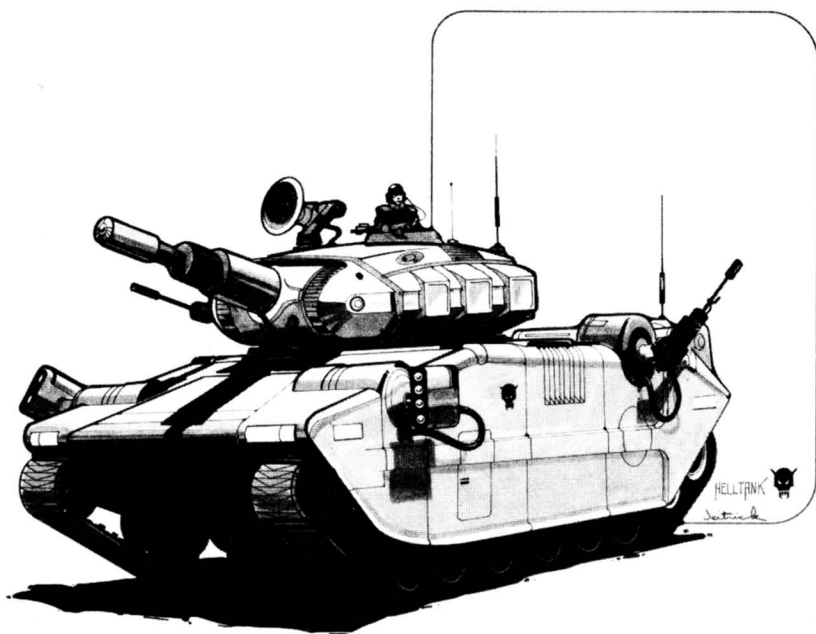


INTERPLAY™

\$1.50

the metagamer dialogues no.6



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INTERPLAY™

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no. 6

MARCH -- APRIL 1982

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COMING NEXT ISSUE

Well, this issue ran late, next issue will catch up 2-3 weeks or time. There wasn't space for the RAMSPEED piece promised in the last issue, it will come in #7.

Next issue will see lots of TFT, including an article on Questioning prisoners, pole weapons and a Crossroads Cidri column by a Fantasy Master.

There will also be a piece on new TRAILBLAZER record keeping and the HELLTANK designer's intro if we can get Phil to sit still long enough to do it. We may even fit in a preview of STARLEADER. We need to start promoting what will be the most fun future role-playing system.

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coming distractions...

1

Well, well, well. Things are getting hot in the Unicorn hunt. We were threatened by the U.S. Forest Service for not telling them if the Unicorn was hidden on 'their' land. Is there no place that the heavy hands of government bureaucrats will not reach.

Sure, we tell them and they keep a \$10,000 secret? If they can't keep billion dollar budget secrets who'd trust them for a mere \$10,000? Not us.

When they sue to make us tell, as they threatened by phone, our only hope is to get big publicity to help offset the unlimited law budgets of the Fed. Don't you love what your taxes go for?

HELLTANK has been a big hit. The only trouble is HOW DO YOU KILL THE \$\$\$* THINGS?

Never fear, no tank has been made that someone won't make a better one. Want to kill off the Helltanks? Just wait 'til you can add some of the new Helltank Destroyers to your army.

HELLTANK DESTROYERS is in the last stages of development. It adds a few new units, chiefly the Helltank Destroyers. They carry some Hawk Teams and two other vehicles in the back. My favorite are the ACVs.

The **HELLTANK** series will have the common rule base of **HELLTANK**. You won't have to unlearn anything. The new material will cover new rules and scenarios.

There is a third Microgame already planned for the **HELLTANK** series. We may do a four player Metagame version. Given the good response, ie 'sales', you'll see a new item in this series about every nine months.

Another surprise item has been **TRAILBLAZER**. It was expected to be only a modest seller based on the record keeping requirements.

What we've found is that a lot of you really have a head for money, exploration and competition.

Many are using it for trading in **TRAVELLER**. You can be one with those who use **MELEE** and **WIZARD** for the combat in *&*. (We don't use that game's initials any more after receiving a letter from their legal dept. saying we had used it improperly in the past.)

TFT fans have been happy with **UNICORN**, **AMULETS** and **ORB QUEST** all out in a few months. Now, they'll get **WARRIOR LORDS OF DAROK** and a revised, expanded **TOLLENKAR'S LAIR** in a few weeks. These carry the label Adventure Supplement, which means they are ready-to-play adventure modules for the Fantasy Master.

The Darok supplement is the first of **THE LAND BEYOND THE MOUNTAINS** series being done by Gamelords Ltd. They will put out another one at the same time and at least two more in the series will be out by year end.

IMPORTANT TFT QUESTIONS:
Just ask two questions when you see the covers. Who is that girl and what is she giving the king? And, what are all those 'preppy' looking guys doing on the Tollenkar cover?

Other **TFT** projects in the works are a ship combat module, being done by **RAMSPEED's** designer and a new group of Microquests. Some new Microquests will come in a booklet format at a lower cost. Not all of them need counters or the box.

FIRE WHEN READY can be the first of a few more ship combat games that are playable. Let us know how you like it so we can firm up plans for more. The new ones would still cover early Dreadnaught era ships to keep the scales manageable. Again, let us know what you think.

DRAGONS OF UNDEREARTH is a new fantasy role-playing game. It is simpler than **THE FANTASY TRIP** but fully compatible. You never have to mix them but they do mix perfectly if you desire.

UNDEREARTH will be a series developed separate from, but parallel to, **THE FANTASY TRIP**. It started with **LORDS OF UNDEREARTH**. **CONQUERORS OF UNDEREARTH** will be the first adventure module in the series.

We need something easier for the average person to start with. **MELEE** and **WIZARD** are fairly simple and **TFT** is not nearly as confusing as some other systems. But, it is hard for the average person to get into being a Fantasy Master. **UNDEREARTH** fills that need.

That brings us to **STARLEADER**. The **STARLEADER: ASSAULT!** play test kits have gone out. The Star Master material is well into development. The **WARSHIPS** module is nearing completion.

