is that picketed horses have very limited grazing prospects and should be allowed grazing time during the day to decrease their need for grain. Extra feed costs money and takes up space.

#### **Horse as a Fighter**

The horse has evolved over millions of years as a prey animal. Its survival depends on its speed and the rationale of "panic first, asks questions later." The horse is the only domestic animal, other than sheep, with no natural defense other than running. Suspicion of even the most harmless objects has been bred into the horse as a survival trait along with the tendency to bolt when frightened. Its very difficult to train these out of the horse to any degree.

A horse must be specially trained for battle, especially magical combat. A horse must be trained not to bolt at the sight of fire balls or other displays of pyrotechnics. People or things popping up at close quarters may be bitten or kicked, provided the horse hasn't already decided it might be safer several miles away.

Now, this is not to say that horses cannot be trained for battle. A horse can be trained to bite, kick, and trample in a battle. However, caution should be exercised since it might try these tactics with innocent strangers, party members, or other horses in the party.

After the battle, don't forget to include your horse in the cleric's rounds. Carefully check your horse for injuries and make sure your equipment (saddle, stirrups, etc.) is intact.

#### **Stallion Myth**

The stallion has been romanticised as the ultimate equine. Well, a stallion gives you a whole lot more than you bargained for. Sure, the stallion conjures up images of grace, strength and virility, but this neglects the fact that they are feisty and hard to handle. Stallions do not work well with other horses and will harass geldings and mares as well as each other. A night with a stallion in the stables will breed noise, cuts, scrapes, and bruises.

Perhaps a new magical item would help: The Staff of Stallion Soothing

A horse is a mighty asset in a world without machines. Choose your horse with care. Treat it well and it will treat you well. Together, you and your horse are greater than the sum of the parts.



[Editor's note: If you are interested in more information about horses or animals in general, you can write to Margaret Schnall c/o Gateways Publications Inc., JAF Box 965, NY, NY 10116]



Alan J. Berkson

Ladies and Gentlemen! Fanfare please! "Ta daah! (That was a fanfare, in case you missed it.) Role-playing has entered the computer age. ("What is he talking about," someone mutters in the corner.) I don't mean running a program like Ultima III or Wizardry on your personal computer in the lonely solitude of your room -- I am talking about using the computer to play these games with players in other cities (even other states).

Gamers across the nation are taking advantage of the best thing to hit the communication lines since Dial-a-Joke. I'm talking about computer bulletin board role-playing.

#### **What's It All About**

First, for you computer virgins, let me explain the nature of computer bulletin board systems (BBS).

First, think about your standard, everyday bulletin board -- like you see in a bank or a grocery store. How does it work? Well, I come by and tack a note onto the board. Then you come by, read my note, and tack on a note of your own -- perhaps in response to mine, or unrelated. Then your friend Rodney comes along and reads both our notes but doesn't leave any. And so on... The permutations are infinite.

The messages we just tacked on are public messages, meaning anybody can read them. With a BBS, you can have as additional benefit of private messages. Kinda like mail correspondence, only quicker.

So where does that leave us? Well, we have an electronic mail system -- a method of sending and receiving written messages with very little time lapse. Beats the heck out of the U.S. Postal Service.

#### **So What?**

Now you're asking, "What does this have to do with Role-playing?" Well, I'll tell you.

There has been an old-fashioned method of role-playing called "play-by-mail" (PBM) where actions and responses are sent through the normal mail service (Pony Express would be faster). One of the biggest drawbacks of PBMs is that they are sooooo sloooooow. Well, no more. With electronic play-by-mail (EPBM), response time is measured not in weeks or days, but in hours or minutes.

#### **How Do I Start?**

The requirements at your end are:

- \* a computer terminal or a personal computer
- \* a communications feature (for your terminal) or a communications program and a modem (for your personal computer)
- \* a phone line

The requirements at the other end (called the "host" computer) are:

- \* any computer with communications capability (any personal computer or even a mainframe)
- \* a bulletin board program
- \* a phone line

Mix well and add a little AC power and look what we've created? A BBS, of course, and it works like this:

- \* the Host turns on computer and runs BBS software.
- \* You turn on your computer and run your communications software (if applicable).
- \* You have your computer dial the phone number to which the host computer is connected.

