



# TIFFANY STAR

An Official HIWG Publication

Issue #23

STAFF: Mike Mikesh and Ed Edwards.

TIFFANY STAR is a monthly amateur periodical published in support of the History of the Imperium Working Group (HIWG). The activities of HIWG are devoted to the development of the setting for Game Designers' Workshop's (GDW) science fiction role playing game of the far future, TRAVELLER. TRAVELLER is the registered trademark of GDW and is used with permission only. Portions of this periodical are derived from other TRAVELLER materials published by GDW or Digest Group Publications and are the copyright of the

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TIFFANY STAR is available to History of the Imperium Working Group members at the single issue price of \$1.00. Members automatically receive subscriptions upon the payment of dues. Annual dues for HIWG membership are \$12.00 and are payable to Ed Edwards, HIWG, 1410 E. Boyd, Norman OK 73071. Stamps accepted.

Illustrations and photo-ready articles are welcome. Send mail to Mike Mikesh, TIFFANY STAR, 3124 75th Ave #3, Landover MD 20785.

## THUNDER FROM ABOVE

by Joe D. Fugate, Sr.

Why no adventures? GENIE: 9/13/90

GDW and DGP have not done adventures for two reasons:

1) We made a conscious decision to not do very many adventures. It is a well known fact among the retailers, distributors, and manufacturers that sourcebooks sell MUCH better than adventure books do. So we decided to go light on adventures.

2) Limited resources (both time and money). GDW has lots of irons in the fire, and we (DGP) are just a small company, and most of our staff is part-timers. Plus, we (like all manufacturers) sell at a hefty discount to distributors (who then sell at less of a discount to retailers), and we have small enough print runs that even making ends meet can be a challenge, much less leave oodles and gobs of money for expansion. This is largely a labor of love for us, and believe me, we are cranking 'em out as fast as we can without going broke.

A comment on the "adventure book versus sourcebook" issue. We have scratched our heads over this problem for the last couple of years, and I believe we have arrived at a solution that is about to debut: the "cinematic nugget". The cinematic nugget tells a story by stringing together what essentially are "background" pieces into an adventure. GDW's soon to be released product KNIGHTFALL uses a "first-try" version of this new technique, and I am excited about it. I think this innovative new adventure presentation format has the potential of solving the adventure versus sourcebook dilemma once and for all.

HOWEVER, like the task system, I can already foresee even more evolution of the cinematic nugget in the wind until we get exactly what we are after. What's neat, however, is the CN format also ends up making for a very flexible, more-or-less generic adventure, with lots of reusable pieces.

DGP wrote KNIGHTFALL for GDW. Look for it — it is steeped in rebellion adventure.

—Joe Fugate, DGP

## WHAT IN THE STARS

by Mike Mikesh

11/8/90

My apologies for the irregularity with which TS comes out. I'm becoming increasingly involved in writing for DGP and GDW, and admittedly have given that priority.

What's new? Knightfall is out, as I'm sure most of you have already seen. Travellers' Digest has ended. The next issue is the first under the MegaTraveller Journal banner scheduled for January.

Unfortunately, the rest of the publication schedule is closed information, except what's been openly advertised as in Challenge or Digest. However, Joe Fugate has publicly announced on GENIE that they are working on a new RP game for release at Origins '91, so I can mention that.

Alarmed!? Does this mean they're preparing to abandon Traveller? Will they go the way FASA did?

I'm sure they're not. When I heard about this at GenCon/Origins '88, Joe made it clear that Traveller was their "first love" and they have no interest in giving it up. They've done nothing but confirm this ever since.

DGP does want to continue to grow, though, and adding their own RPG to the list of what they offer only makes sense. They want respect in the industry as leading edge game designers, and not just be known as a licensee.

Precisely what they have in mind for the game is not yet public knowledge. But an entire new GENIE category was started for it. Joe is actively kicking around a lot of thoughts and ideas with numerous RP gamers (not just the Traveller crowd) for the new game. (NOW is the time to get on GENIE if you want to get involved in this.)