STARLEADER is a future role-playing system. Its goal is action for the characters in a wide open universe full of surprises. If you are playing something else you owe it to yourself to check this out when it comes.

PRICE INCREASES: You will note that Metagames have gone up a dollar with **COMMAND AT SEA** going to \$9.95. Microgames will also go up a dollar before year end, probably early fall. Costs in Texas are not being affected by the recession and are going up rapidly.

INTERPLAY is enjoying its success. The plan is to add more pages later in the year and improve in other ways. It will go to \$2.00 per issue also in the near future.

So, you've had your prior notice to get in subscriptions before everything costs more.

Well, that's all for now. Lots of activity coming in a recession year. Just keep getting your good game playing support here at **INTERPLAY**, the house organ that doesn't try to pretend it's not.

Howard Thompson

REQUIEM FOR A GOLDEN AGE

The development of adventure gaming has gone to new paths in the last few years. A Golden Age has passed, never to exist again.

Gone are the days when D&D was a novelty enjoyed by a few hardy souls who could figure out a game to play from those initial, oh so disjointed rules.

Gone are the halcyon days of SPI, when you got a steady diet of serious history, covering every conceivable conflict.

Gone are the days when game companies were more concerned about the quality of their game's play than anything else.

What we have now in adventure gaming is the Age of Consumerism. I know it has arrived. The word was brought to me by a fellow who sells games in a store.

The word went something like this: "The other day there were two mothers in the store bragging about what level D&D character their sons were". It sent chills down my spine.

With that story I knew that adventure gaming had arrived at the pinnacle of our Consumerist culture. In our culture a product is "in" when people buy it only because everyone else is buying. You've got it made when that happens. Quality no longer matters, only name recognition has any relevance at that point.

For a business that's the Holy Grail. Your product becomes divorced from any concept of quality, utility or value. It may even be desirable for the product to have NO quality, since it would only confuse the vacuous mentality of the consumer buyer.

Having arrived, adventure gaming will willy-nilly sweep a few products along with it to commercial success. The mass of creative and imaginative effort put forth by the numerous small game firms will be still born in

an echo of non-recognition.

The steady diet of 'new' that the core gamer likes will be gone, along with the few stores that specialized in our kind of games. All that will be available will be a sprinkling of new items carefully tailored for the mass market Consumer.

REGRETS

Some will see this view as some sort of sour grapes, ie Metagaming is miffed that we did not get the prize. That's not true, Metagaming will be a profitable survivor.

My regrets are for the passing of something worthwhile, a thing of value. For a few years in the 70s there existed a desire for and acceptance of a mental and social activity unperverted by Consumerist traits.

It grew from game players, those who enjoyed the gift Charles Roberts gave us. It flourished in Jim Dunnigan's desire to publish realistic simulations. It sprang from Dave Arneson, who gave us role-playing.

Those new to gaming will never know the spirit, the feel of what has passed. A Golden Age is gone and you missed it. All I can say is we had a wonderful time, wish you'd been there.

If I could put my finger on a simple explanation of the change that has come it would be this. Those early gamers were leaders. The current crop of gamers, ever far more numerous, are mostly followers.

The other major factor was a poor kid named Egbert. His tragic story propelled D&D into consumer awareness. The Lemming consumer mind then just had to buy what had been associated with such tragedy.

Consumerism is the state of mind that has to buy products that are the focus of attention. It's the 'me too' people who

apparently have no values, beliefs or worth beyond the products they own. By their possessions you will know them.

Consumerism arises from two human motivations, the desire for attention and greed. In our country Consumerism has risen to dizzy, unbelievable heights of power. One would almost fear that it may become a genetic trait of our population. Nothing stands in its path, all are subverted.

If you doubt the powers of consumerism you haven't heard about the Italian priest selling, no joke, Jesus Jeans.

Consumerism destroyed a thing that I and many others valued. It has made adventure gaming just another product to be bought by the unknowing, uncaring, masses.

There is a little of Egbert in all true gamers. A little loner, a little brilliance, a little surprise at the enjoyment gaming brought. For one I'd rather have those fewer dollars and have Egbert alive to work out his full life.

It's must be hard to rest easy knowing your success was born in personal tragedy. It places a burden of responsibility on you that's hard to work off. Just how do you run a business with that in the back of your mind? If you're a Consumerist I guess you just never think about it.

Those of us who've gamed for several years have witnessed the passing of an age. That time and feeling will never be again. I feel a sense of loss for what was. I also feel a resentment against the destructive power of consumerism to level something that was special to me.

Hopefully, something of the old age and spirit will survive. If it does it will have to divorce itself from the Consumer branch of gaming. Metagaming will try to hold a place for the old ways. There will be others.

(Fade out to theme from Camelot)

tft contest results...

1ST PLACE - WHY I LIKE TFT

I like Fantasy Trip because I wanted a mature FRP game. I wanted to be challenged by my fellow gamers, not by the rules.

Byron Godfrey

1ST PLACE CREATURE

PSYCHO SLIMES

Psychoslimes-

ST 20 Attacks using a
 modified DRAIN
 STRENGTH spell

DX 1

IQ 2 Armor = 4 hits

MA 4

These creatures appear to be normal green slimes and they are indistinguishable to all but naturalists, who must still make a 6 die roll vs. IQ to note them (5 die for an expert naturalist). They attack as do normal green slimes, have no front hex and so cannot engage you, and are struck at with a +4 DX adjustment. To go HTH they must win movement initiative by 3 or better.

Psychoslimes, however, have a natural immunity to fire and cannot be harmed by it in any form or fashion. They can be hurt by normal weaponry, but pole weapons do not do double damage in the charge attack.

When attacked by a non-fire weapon the psychoslime lets out a mind-shattering shriek which makes the fighter roll 5 die vs. IQ to carry out his planned attack. Failure means that the attacker recoils from striking the slime for that turn (so neither side takes any hits). This shriek defense is good against all opponents within the slime's megahex.