The rest is, as they say folks, history. From there, you just follow the instructions from the host computer, which vary from program to program but with the same general purpose.

So for all those role-playing-a-holics who want to play but can't find a local game, it's just a phone call away.

# Screen View

Scott Schuler

## Labyrinth

Ah, redemption at last, a good, funfilled fantasy film. *Labyrinth* is an action-packed adventure which surpasses director Jim Henson's previous effort, the disappointing *Dark Crystal*. For those of you who saw *Troll* (another box office failure), *Labyrinth* will restore your faith in fantasy.

In order to make a good fantasy film, you need three ingredients: acting (the human element), monsters, and a solid story. The *Dark Crystal* had great monsters and a wonderful plot, but it lacked the human element. *Troll* had good monsters and an interesting plot, but horrendous acting. *Labyrinth* is stronger than its predecessors in all three areas and, under the skillful leadership of Jim Henson and George Lucas, is a really enjoyable film.

David Bowie plays the deliciously evil King Jerryd of the Goblins. For David Bowie fans, *Labyrinth* is a perfect showcase for his many talents. Bowie played the role of King Jerryd perfectly, with a satisfying combination of nastiness and pomposity. Jennifer Connely, as Sarah, adds the right amount of innocence and spunk, without losing any of her

natural charm. The interaction between Bowie and Connely is truly satisfying.

Of course, don't forget the muppets. Jim Henson's wizardry, coupled with George Lucas' creative genius is an unbeatable combination. Granted, this movie has all the standard elements of your classic fairy tale. In fact, there were times I felt I was watching an

overlay of *Alice In Wonderland* and *The Wizard of Oz*. This was combined with superb acting, excellent special effects, and, something I did not expect...COMEDY. Jim Henson's wizardry is clearly operating at top form. Characters like Ludo, Hoggle, and Didymus add interest and excitement to the journey and their interaction in the film makes them appear almost human.

The use of slapstick comedy effectively lightens the dungeon-like setting of this film. The sight of goblins dancing to the beat is sure to leave you laughing uncontrollably. Like all fairy tales, this film has its moral... Like Uhura said to the transporter technician in *Star Trek III*, "Be careful what you wish for. It might come true."

The superb acting and innovative use of special effects make *Labyrinth* a triumph. Lose yourself in *Labyrinth*, you may not want to leave.







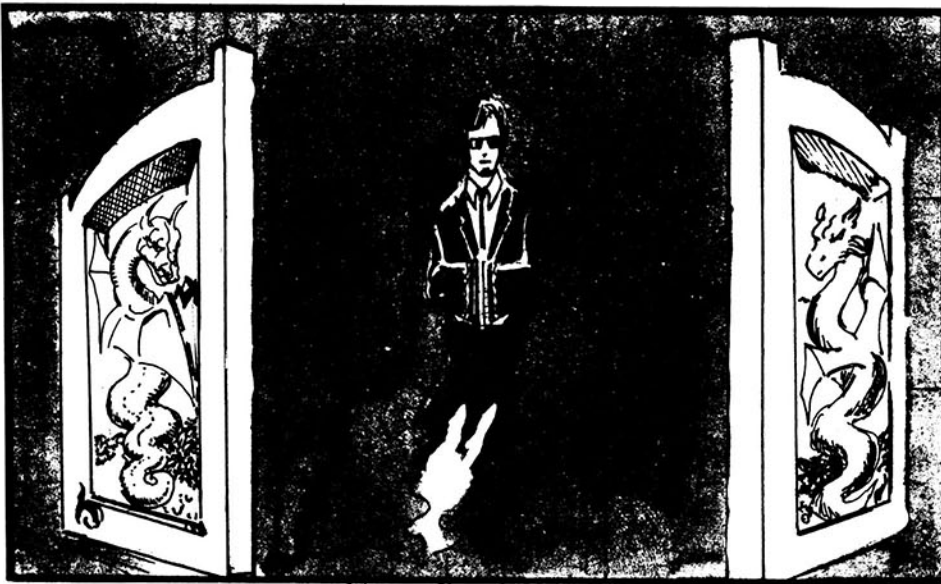
# GATEWAYS wants YOU!