Gary Thomas is no longer MegaTraveller Consultant to Challenge. Challenge contributors should send their queries and manuscripts directly to Michelle Sturgeon at GDW rather than coordinate MT projects through Gary. Gary is no longer part owner of DGP. He has not left DGP, and is in fact currently working on the Droyne side of MegaTraveller Aliens vol 3.

Ed's printer is kaput, and he may be without one for a very long time. In the mean time, he might be sending his correspondence to myself or other HIWG officers via GENIE. We then print and send them out postal ourselves. Fortunately, his mailbox still works, so feel free to write him directly.



# HIWG CHAIRSOPHONT LETTER

by Ed Edwards



Dear Fellow TRAVELLER:

GENie: 11/10/90

## TS21 SURVEY RESULTS

Many thanks to those who sent in their opinions in response to the TS21 Survey questions. I'm always interested in the views of HIWGs. It is still not too late — if you wish to have your voice heard dig up your copy of TS21 and get your opinions in to me. Your opinion of the following opinions are also welcome.

1. 90% of the HIWGs who responded subscribe to TRAVELLERS' DIGEST. Other HIWGs read TD regularly but do not subscribe. Because TD is almost pure TRAVELLER — this result is not surprising. The JOURNAL which is to follow TD21 should be read by HIWGs. Outside North America the issues of the Journal are more likely to be in the store before they are in the subscribers mail (the reverse is true in North America — the fastest way to receive the JOURNAL is to subscribe). There the preferred method of reading such an august publication as soon as possible is to buy each issue at a game store.

2. 30% of the HIWGs responding to the survey subscribe to CHALLENGE; an additional 30% read it regularly. Many of the rest look first to see if it has some useful goodies in it before they buy it.

3. About 10% of HIWGs answer that they are Players; 30% Referees; and 50% Designers/Developers. This is NOT the true figures for HIWGs (which is more like 20% Players, 50% Referees, and 30% Designers/Developers). This indicates to me that the respondents to the questionnaire are a select group of HIWGs — probably those most interested in the goals and mission of HIWG. I also note that "Designers/Developers" are frequently also Referees and/or Players; that "Referees" are frequently also Players.

4. The following figures add up to over 100% because people can have multiple reasons for joining HIWG. 30% have joined HIWG to help them be a better referee; 30% to help influence the course of the Rebellion; 60% to discuss TRAVELLER with others; and 30% to get their own TRAVELLER ideas published. Because of the skew in these results toward the answer "to discuss TRAVELLER with others", I hope to direct HIWG toward more efficient methods of helping HIWGs know who is interested in discussing what. I think the periodic production of the HIWG Membership List (HML) that Clay Bush maintains is a big plus in this direction. It was last printed in TS21. Also in the TS21 package is a questionnaire page regarding the HML. If you haven't updated your directory information with Clay, please do so NOW! New members are also sent the membership questionnaire, you new HIWGs be doubly sure to send that in to Clay in a timely manner (NOW is real timely!)

5. Two respondents to the TS21 survey are working on a TRAVELLER Novel: Ed Edwards and John Duncan Law-Green. Good luck fellows on a hard, drawn out procedure. My prospective novel concerns the crew of a Hiver space ship that has been on a diplomatic mission to the Zhodani Consulate. The action picks up as they try to cross back across the Imperium on the homeward leg of their trip. The year is 1116 — they have to cross Imperium space during the Rebellion!

6. 80% of the HIWGs responding to the TS21 questionnaire are active Referees. It has been charged that HIWGs are armchair gamers — the evidence counters that charge.

7. 70% of the HIWGs who wrote in spend 1/3 or more of their hobby time on TRAVELLER. Some were careful to note that their hobby is not role-gaming but is TRAVELLER. I know also that other HIWGs would rather be in the 2300 fan club — if one existed. In any case, HIWGs can be exclusively devoted to TRAVELLER or not. It really doesn't matter one way or the other. Nobody has to take of vow of exclusivity to enjoy HIWG membership.