Psychoslimes attack in standard slime fashion, seeking HTH combat during the movement phase. If successfully HTH repelled and struck (die roll of 6 on the HTH for the shriek defense--it can be employed only once per turn by the slime at no ST cost. If a slime is in HTH combat with a fighter with knife or using bare hands, its shriek defense will be ineffective against its engulfed victim (instinctual fear overriding intellect) but it will be effective on all other attackers.

A psychoslime attacks only one figure at a time. If you strike at a slime which has a figure within it and miss the slime, then you have also missed the trapped figure. If, however, you hit the slime a fierce blow and kill it, whatever hits you put on the slime beyond its death (ST = 0) will be put on the engulfed victim--body armor protecting him.

(Eg. Beorn is engulfed by a slime which is down to ST 6 due to repeated knife wounds. Kurn, ST 16, charges in with his great sword in order to help out. He swings at +4 DX, hits, and rolls 3+1 die for his weapon's damage, and ends up hitting with 13 points of damage. Now 4 of that is absorbed by the slime's armor, 6 goes toward killing the slime, and the last 3 points strikes Beorn).

Finally, psychoslimes do damage to a figure using a modified Drain Strength spell to feed on the victim. They drain the life force from prey at the rate of 5 ST drained from victim equals one ST point gained to the slime. These slimes can exceed their original ST by this manner, and you may meet up with a rather large psychoslime in a group of many.

This Drain Strength attack slime is automatically successful if its prey is engulfed (in HTH), but takes place after the prey's attack option turn. A slime will continue draining the victim's ST until it reaches 1, at which

point it stops feeding. However, if the victim has 2-5 ST points left, a psychoslime can and will drain its victim's ST down to 1 the next turn at no ST gain to the slime (this ensures the slime's clean getaway). The psychoslime can never kill its prey then--the mark of the truly successful parasite.

Although slimes may fight over bodies, the psychoslime will protect its unconscious victim from green slimes if any are in the vicinity. It will actually cover and shield its 'victim' until all green slimes leave the area. (This is how in legends Jhana Shakama was saved from certain death in a slime attack following a hunting accident in the valley of Mog).

Psychoslimes are inhabitants of Cidri but are especially prevalent in the Valley of Mog. They travel in groups of 1-4, and nearly always appear with groups of green slimes in a 1/3 ratio. They are telepathic, like all slimes.

Paul Wagner

1ST PLACE SPELL

PORTABLE HOLE

IQ16 PORTABLE HOLE (C): Creates 1 hex of hole per 2 ST spent. This hole, when placed upon anything will penetrate to the opposite surface, regardless of distance. For example, if placed on a wall, it will penetrate to the next room, hall or the outside, whichever is closest. If placed on the floor or ceiling, it will penetrate to the next level, and yes, if placed on the floor of the last level, it will penetrate Cidri (However, the laws of gravity, if they exist on Cidri, will not allow one to travel there by this means). Also, if placed on a hollow object, such as a chest,

it will penetrate only to the center. Because of its unstable properties, however, it will last only 5 minutes (60 turns), then fade (NOT shrink!) and vanish.

Bruce Morton

1ST PLACE TALENT

WILLPOWER/QUESTIONING

Talent: Willpower-IQ. 9, IQ cost 2.

Willpower adds 2 to any roll to resist attempts of getting information during "questioning", subtracts 2 from any roll to fight off a control person spell, a geas, word of command, or possession. The uncooperative victim of a drain strength spell in possession of willpower must be unconscious for the spell to work. He can successfully resist if he's just tied up. This could substantially reduce benefit to the hostile spell caster.

Because of the strong willed concentration possible by individuals possessing willpower, they need 10% less time to learn new spells/talents.

Wizards, being well disciplined in the power of focusing their strength of will, pay only 2 IQ points, not the normal doubled cost.



TFT: BUGHOUSE**By Bob Hensle**

Bughouse is a scenario about a young Hymenopteran hive. Since most of the Hymenopterans encountered will be one of the following types, their statistics are given here to save space:

BASICS are the "commander" bugs. A Basic has ST 6, DX 10, IQ 12, MA 8 and does 1-2 damage in regular or HTH combat.

SPYDERS are bugs bred to be ridden by Basics. ST 8, DX 10 IQ 6, MA 10 with a rider or 12 without. Does 1 die damage in regular or HTH combat. Scales stop 1 hit per attack. It is a 2-hex creature.

LOW RENDERERS are small (1-hex) warriors. ST 10, DX 11, IQ 6, MA 10; does 1+1 damage in regular or HTH combat. A one hex creature.

TERMAGANTS are also small warriors. They occupy one hex and go on 4 legs, using one of the others to hold a sword. They are immune to Drop Weapon spells, since the sword fits into a socket in their claw. ST 10, DX 11, IQ 6, MA 12; does 1+1 damage, or 1-2 damage in HTH.

PHLANXES are larger (2-hex) figures with long, projecting horns. They have ST 16, DX 10, IQ 6, MA 12. They do double damage when they charge, but must defend on the next turn. Phlanxes normally do 2 dice damage in regular combat, and 1 in HTH. Armor stops 2 hits per attack.

GANTUAS are enormous (3-hex) bugs that kill by smashing with claws and legs. They have ST 24, DX 10, IQ 6, MA 10. Like Phlanxes, they do double damage on a charge but must defend next turn. They do 3-1 damage in regular or HTH combat and their scales stop 3 hits per attack.

PLUNGES are flying warriors that stab and sting. ST 8, DX 16, IQ 8, MA 6 on the ground, 14 in the air (in combat) or 20 in the air flying freely. A Plunge does 1 die damage in regular or

HTH combat, and double damage when diving on an opponent. Plunges can operate without Basic to control them.

WORKERS can carry a load equivalent to 3 human bodies (250+kg), and will try to gather that much before returning to the Hive. They need no control by Basics. Workers have ST 20, DX 8, IQ 8, MA 8 (MA 6 when carrying 3 bodies). They will not fight unless attacked or unless defending the nest. They do 1-1 damage in regular or HTH combat.