There's a new voice in the world of Role-Playing. Gateways Publications Inc. is proud to present **Gateways**, our **Progressive Multimedia Gaming Aid** magazine. It is geared towards the role-player and will serve as an aid to gamers (beginner, intermediate, advanced) in their endeavor to improve the quality of role-playing.

Gateways Publications Inc. is extending an invitation to talented authors and artists for submissions to **Gateways**. We welcome free-lance reviews, articles, scenarios, playaids, illustrations, and other works which will enrich and expand the role-playing experience. Submissions may include how-to's on ship design or how to play a specific character class, or short stories and cartoons from which gaming articles may be gleaned.

**Write to:**

Gateways Publications Inc.  
JAF Box 965  
New York, NY 10116



---

## Ask The Gatekeeper

---

Dear Gatekeeper:

My friend is a dwarf fighter with a girdle of storm giant strength and I am a Human fighter who also has a girdle of storm giant strength. What I want to know is, who would win if we had an arm wrestle? How would we figure it out?

Lance Huintly Philadelphia, Pa

Dear Mr. Huintly:

The question here is not whether one girdle is stronger than another. It boils down to a question of who will win the arm wrestle if both contestants have equal strength. My bet would be on your human fighter. When strength is equal, you must take into account leverage. The human's longer arms should give him the edge in this contest. However, there are other factors which may be considered.

Dexterity is an important aspect of arm wrestling. It's not always how strong you are but how quickly you can press the initial advantage. This would also require a fair amount of intelligence. Another stat which most RPG's don't consider is will

power. A lot of winning an arm wrestle is sheer force of will.

Dear Gatekeeper:

I've heard a lot about Play-by-mail Fantasy Roleplaying games but I'm not really sure what they are, exactly. You see, where I live there is very little in the way of role-playing enthusiasts. I thought, perhaps, that this might be a way for me to play some more. Could you possibly tell me how these Play-by-mails work and maybe even recommend a few good ones?

Gary Hanberg  
Akron, Ohio

Dear Mr. Hanberg:

If you are in an area where there aren't many role-players then you should certainly consider a Play-by

Mail (PBM) as a answer for your needs.

When you are looking for a PBM game, you should first check to see if the game is a member of the Play By Mail Association (PBMA). Member games have been running on schedule for at least a year and have had no consumer complaints. The PBMA was designed by the game companies themselves to protect the players.

If you can't find a game registered with the PBMA, check to see if it's ad has run in several of your gaming magazines and that the start up and per turn fees are within your budget. Then, check the turnaround time. The average turnaround for PBMs is about two weeks.

Taking these items into account, I would recommend Earthwood and State of War, both by Games System Inc. You might also want to check out the article in this issue on Electronic PBMs.



continued from page 6

complained that the music is slightly overused, especially in superstar Minmei's pop tunes), and a large American cast was assembled to dub it all into English. Some translation changes and connecting episodes were added to streamline an epic that would magically flick on the record switch of a million VCRs.

**Robotech** is violent. No animated American series comes close in terms of sequences depicting combat. Blazing lasers, guided missiles slamming home, valorous pilots screaming as their **Varitech** jets erupt in flames around them, death and destruction are depicted in nearly every chapter of the saga. Wile E. Coyote and Daffy Duck hobble away from shotgun blasts and huge explosions to appear intact in the next scene--the heroes of **Robotech** sometimes do not. And yet, dear parents, before you race to snatch your twelve year-old from in front of that glowing screen, do consider.

Unlike such popular pap as **He-Man** or **Thundercats**, military fare as **Rambo** or **G.I. Joe**, or even the prime-time slickery of **The A-Team**, when a character is injured in **Robotech** he or she sweats, grimaces, cries and even can die. Death is met with bravery and sorrow. Lt. Fokker's passing early in **The Macross Saga** is bittersweet and he is sorely missed by the characters who were his friends and relatives. He is seen in flashbacks and his presence is felt throughout the rest of the series, just as someone dynamic, loving and reliable would be missed in "real life".