8. In which area(s) should HIWG operate (mark all that apply)?

- 60% product advocacy
- 90% product design
- 70% product development
- 70% fan interactions
- 70% fan/professional interface

9. 40% of the respondents had bought HIWG documents recently.

10-16. These questions relate to readership of HIWG and TRAVELLER fanzines. 80% have read some of AAB PROCEEDINGS, the zine edited by Clay Bush for the first quadrant. 40% read GAMERS FORUM, a general gaming fanzine edited by Don McKinney and containing information about the third quadrant. Nobody has read GATEWAY DOMAIN NEWS or JULIAN JOLT. This is good, the first mention of either is in the survey. 40% have read RIMSHOTS. RIMSHOTS is edited by Dennis Myers for the 4th Quadrant. The only issue so far appeared in TS19. 30% have read STARPORT, edited by Kevin Parry for HIWG UK. 50% have read TTT (Terra TRAVELLER Times), edited by Geo Gelinias. Information on obtaining copies of these materials is in TS20. TS21 also contains the fanzine BIG BANG, edited by Bryan Borich.

17. 60% of responding HIWGs have a copy of Bryan's disk. This is a collection of HIWG documents (costing over \$40 in the paper version) and ATLAS Space Sector Data. The IBM version can be mailed overseas for 90 cents because it is all on one disk. (by contrast the C-64 version is on 8 disks).

18. 40% of the respondent HIWGs are on GENie. This is interesting because 40% of HIWGs are on GENie.

19. HIWGs vision of GENie, the BBS of choice for the TRAVELLER community, is as follows:

- 40% - a potentially useful tool
- 40% - a somewhat useful tool
- 20% - the best thing that ever happened to HIWG

20-21. These two questions relate to the 1990 reversion to a 1977 rule which was unofficial from 1979 to 1990. The rule regards the efficient of Jump Drives. Say you have a J6 engine and carry enough fuel for one Jump-6. If you do a Jump-1 do you have enough fuel left for a Jump-5? 1977-1978 the answer was NO; 1978-1990 the answer is YES; 1990plus, the answer is MAYBE (NO if you like to live long). 80% of the HIWG respondents were unaware of the old way of doing things and were taken by surprise by the reversion. 40% will adjust in the interest of maintaining "official" TRAVELLER games. 40% will keep on doing things by the 1978-1990 rules. The other 20% of HIWGs responding will make up their own rules on the matter or get out of TRAVELLER.

22. This question concerns people who wish to review professional works prior to publication. Responses will be passed to professional publishing houses. Reviewing a work is a demanding job. Action must be taken immediately upon receipt of a package to review. To do such a review you have to drop what you are doing and devote a couple of days to the review.

23. 60% of the respondees will renew their membership with HIWG. 20% will, if they can find the money (only \$12 per year). 20% are studying the matter. Survey respondees are more likely too be pleased with HIWG than are non-respondees.

HIWG — the ultimate TRAVELLER experience!

(CHAIRSOPHONT - from p2)

**HIWG Down-Under**

Three years of HIWG with no Australian members. Not that I didn't try recruiting there — but none cared to join. During November 1990 two new HIWgers are from Australia — both from the state of South Australia. A big HIWG HOWDY to David Schneider and Grant Sinclair!

With the addition of Australia to the HIWG address list — the sun never sets on HIWG!

**CHANGES**

The changes mentioned by Mike are inevitable. In general, any change in external circumstances tends to enhance HIWG. Some frustration can occur as it takes time to know how the change can work the enhancement.

**HIWG - Enhancing The TRAVELLER Adventure!**

Ed Edwards, HIWG Chairsophont

**MTJ COMPUTER COLUMN**

by Joe D. Fugate, Sr.

Genie: 9/16/90

Software promoted in MegaTraveller Journal

The first issue of Digest Group Publication's new MegaTraveller Journal is debuting with a new column, GAMING BY COMPUTER. There is more and more game-aid software showing up that has been written by gamers, much of it quite good. DGP felt that a column reviewing and discussing this software would help get the word out about this plethora of valuable MegaTraveller software.