Because Hymenopterans do not depend totally on their eyesight to get around, they have only a -2 DX penalty in darkness or shadows. Since missile weapons are alien to them, the Basics will have to learn to watch out for missile weapons and spells. However, these bugs are smart and learn quickly, so only a couple Basics will get killed before they learn to avoid missile weapons and spells.

Hymenopterans communicate by telepathy, so a lesson learned by one bug is learned by the whole Hive. Because it has the mentality of the whole Hive behind it, a Basic, Plunge, or Hive Mothercan attempt to disbelieve one illusion per turn while still carrying out other actions.

While Basics can direct combat for up to 50 bugs from 500 meters away, they will usually direct only a few warriors and be only a short distance away. Their telepathic control extends around corners, but several tunnel bends block it.

Without Basics the warriors attack mindlessly with no thought for strategy or food-gathering. To a Basic adventurers are a mobile food source that fights back. Hymenopterans stay together, fighting as a well drilled unit. They will force an opponent back to allow Workers to

pick up bodies.

The Workers stay close to the fighting and grab bodies. Bodies which are taken back to the Hive will be put in room #11 until eaten (1 or 2 days). If possible the Bugs will try to penetrate into the enemy's rear area to kill the commander. (They don't know that humans don't need to be controlled.)

Plunges are especially fond of attacking the back lines. Enemies that retreat are pursued. Unless defending the nest, Basics will direct a controlled retreat if they think they will lose more bodies than they can gain or when all surviving Workers have a full load.

When the party of adventurers gets within two kilometers of the Hive roll one die to determine which direction the expeditionary force went. If that is the same direction from which the adventurers are approaching then the expeditionary force consisting of a Basic riding a Spyder, 2 Termagants, 2 Low Renders, a Phlanxe, 2 Plunges and 3 Workers will attack the adventurers.

The Hive is located just north of the trees in a grassy clearing about a kilometer across. Above the Hive is a mound of dirt about 3 meters deep at the opening to room #5 tapering to about 1/2 meter deep at the openings at A.

A Plunge is always flying over the Hive acting as a lookout, so adventurers will be spotted unless they hide (i.e. take cover when the Plunge flies by). To spot a hidden party the Plunge gets one 3 die roll against its IQ (add one die if it is dark or if all the party members have the Woodsman or Spying talent or have a Blur spell on them).

Depending upon their goal, the players can make it within 10 meters of the opening into room #4, or 30 meters of the opening into room #5 before they run out of forest in which to hide.

If the party is spotted and the Hive has time to react before the party enters the Hive, a

group of warrior bugs will be sent out to collect the "food". The Bugs from room #3, #4, or #8 (whichever is closest) Plus 2 Plunges and 3 Workers will be sent out.

If the party has more than 5 members the Bugs from another of those three rooms will also be sent out (to ensure that none of the "food" gets away). If it becomes apparent that the Bugs sent out will not be able to collect the "food" (i.e. are losing the battle) then enough Bugs will be sent out to ensure a victory (or as many warriors as are available).

If the party enters the Hive by fighting their way in all surviving warriors will move to drive out the invaders, and a Plunge will be dispatched to recall the food-gathering expeditionary force which will return in 5-10 minutes (1 die plus 4 minutes) unless it was already met and destroyed by the adventurers.

Should the party manage to sneak into the Hive, their presence will be discovered by the whole Hive as soon as one Bug is aware of their presence. But, as long as the adventurers are able to kill every Bug they encounter before its turn to act comes the Hive will remain unaware of their presence.

As soon as the adventurers are detected warriors from the nearest rooms will be sent to kill or drive out the intruders. If things go badly for the Hive a Plunge will be sent out to recall the food-gathering expeditionary force as above.

If the Queen is killed or it becomes obvious that the Hive is doomed, all surviving Workers will grab eggs, larva, or pupa and escape from the Hive and scatter in all directions. The other Bugs will fight to the death and won't try to escape, but any warriors under command control will try to help the Workers to escape.

The following is only as an initial setup. By the time the

adventurers get to the rooms the occupants will probably be dead or gone.

A. Each of these is an entrance into the Hive. The drop is almost straight down, but there are small ledges (actually Hymenopteran steps) which make it possible to climb up or down as though it were a ladder. The openings are just big enough to let Workers and Phlanxes out (the Gantua is confined to the Hive until a larger opening is dug).

On the surface next to each opening grows an umbrella-shaped, broad-leafed tree. The trees are about 3 meters tall; thus the Bugs can get out, but rain can't get in. The sunlight coming through the openings is enough to dimly light rooms 3, 4 and 8. Unless noted otherwise, the ceilings are just over 2 meters high in the corridors and about 3 meters high in the rooms.

1. This chamber is the most recent addition to the Hive. The signs of recent digging are obvious. A new battle group is being formed, and after it is formed a new opening to the surface will be dug. So far, however, the battle group consists of only a Basic and a Gantua (the Hive's pride and joy).

2. The two northern hexes in this room are covered by vines of a very dark green (almost black) color. The ground around and under the vines is a reddish tinge due to a large concentration of iron oxide. (Workers enrich the soil around the plant by burying small iron objects.) By taking the iron from the soil and combining it with a small amount of carbon obtained through photosynthesis, the vines are able to grow a good quality steel.

Near the center of the vines grows a Termgant sword that is nearly "ripe" (i.e. almost finished). The sword is easy to see due to the contrast in color between the dark green vines and the shiny metal. A hole 10 cm in diameter above the vines lets in sunlight for the photosynthesis.

Should the adventurers decide to kill the vines they can be chopped up by sharp-edged weapons--20 hits of damage will kill the vines. (no experience points for chopping up harmless plants though.)

3. This room houses one of the battle groups, which consists of a Basic, a Phlanxe, and 3 Termagants.

4. This room also contains one of the battle groups. Like room #3, there is a Basic, a Phlanxe and 3 Termagants.

5. This room is where the Plunges reside. The ceiling in this room is 10 meters high. There is a hole 5 meters in diameter in the center of the ceiling which lets in enough sunlight to light this room and the adjacent corridors. Although the Hive has 6 Plunges, only 3 are present. Of the other 3 Plunges, 2 are with the hunting expeditionary party, and one is the Hive's lookout.

