



Starburst



January 1996

Issue: 29

Starburst is the newsletter of HIWG Australia, and is distributed to all members of HIWG in Australia free. Starburst is published irregularly by David Schneider under the umbrella of the History of the Imperium Working Group (HIWG). All material and comments should be submitted to David Schneider, 5 East Avenue, Allenby Gardens, South Australia 5009. *Traveller*, *MegaTraveller* and *Traveller: The New Era*, are copyright to Marc W. Miller. References to products owned to Mr Miller, or his licensees are not intended to infringe upon their copyright.

GDW CLOSES!

GDW has officially closed its doors after 23 years. Because the company has closed down rather than gone bankrupt, the copyright of all of GDW's games has reverted to the authors of those games. As a result Marc W. Miller now owns the copyright to *Traveller* et al.

Miller Speaks via Internet

Date: Saturday, 6th January 1996

The industry news about GDW going out of business after 23 years mentions the reversion of Harpoon, Johnny Reb, and certain other titles, but their press release is not specific about *Traveller*. The *Traveller* systems (including *Classic Traveller*, *MegaTraveller*, and *New Era*) have reverted, or will revert to myself (Marc Miller).

Rest easy, I am working hard at setting the agenda for the coming years. Wish me luck, and send me your ideas.

Thanks,
Marc Miller
FarFuture@aol.com

This is sort of a generic response, but I thought you would like to hear something as soon as possible.

Where *Traveller* is going - 1

In order to keep as many people as possible informed, I will (from time to time) put out my opinion of where *Traveller* should go now that I am responsible for its future.

Traveller needs to be revitalised with a wider audience who will appreciate and love the game as much as its dedicated fans have in past years. Since its original publication in 1977, *Traveller* has been the pre-eminent science-fiction game, covering role-playing, board games, miniatures, and computer games. My vision is three fold, a comprehensive, rules system, continually expanding background and history, and a wide variety of products in print, electronic, and other media.

Comprehensive Rules System. The game system rules will be consolidated based on the original *Classic Traveller* rules (revised in light of 20 years of role-playing experience). I envision adding to the basic rules a task system and a vehicle design system. The game rules will concentrate on

the vehicles, starships, and equipment players will encounter and use (rather than covering every possibility). The key is that these rules must be easy to use, easy to understand, and accessible.

Continually Expanding History. With two decades of experience producing material for Traveller, we now have a broad canvas against which to play. I envision providing in general form to players approximately ten eras (or campaign settings), each defined enough to permit a number of adventures and campaigns. Some (5 of the 12 or so) of these eras would be:

1. Grandfathers Children. Adventuring in the heyday of the Ancients.
2. The Long Night. The period after the collapse of the Rule of Man.
3. The Early Imperium. The expansion of the Imperium into unexplored territory.
4. The Civil War. The many factions fight to take over the Third Imperium.
5. The Virus Era.

(and others)

Wide Variety of Products. In addition to print products like the comprehensive rules set, campaign settings, equipment books, and adventures, I would like to see:

The On-Line Traveller (through MPGN) get off the ground.

CD-ROM of all Traveller materials.

Big Traveller Poster. Consists of a map of the Spinward Marches, the Imperial Map, some of the aliens.

1996 Traveller T-shirt.

Computer Referees Aids.

Background Documents.

Novels

Pseudo-Historical Sourcebooks.

Traveller Trading Card Game.

Traveller Story-Telling Card Game.

Posters and Art Prints.

Comics and Graphic Novels.

ID Cards.

Cardboard Fold-up Starships.

Cardboard Fold-up Grav Tanks.

Feedback is essential, so I consider this vision subject to change, and I actively invite constructive criticism of this vision, with your own opinions of where we should go, and how we should get there.

I am actively in discussions with potential publishers, artists, writers, and licensees about Traveller. If you know of a potential participant in Traveller, please give him or her my name and email address.

Thanks,
Marc Miller
FarFuture@aol.com

HIWG Australia Stuff

This issue of Starburst has been released in order to advise all members of HIWG Australia about the sudden developments in the United States. I am still de facto co-ordinator, as no one has replaced me. I do not know who's membership is current, so I am just sending this out on my old mailing list. If you aren't currently a member (ie: you haven't received an AAB lately), send US\$12 to Clayton R. Bush, P.O. Box 895; Limon, CO 80828 U.S.A., if you wish to renew.