DGP is providing this column as a service to those of you who have written programs to assist you in playing MegaTraveller. There is no cost for the review space — just send in your software and we will review it. We are also interested in getting some of you to write reviews. Each review should run no more than about 250 words, and about the only restriction is that we prefer you not be one of the people who helped develop the software you are reviewing. Also, when reviewing the software, mention whether or not the author is willing to provide support for his software (take calls, answer questions, and so on).

This column also provides DGP with a way for us to review our own programs that we use internally, and to make them available to those who are interested. These programs do not have a broad enough appeal for them to be sold as professional packages, yet they are useful enough that someone may want to get a copy on an as is basis. DGP has several programs we would like to make available as shareware, and this column will provide us with an excellent vehicle for getting the word out about our software too.

The requests for our World Builder's software advertised in the back of World Builder's Handbook has been spotty, and because of the limited demand, we have decided not to release these packages as commercial products, but as shareware instead. When these programs become available, we will feature them in this column.

This column will provide a badly needed service for those gamers who have labored long and hard on MegaTraveller software, and will give them a way to make their software available to other gamers and make some money for their effort. Our hope is this column will foster further development of game-aid software for MegaTraveller — and we'll all benefit from more software for our favorite game.

**LITTLE BANG**

by Bryan Borich

9/10/90

**Current Status On Rebel's Tales:**

Okay, I've had three people actively volunteer to make a job at putting something together for Rebel's Tales (Mike Mikesh, Dave Cheever and the team of Robert Range and Mark Weber).

I've also received some, "we're listening replies", which while appreciated, doesn't get the job done.

So, WHERE ARE THOSE ADVENTURE AND BACKGROUND DETAILS people? Yeah, I know I might be expecting things to fly to fast, but I'm hoping for a little more get up and go.

Hopefully an example adventure will be included in the next RT update.

**Current Status On Robots & Cyborgs:**

Shortly after Big Bang was written, James Holden volunteered himself to watch what we can come up with for use in this publication. It also has been expanded into another related product that might be done, this is Clones & Constructs. Essentially this boils down to the entire concept of human ethics dealing with the modification and replacement of people.

More, later....

**Current Status on Starships Products:**

Some minor discussion, more details will probably be brought out in SS&V #2 (due out shortly if not already available) or #3. This depends on how much time I have available to write something up (being overworked and recovering from a disk crash and info loss to add to it all). By the way, SS&V is intended as a monthly 'zine at the moment and my zip code is 92105-3005.

In regards to mail I owe out, you're on the list, but recovering data loss is current free time priority.

# Terra Traveller TIMES



**GNS**



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**\$6.00 for 6 issues**

Write to: Mark Gelinas  
102 Akron Court  
Ladson, SC 29456



**GAMING IN THE FUTURE**

# Quadrant 1 Events

Tiffany Star insert  
August 16, 1990

Clayton R. Bush  
PO Box 85  
Crowley, CO 81033

## GENCON 90 NEWS

GDW released revised rules for *Twilight: 2300* and *Survivor's Guide to the United Kingdom*. (This matters because UK-HIWGers is concentrated in Q1. Think of the conversation value alone!) The only new Traveller items were the re-issued *Imperium* and *Fighting Ships of the Imperium* (FSotSI.)

This reflects GDW's sales. *Twilight: 2300* is their hottest seller, followed by *MegaTraveller*, *2300 AD*, and *Space: 1889*. Many HIWGers don't realize that *MegaTraveller* is number 2.

Is it #2 because of fewer products or does MT get fewer products because it's #2? Hard to say, but HIWGers should look to finish some products. (My view.)

At the Traveller seminar, Marc said that GDW's staff have regarded MT as a cash cow to fund other projects. He put out most Traveller and *MegaTraveller* products as a one-man production team. Marc identified his remarks as sour grapes, and pointed out that he was GDW's head. Being responsible doesn't always get the desired result achieved.

Gary Thomas is now heading the *MegaTraveller* section of *Challenge*. He is to provide 25 pages of material for each issue. (The standard is one thousand words per page.) He needs submissions to do this — *Challenge* had a dearth of Traveller material because it had a dearth of submissions.