6. This room houses the resting expeditionary force. At present they are feasting on a human body and a horse before placing the residue in the vats. There is little left of either corpse. The expeditionary force consists of a Basic, a Spyder, 3 Termagants, 2 Low Renders and a badly injured Phlanxe (ST 6).

7. The Hive's "cows" are kept in this room. The south wall has many exposed tree roots upon which 14 Giant Aphids (ST 6, DX 8, IQ 1, MA 8; runs if attacked) feed. Two Workers tend to the Aphids and strike the backs of the Aphids to get a sweet juice which the Aphids secrete. The Aphids' wings have been removed to keep them from escaping.

8. This room houses another battle group. Since it is located next to the forest, it has a large number of Low Renders which are designed for rough terrain. The group consists of a Basic, 2 Termagants and 4 Low Renders.

B. This is a steep slope leading down to the second level. The slope descends 12 meters in a distance of 12 meters. Due to the steepness of the slope, in a battle the combatant higher up the slope gets a +2 DX adjustment and the lower combatant gets a -2 DX adjustment. The second level is faintly lit by a greenish light. Any investigation will reveal a large number of fire files throughout the second level which cause the light.

9. This is the King's chamber. The King (ST 20, DX 10, IQ 13, MA 8; does 1-1 damage in regular or HTH combat) looks like a cross between a Worker and a Basic. He has the head and front legs of a Basic and the rest resembles a Worker. He can direct warriors as though a Basic when the need arises. He is attended by 2 Workers and spends most of the time eating or sleeping on a bear skin in the southwest corner.

1A King is a permissible type of hybrid Basic. This type was an early attempt to develop warriors with the intelligence of Basics. Only in the space flight era of Hymenopteran evolution was the attempt fully successful. HTJ

10. This is the Hive Mother's chamber. The ceiling is close to 8 meters high and a large concentration of fire files on the ceiling makes this room as light as a full-moon night. The Hive Mother (ST 25, DX 8, IQ 13, MA 4; does 1-1 damage in regular or HTH combat) looks like the King except that her abdomen is enlarged (making her a 3-hex creature) to hold a large number of eggs.

While the Hive Mother can direct warriors, her only concern would be to give the Workers time to escape with the eggs and larva. The Hive Mother is located in the center of the room on a pile of assorted pelts and is attended by 4 Workers. The Hive Mother has not left this chamber for any reason.

11. This room is the food storage room. The bodies present

are two Termagants, two humans, a bear and three deer. Only the edible parts remain; thus nothing of value will be found on the bodies. A Worker is removing the fur from the bear.

12. This room is the hatchery. After the Hive Mother lays an egg it is brought here until it hatches. There are 42 eggs present. An egg is about 10 cm in diameter. Any hit will smash an egg, and a character would be able to stomp on two eggs each turn. The eggs are taken care of by two Workers.

13. After an egg hatches the larva is brought to this room. There are 26 larva in the room which are fed and tended to by 3 Workers. The larva come in all sizes depending on how old they are and what Bug they will grow into. The ST's are 24, 20, 18, 16, 15, 14, 12, 10x3, 8, 6x3, 5x2, 4x4, 3x2, 2x3, 1.

All the larva have DX 6, IQ 2, MA 2. They do from 1-4 to 1 die damage depending on their size (ST 24-20 does 1 die damage, ST 18-15 does 1-1 damage, ST 14-10 does 1-2 damage, ST 8-5 does 1-3 and ST 5-1 does 1-4). A larva will only attempt to bite if it is injured. Larva with ST over 15 are two-hex creatures.

14. This room contains the pupas (ST depends on type of bug, DX 0, IQ 0, MA 0). There are 10 pupas present which hatch at a rate of one every other day. At present a Termagant is being helped out of its cocoon by two Workers. The rest of the pupas will hatch in the following order: Worker, Worker, Phlanxe, Termagant, Plunge, Worker, Low Render, Basic, Termagant.

If the players take longer than 20 days to finish their campaign against the Hive, the FM should continue to have Bugs hatch at about one Bug every other day. The ratio of the different types of bugs hatching should close to that within the Hive at the start.

C. A slope like those at B but going from the second level down to the third level. There

are no fire flies on the third level; thus it is pitch black.

15. The floor in this room is covered with a mat of decaying vegetable matter in which the Hymenopterans grow mushrooms. The mushrooms range from 2 feet tall to less than an inch tall and fill the entire room. A Worker is spreading some fresh grass around the mushrooms. The mushrooms are edible, but if any of the party members eat the mushrooms there is a 1 in 3 chance that the mushroom eaten will be slightly hallucinogenic (-2 IQ and distorted senses for six hours).

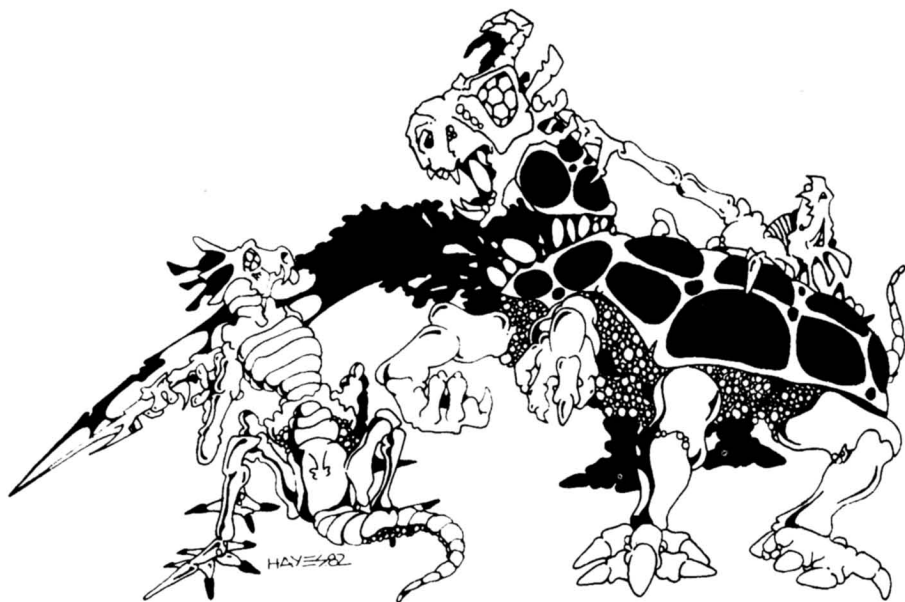
Because of their different metabolisms, the Hymenopterans are unaffected by these mushrooms. The two different kinds of mushrooms are almost exactly alike, so it takes a 4-die roll against IQ for a Naturalist to tell the difference; anyone else must make a 6-die roll.