What is most Japanese about **Robotech** is that it knows the meaning of loss and can acknowledge the fact that heroes can lose more than a few battles in a war. And that war itself is caused by greed and our uncanny knack of misunderstanding one another. What is equally Japanese, however, is the hope and emotion that holds the series together. Characters like Lisa Hayes and Dana Sterling are actually strong women whose dreams and romances become equally important to the storyline. In fact, they open the hailing frequencies for communication between man and alien to begin for the first time. When there is a strong reason for violence in conflict, and the fighting is shown to cause sorrow

and hurt--as opposed to the good in music, laughter and love--then surely it must be worth letting some of these lessons seep into a kid's head between all the flashes and bangs.

The Saga of **Robotech** is not over. Harmony Gold has announced that at least two more animated serials are currently in production at Tatsunoko in Japan. They are being customized to fit between the first and second, and second and third stories. The first of these has been named. **The Robotech Sentinels** will detail that fateful journey that Rick and Lisa vowed to make to the stars at the end of the Zentraedi War. A deluge of Roboproducts is just beginning to pour over our stateside heads, including comic books, graphic novels, toys and models (After the fact, not because the cartoon is a giant toy commercial!) And, of course, the biggest news of all is **Robotech: The Movie** coming before the end of the summer of 1986.



[Editor's Note: Look for **Gateways** coverage of these **Robotech** events as they break. Check the listings with your local TV stations for details.]



**Wayne Koh** is a free-lance writer working out of New York City. He has recently been placed in a home for the Robotechnically obsessed.

# GATEWAYS CLASSIFIEDS:

**Gateways Magazine** introduces a regular feature for fantasy role-players, Game Masters, and all other fans of the genre, **Gateways Classifieds**. Every six weeks on this page, you may insert or peruse messages that will reach gamers across the country, and, quite soon, around the world. It's simple--find the category your message belongs under, write your words down, mail them to us, and we'll print 'em. Player/GM Wanted ads are free!

The categories are: **Player/GM Wanted**--please specify: 1) the type of game 2) the location at which it will be played, and 3) general age/experience level desired. **Merchandise for Sale**--include your telephone num-

**Wanted:** **Gateways** wants material for new columns which examine media with the role-gamer in mind. These include **Howling at the Moon, Comic Book Forum, Screen View, The Tome, and International Scene**. Also, ink drawings on clean white paper and features with innovative approaches to gaming will be carefully considered.

## PERSONALS

Chimer-- true love can never truly end--The Silent Communicator.

ZOWSOS RULES!

Fantasy will set you free--Steppenwolf

Life in a Northern Town. Lensey City of Light!

Hey Larry Bronhard from Jersey, I need my leather back, signed Cuz from NYC.

I don't want a Pasty Faced Troll chasing me around!

J.J.--thanx, A.J.

Got a question? Ask the Gatekeeper!

Jenny, have a great time in Florida--Joe.

So I'll give ya 20 g.p.s for two silver mirrors--MS

ber. No dealers, please. **Merchandise Wanted**--Please be specific. Don't say "old DRAGONS wanted", say "DRAGONS 35 to 58 wanted". **Events**--You can advertise conventions, tournaments, concerts, special screenings, etc. **Personals**--Have fun! Anything goes under personals: secret messages, congratulations, gloating, announcements, fave raves, even challenges! **Services Offered/Needed**--Model painting, mapping, drawing, arts & crafts, any service of use to gamers and genre lovers. **Gateways** classifieds are cheap! At one dollar (\$1.00) per twenty words, this will be an offer limited to our earliest issues. Take advantage of it while it lasts!

To Sydney and Charles Barouch, founders of the Queens College Dungeons & Dragons Club. The Road Goes Ever On. Best wishes--Konyx.

Yo Jerry, I did it! Sorcery be damned!

Coming Soon: **STAR TREK AID** Watch this magazine for details on this major event!

Let it be known that Duffin Relail, Knight of the Realm, Royal Defender, hereby gives challenge to Geldor Mun, to meet on the Field of Honor. The disgrace laid upon Lord Reliall's name shall be absolved through the rite of Holy Combat!

Washington Intermediate School--da best in Honolulu--Easy Bruddah!

To Tom, Peter, and Sensei Miyazaki--OSSS!

**Gateways** salutes all those in attendance at **Gen Con 1986, Wisconsin, USA**.

The Golden Rule of D&D--if you can get a date you may be excused from tonight's session! Get going!--Jeff.