DGP will NOT focus on the Domain of Deneb. There was a report that DGP was considering leaving the rest of *Imperia* to GDW: again, this is not going to happen.

## PUBLISHING

At one point, Joe said (quoted from memory), "We've had several people from HIWG come up to us and ask us questions. Instead, answer those questions and send it to us and we'll publish it."

There's been a lot of discussion about Joe's message that people should submit documents to DGP and skip HIWG. My feeling is that Joe is tired of questions: he expected HIWGers to be producing articles rather than just questions.

A publishable article needs to make a point. You must take a stand. Most HDs are notes organized around a question. Authors aren't definite about what they believe. (You know if this doesn't apply to you.)

## PROJECTS FOR PRINT

Phil Athans has been commissioned to develop *Provence* for *Challenge*'s locations issue. This will be a write-up similar to that done for *Old Expanses*.

I am writing a short article titled "Concise History of the Rebellion" for the first issue of the *MegaTraveller Journal*. This is limited to 3,500 words of text and oriented toward people new to the MT game, so I won't be breaking much new ground.

Rob Caswell and Joe Fugate, and I discussed the article. I had some questions about the official timeline — Joe basically told me to answer them in my article. Makes sense. If I have a question, then someone new to the game would also be confused.

### SECTOR ANALYSTS

The obvious way for a sector analyst to get his work printed is to write it up in the Library Data format that *Travellers' Digest* uses. And then submit it.

I suggest writing extra library entries. The editor can then cut material he doesn't like without having to write replacement entries himself. That should increase the chances of getting published.

### OTHER SECTORS

Dave Cheever turned down the job of Windhorn analyst due to other commitments. Tuglikki remains vacant with Thomas Hendrich removed. I'm looking for two people interested in Vargr sectors.

Greg MacClure and Rob Prior are developing Gvurrdon sector. They work on a Macintosh computer, and I've not seen any of it yet.

Kevin Bell has not sent anything in on the Thoengling Empire. Sigh.

Gregg Giles was the Zhodani analyst (not Geo Gelinis.) I don't recall anything from him.

William Lubelski is working away on Ziafrplians. He says the "lower" eight subsectors now match the map in *MTA1: Vilani & Vargr*.

Mike Mikesh proposed leaving Foreven sector alone for individual referees to develop as they wish. This idea has been approved, but has not seen official print.

Riftspan Reaches, Trojan Reaches, and Reft have been published. That covers all around the two domains.

### RIFT REPUBLIC

James Holden wrote me that Rift Republic was in his last draft for TD-20. He didn't know why it didn't make it to the presses. I consider that battle over.

The first two HIWG analysts left an unublishable manuscript. The second two did nothing. A HIWGer who was interested in developing Reft sector never followed up on his interest. That was five chances to get into print that were missed.

I like having the Reft subsectors unifying. They were a war zone to let players run combat outside the peaceful Imperium. Now, after the Island Cluster War, they're unifying as the Imperium collapses.

It seems just, and they would still stand in *sharp contrast* to the usual Imperium settings. I feel the contrast is a better reason for developing them than the proposal of a small-scale war zone.

But, there are other, virgin areas needing development. So, let us pass by the Reft Republic as an example of missed opportunities.

### *Shattered Imperium*

In June, Karl Gaarsoe sent me several reports on his boardgame set in the divided *Dagudashaag* sector. I heard nothing in July or August.

He is offering large maps made by combining 12+ sector maps from *Atlas of the Imperium*. They can be used to see the large picture. \$5.00.

# CHALLENGE *Submissions*

## The Magazine of Science-Fiction Gaming

Unsolicited manuscripts become the property of GDW and *cannot be returned* unless accompanied by a large SASE. GDW is not responsible for articles lost in the mail. *Never* send your only copy of an article. You will normally be notified within 30 days of your article's acceptance, rejection, or need for a rewrite. If you have not heard from us within two months, please inquire. Accepted articles are subject to editing.