16. This room contains the refuse. Amongst the bones and pieces of chitin are the following items: a broken broadsword,

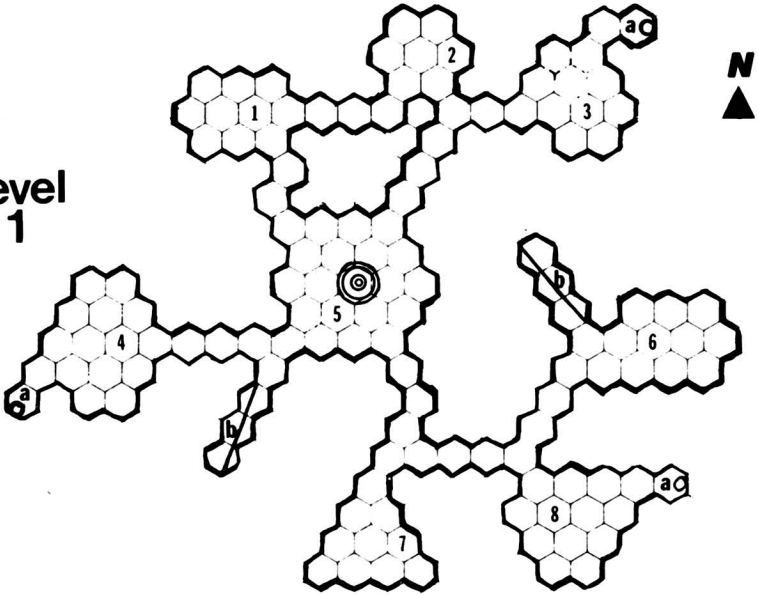
a magic halberd (+1 DX, +1 damage), 2 large shields, a suit of badly battered plate (only stops 4 hits), 2 daggers, a silver dagger, 350 silver pieces, 420 gold pieces, 180 copper pieces, 8 gems (worth \$500, \$100, \$100, \$500, \$1000, \$50, \$100, \$50), a scroll with Lock/Knock and has "lock or open" written in Sorcerer's Tongue on the outside and a broken serpent torc.

17. The 12 meter wide pool of water in this room is the Hive's water supply and drainage system. Every room and corridor slopes slightly to allow any water to drain into this room. The water is clear and pure, but if disturbed it will become quite muddy.

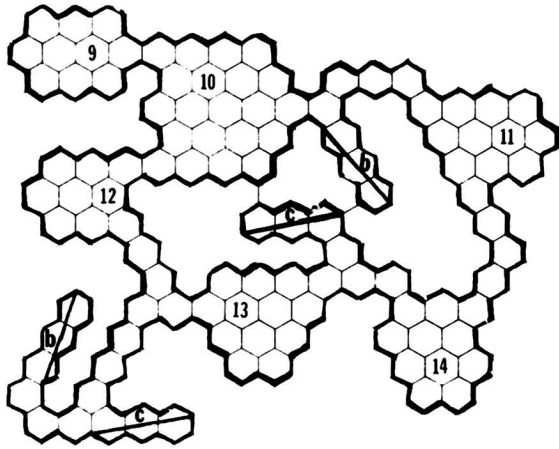
The pool is only a meter deep except for the center where a shaft 4 meters in diameter descends some 20 meters. During the dry months the Hymenopterans use most of the water, and only a small amount seeps into the shaft; thus the water level drops to only about 5 meters above the bottom of the shaft.



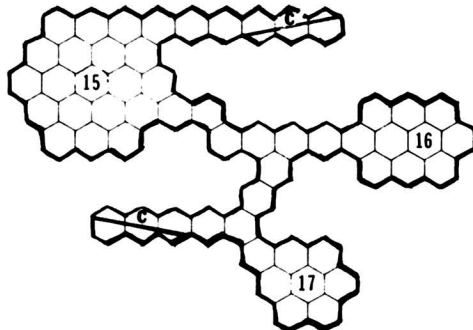
Level
1



Level
2



Level
3



THE FANTASY TRIP™

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Dirringar was the Black Council's most powerful wizard. He created cursed and mystic amulets. And, he'd gain ultimate power when he activated his Great Amulet. But, it exploded, scattering amulets across Dirringar's Lost Valley.

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So, why not bop on down to the valley and pick up some amulets. Maybe pack a picnic lunch and get a damsel, why not, could it be, gasp, Dangerous! Naaaaa.

RULES: TFT: MELEE™ and TFT: WIZARD™ or TFT: ADVANCED MELEE™ and TFT: ADVANCED WIZARD™.

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Underneath his palace Thorsz keeps a special labyrinth, an obstacle course for mercenaries he hires. The Thorsz pays well you've heard. But, it's a tough test and if you're not tougher you'll be dead.

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RULES: Use TFT: MELEE™, TFT: WIZARD™ can be used also but is not necessary.

DEATH TEST 2™

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Thorsz is upset about all the whimps getting through his DEATH TEST™. His court Wizard has devised a new testing ground under the palace. Survivors of the first DEATH TEST are 'invited' to again risk their worthless lives for further advancement in Thorsz's mercenaries.

I DARE YOU! intones Thorsz. A cold sweat chills your spine. Can any true hero suffer loss of face and turn away? The cowards will. And cowards die!