Send classifieds to:  
Gateways Classifieds  
JAF Box 965  
New York, NY 10116

---

# The Cosmic Streetcorner

---

Hey, how're ya doing. C'mere. I wanna tell ya something. The name is Jeff Gomez and I'm talking to ya from out here on the Cosmic Streetcorner. So where's that, you're askin'? Pull up some curb and stay a while. I hang out at this place. It's quiet, kind'a peaceful--at least usually. Ya see it's here where I can lean against a cool concrete building with my phone booth nearby, and at the same time I can look out at the stars. All that depth, that infinity, it all seems to be an arms length away, ya know? All those shining lights, more of them than even the lights of my hometown, New York City. Yeah, I'm a city guy, an asphalt crawler, hip to the wild and nasty ways of the real world, but I bet wherever it is you're coming from there's not much difference. It may go a little slower by you, but five'll get ya ten that you're at least as restless, creative and stubborn as I am, and that you probably need a place like this to pull it all together as badly as I do.

We can run games on the Cosmic Streetcorner, you and me. The kind where all we gotta do is sit here, look out at the stars, and be whoever--whatever--we feel like being. Then, one of us will tell a story, set the stage for us to explore our dreams, draw upon our fantasies both bright and dark, without having to swing from the tops of lamp posts or wrestle each other to the ground. I don't know about you but life gets pretty tough where I come from, and sometimes it's great to just sit down and watch the pictures in my head; to catch a smile from all the "what-if-I-could's" that spin around up there like magical videotape. It's even better when I get to share this stuff, and role-playing games give me a set-up, a kind'a controlled way to do just that.

Take a look, catch a gaze. The way I see it, each of those stars belongs to somebody. Each one's got a world born so that some kind'a tale can be told, adventure had, lesson learned. Every so often the corner pulls up alongside a place that catches



my eye, ya know? And listen, it ain't whether you got full plate mail or nuke-juiced battle suits--its the heart, the desire to run it solid and strong that counts on this block! So I'll drop by and count myself in for a time; I'll keep coming back for as long as its fun and gives my mind a good charge. Hey, you never can tell. You might return home with a new way of seein' things.

So many amazing, scary-wonderful things are going on out there that it can sometimes take my breath away. Once in a while it can also get me down, though. I watch a film, read a book or comic, and think about all the "improvements" I could make to the scenario. Or maybe, on a hot summer night, I'll lay awake and tighten up about how I'm not gettin' to where I wanna go as fast as I'd like. Well, this time I decided its about time to make the donuts--to get off my butt and do it! Some day soon I'm gonna get out there and make something--one of those vision dreams maybe--really happen. Hey, maybe that's why when the people at Gateways magazine stopped by the Streetcorner and asked me to publish their work I said "Well, yeah. Sure!" It would be kind'a like taking on a new, really important role. So stick around. Talk to me. We're gonna get along just fine.

Jeffrey Gomez  
Publisher

# GATEWAYS SUBSCRIPTIONS:

**NOW!** Have **Gateways** magazine sent directly to your home. Lock in now for a year of new and exciting concepts viewpoints, reviews and variants for the gamer in all of you. Nine issues mailed in sturdy envelopes hot off the presses every six weeks packed from cover to cover with the features and information that interest **you**.

Order your subscription now and receive **Gateways** at the low price of only \$9.50 for 9 issues. That's nine (9) issues at almost 30% off the newsstand price.

Attention Gaming groups! Find out about our special group discount. No club library can be complete without a copy of **Gateways**.

Clip or copy, and mail to:

Gateways Subscriptions  
JAF Box 965  
New York, NY 10116

Please give me \_\_\_\_\_ subscriptions to **Gateways** magazine at this special low price of **\$9.50** for each subscription. Enclosed is my payment of \$ \_\_\_\_\_.

#1

#2

#3

\_\_\_\_\_  
Name

\_\_\_\_\_  
Name

\_\_\_\_\_  
Name

\_\_\_\_\_  
Address

\_\_\_\_\_  
Address

\_\_\_\_\_  
Address

\_\_\_\_\_  
City State Zip

\_\_\_\_\_  
City State Zip

\_\_\_\_\_  
City State Zip