**Payment:** Challenge pays \$.02 per word *upon publication*. You will be paid for the *number of words published*, not the number of words submitted. If a submission is a collaboration, we need to know who gets what portion of the payment. Payment is for all rights, unless other arrangements have been negotiated in advance. You will *not* be notified of which issue your article will appear in, but will receive your payment and a complimentary copy about 30 days after the issue is released.

**Format:** We cannot consider handwritten manuscripts. All manuscripts must be *double-spaced* on standard-sized white or off-white paper. The first page must contain the *author's name and address*, and his *social security number*, as well as the *title of the article*, the *game it refers to*, and the *publisher of that game*. Each page must be numbered and contain the author's name. If more than one manuscript is submitted at a time, please include the title on each page.

In general! articles should usually be 2000-10,000 words in length. Always include clear, precise sketches of maps, diagrams, or pieces of equipment for artist reference. If you send photocopies for artist reference, always indicate the original source or publication. If your article includes tables, send a printout of each table the way it should appear to help our typesetters set it up correctly.

Manuscripts should be written as clearly and concisely as possible. As a general rule to the beginning writer, determine what you want to say ahead of time—never just sit down and write. Your purpose should be clear from the first paragraph. Articles use three levels of heading (refer to past issues for specific examples). The first level is the title of the article. Next, any divisions within the article need *section headings*, which are all caps on their own line (like Subject Matter, below). Any further divisions within a section need *subsection headings*, which are upper and lower case, followed by a colon and text (like Payment, above). Don't worry about making headings bold or italic unless you're working on a Macintosh.

**Computers:** *Submissions on disk are strongly encouraged*. Send the disks in a suitable mailer, *along with a printed copy* in case of software problems. We will return your disks after copying them. Always keep all printer commands, page numbering, and so on out of the text, and save files as text or ASCII. We are able to take submissions only from the following machines: *Apple Macintosh* (Microsoft Word and MacWrite are preferred for word processing), *Apple II Plus*, *Other Apples*, *IBM PC & Compatibles* (must be MS-DOS; Wordstar files are preferred).

**Modem:** Submissions by modem are not accepted at this time.

**FAX:** FAX submissions must be sent after 6 p.m. CST. FAX submissions of more than 20 pages must have prior approval. Disk submissions are preferred.

### SUBJECT MATTER

Articles deal with science-fiction roleplaying in all its myriad forms (we adopt a rather liberal definition of "science fiction"). We will look at articles on any science-fiction roleplaying game by any publisher, including *Twilight: 2000*, *MegaTraveller*, *Dark Conspiracy*, *Cadillacs & Dinosaurs*, *Space: 1889*, *2300 AD*, *Shadowrun*, *Torg*, *Star Trek*, *Star Wars*, *Battletech*, *Warhammer*, *Renegade Legion*, *Call of Cthulhu*, *GURPS*, *Paranoia*, *Cyberpunk*, and others.

*Adventure scenarios* are much in demand. Divide most adventure articles into two parts—a short player's information section and a more detailed referee's information section. *Sourcebook-type* articles should be combined with adventure ideas using the new information whenever possible. *Game variants* should be playtested in advance by you and be applicable to a broad range of gaming situations. *Referee's notes* should give hints to the referee on how to increase interest in the game, make his life easier, or spark his own imagination. In general, articles should be consistent with previously published information.

**Twilight:** All *Twilight* articles must be usable with *Twilight: 2000 2nd edition*. Ideas include an adventure situation with a geographical setting, equipment descriptions, generic personalities or locations for use in a variety of situations, and examinations of modern military life or military equipment.

**MegaTraveller:** All *Traveller* articles must be usable in the *MegaTraveller* universe. Include tasks and game statistics where appropriate. Ideas include an adventure with relevant background data, bestiary, or equipment description. Articles may follow either the "adventure nugget" or traditional **Challenge** format.

Now it's time to get down to put your ideas to paper. If you have any questions, send them along with an SASE. Good luck.

Contact Michelle Sturgeon, Challenge managing editor. Phone (309) 452-3632. FAX (309) 454-3127.  
Challenge Magazine, PO Box 1646, Bloomington, IL 61702-1646 USA

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