Oh well, if you did it once you can do it again, can't you - Can't you?

RULES: Use TFT: MELEE™ and TFT: WIZARD™

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The Knights of the Round Table are one of mythology's shining examples of sacrifice and honor. You are there when King Arthur calls on Camelot's heroes to go forth and seek the Last Supper's Holy Grail.

The finder must have purity, honor and courage. There is no adventure more worthy of chivalry's finest flower, no greater way to grace. Monsters, danger, temptation and death await you on Christendom's quest.

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RULES: TFT: MELEE™ and TFT: WIZARD™ or TFT: ADVANCED MELEE™ and TFT: ADVANCED WIZARD™.

ORBQUEST™

\$3.95

Congratulations thug, you've survived Thorsz's DEATH TEST™s. But Thorsz, not one to waste, wants you out risking life and limb for his whims. His red robed mage offers you a mission. You accept, having never met anyone who refused the Thorsz.

After a wild night on Thorsz you arm and meet the mage in dawn's chill mist. He mutters and gestures - you awake elsewhere on Cidri. The mage points toward your destiny, a large, looming tower. It's small comfort now that Thorsz at least pays well, for survivors.

RULES: TFT: MELEE™ and TFT: WIZARD™ or TFT: ADVANCED MELEE™ and TFT: ADVANCED WIZARD™.

SECURITY STATION™

\$3.95

Jas N'orn collected the bizarre and wierd. A M'noren gate to dead earth gave Jas a chance at technological artifacts, rare items on Cidri. He'd send a team into an underground war base he'd found in service of his avarice.

Your band of hearty trouble seekers hires out to Jas and enters the gate. The strange and dangerous awaits you. Treasure or junk? Only earth's dead know for sure. Maybe you can pick up some guns or really neat stuff. Maybe you'll get rich and cheat old Jas. You'll at least have tall tales for your kids. Or, maybe you'll get killed. Ooops!

RULES: TFT: MELEE™ and TFT: WIZARD™ or TFT: ADVANCED MELEE™ and TFT: ADVANCED WIZARD™.

TREASURE OF THE SILVER DRAGON™

\$3.95

This is the first TFT™ \$10,000 treasure hunt. The dragon has already been found but the story of Etherion, Xenon and Miri starts here. Meet the Seekers mystery and a younger Miri for the first time.

The evil Toltec Brujos have placed Etherion in stasis in his cave. But, the secret they sought to keep from mankind was sent away with a lowly thief. Can your hero find the secret an save man?

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A unicorn is hidden somewhere in the U.S.A. The clues to its location are in this adventure. The person who finds it gets a \$10,000 prize from Metagaming. This isn't play, it's a real, live treasure hunt. YOU may be the one to decipher the clues, find the unicorn and win the treasure.

RULES: Use TFT: MELEE™ and TFT: WIZARD™.

Minimum order is \$10.00 with a \$1.00 mailing and handling charge per order. INTERPLAY subscribers get a 10% discount on game products. Mailing to U.S.A. and Canada only. Allow 4-6 weeks for delivery.

Metagaming

Box 15346
Austin TX 78761

TFT: ADVANCED WIZARD: STILL MORE SPELLS

13

By Greg Sharp

These have been researched by Lobo Wizard's Association in an area where the Wizard's Guild no longer reaches: Tragoth Island. Most of these were researched before Advanced Wizard came out. After AW came out it was still necessary to use random die rolls for researching new spells/items. Most of these are non-combat spells used during campaigns.

IQ 9 Spells

WATER PURIFICATION (T) 2ST/Mhx. Makes any water pure and wholesome in a square Megahex area. Removes all impurities or harmful diseases as well as renewing the sparkle. Lasts permanently or until new impurities are introduced to the enchanted waters. Some farmers may know this spell. (Unlikely)

MESSENGER LIGHT (C) 5ST&1/turn thereafter. Creates a will'o'wisp which the wizard may then tell a message of about 10 words. The will 'o' wisp then is controlled to the point that the message is replayed at destination. The message may be given in the first turn, it is then up to the wizard to direct it somewhere he has seen. The MA of the intangible wisp is 30.

IQ 11 Spells

CURE BLINDNESS/DEAFNESS (T) Cures all blindness or deafness not caused by the removal of the organs. Requires 2 hours of meditation & 6ST.

IQ 12

POISON IMMUNITY (T) causes all poisons to fail as if a successful saving roll was made. Has no effect on an existing poison in body. 3ST & 1 ST every turn thereafter.

PLANT FERTILITY/ DISEASE CURE (T) 5ST/Mhx. First part of spell will increase any kind of plant crop yields: tobacco, cotton, black lotus, bloodtrees, whatever is hit by the spell. Other part of spell will cure any disease ailing a plant so long as it was not caused by very large insects or lack of moisture or any such non-bacterial. Both cannot be cast at the same time by the same person!

COMMUNE WITH NATURE (S) 2ST & lasts 1 minute (12 turns) caster enters a light trance during which he can learn one of several things 1) Predict Weather for next two days. 2) Find out what kind of terrain is ahead including plant life. 3) Speak with the surrounding plants and find what ails them. 4) Detect the passage of any really large animal within 1km range. Any beast over 8Mhx leaves definite traces which the communer will pick up.

IQ 13 Spells

INCREASE ANIMAL FERTILITY (T) 5ST Does not work on Humans or Dragons.

IQ 15

TOSS (T) Combination of Trip, Avert, and Flight. Sends target flying away from wizard at a distance of 1 hex for every 2ST.

IQ 16

FLIGHT II (T) Cost: 1 ST/turn. MA under this spell is 22 indoors. Outdoors in a straight flight the MA is 22 + 2 (acceleration factor) so that the second turn is 24, the third is 26 and so on. In combat the DX adjustment is at -8! Magic items made with this are sp.

SOLAR FLARE (S) Cost 2ST, similar to Light spell except 1) light produced is exactly like sunlight, will ground vampires. 2) A Megahex may glow as if it were aflame, the smaller the area the hotter the light intensity makes the object. Thus a small diamond may be used to heat a blacksmith's forge as a magic item.

IQ 20

STEEL FLESH (T) 5ST & 1 per turn thereafter. DX or MA is not affected. Spell subtracts 7h/a adds 2 hits when fists are used in combat.

HUMAN FLY (T) 5 ST lasts 12 turns hands and feet become extremely sticky allowing target to walk up sheer surfaces. It is difficult to handle anything though since hands stick to any object.

IQ 23 (S)

DIMENSION SHIFT (S) ST Cost 100. A Gate set up entirely at 1 end, you warp space-time for this temporary Gate (number of minutes equal to IQ of main wizard) You can use a Crystal Ball to see other end. DX: 17 or 18 kills shifter, 16 is a similar location.

VERTIGO BLAST (M) missile rules for beam. 3 ST lasts 3d number of turns. MA drops to 0, 1 if flier. DX is at -5 the first turn, -10 the second, etc. IQ is -5 the first turn, -6 every turn after. Saving 6vs IQ.

IQ 33

GRAVITY WARP (S) In a range of 10ST/Mhx wizard creates a field originating from his hex. Any of the following effects can be done: Negate Gravity (0g) Lower Gravity (1d-10% to 60%), Increase Gravity Roll 1 dice and add 1 to result (2g-7g), Negative or Reverse Gravity, must be renewed

every turn.

MAGNETIC ZAP (T) ST 10. immediately heats all ferrous type metals to 500 degrees C. Affects one hex. 3 turns before cool enough to touch without burning. Since most armor is steel this can hurt. Silver weapons, jewelry, armor are not affected.

Spells developed after Advanced Wizard:

IQ 14

WOLF-HEARING (T) For 5 ST the target will have Acute Hearing for 1 hour.

IQ 15

FEATHERWEIGHT (T) Costs 2 ST & 1 per turn thereafter. Decreases weight by 90%. Thus a 70kg human has the mass/weight of 7kg. Great leaps can be made by a strong person.

TRANSMUTE (S) Rare spell. Must be performed on melted metal kept molten for a number of weeks. 1 week will suffice to change steel or iron into soft, non-precious metals such as tin, lead, or copper. 2 weeks are necessary for hard non-precious such as molybdenum task-steel. 3 weeks are needed for silver or gold or blue antharizite. 5 weeks are needed for adamantium. Each week a DX roll must be made for every cm of metal being changed: 5 dice vs DX for 5 cm of tin. Add 2 dice for the 5th week roll for adamantium. Blue antharazite is a steel-like metal that holds a fine edge very well. Adamantium must be worked while still hot. It is only shapeable at first heating!

The spell Magnetic Zap was being used long before the Lobo Wizard's Association could ever have heard about the Heat Metal spell in Interplay 1. Magic items have long been developed with such things as:

Magic Mirror - a "special" item similar to a crystal ball except that it will not show the future, will only respond to rhymed questions, and generally has a sarcastic personality. Since this is generally a cheaper to cast spell GM's should make it cheaper. (It also avoids the future angle, a pain to GM's when a elder wizard character rents one to an experienced 34pt thief).

Gloves of Zues - another "special" item. This requires two gloves, each of filigreed silver or adamantium. It adds 10 ST points whenever lifting with hands or as HTH fighting. Permits use of weapons up to 10 ST higher.

Horn of Plenty - A large horn which will produce food tasteless and bright green in color. It is nourishing, but rather unappetizing.

Truthspeak Orb - Crystal ball (not Crystal Ball) that indicates level of truth spoken within 1 Megamegahex. White surface indicate absolute truth, Black surface indicates absolute lie. grays are usually dominant.

Sorcerer's Eye - powerful item that allows wizard to hypnotize as if he was a dragon.



I

ITEM	ST/WEEK	#WEEKS	COST\$	INGREDIENTS
Magic Mirror	35	3	900	one mirror
Gloves of Zues	47	6	1200	two silver gloves
Horn of Plenty	50	4	4000	one large horn
Truthspeak orb	20	2	500	crystal orb
Sorcerer's Eye	75	4	7200	crystal orb

II Potions

Sweetbalm: 1 dose immediately puts user into deep sleep time duration is number of turns equal to hits/fatigue. One hit/fatigue is healed per turn! Sleep is like a coma, anyone coming upon him/her/it can kill the sleeper easily. Requires 2 dose Healing \$150 each, a leaf of chamomile (.20) and a Comfrey root.

ERRATA FOR MASTER OF THE AMULETS

MAP

The entrance hex is at 2221.

Four additional hexes should be marked with an "x"

0711 1007 1314 1915

RULES

16.21 "hex 1108" should read "hex 0815"

16.22 "hex 1277" should read "hex 1418"

16.23 "hex 1382" should read "hex 1012"

16.24 "hex 1605" should read "hex 1513"

TFT: PUZZLE

Phil Rennert

(Melee/Wizard required)

The arrow streaked from the bow of Cromin Arrowsmith. Peering over Cromin's shoulder, Illic saw it strike home --- and saw the last enemy bowman collapse to the sand! "We've won the archery battle at last", he thought, "but the cost has been great. I could not save Felix, and Cromin is hurt." Another stab of pain from the arrow in his side went through him. "As am I. And I have no idea where Morgli is."

The wizard Illic the Imperturbable is in the middle of an arena battle to the death, the outcome of which is in doubt. From the moment he led his friends Cromin Arrowsmith and Felix the Ferocious into combat against the evil wizard Morgli of the Black Pool and two of his henchmen, things did not go well.

First Felix, hefting his halberd, charged to close quarters -- and was met by a huge warrior who appeared from nowhere and chopped Felix nearly in two with a battleaxe before Illic could master himself enough to disbelieve. Illic's illusions were dispersed by Morgli before they could do damage. Cromin's rapid archery accounted for one of the opposing bowmen, but the other managed to wound not only Cromin, but Illic himself, with a lucky shot that came under Cromin's arm. And to top it off, Morgli had disappeared, gone invisible, two rounds ago, and by now could be anywhere.

"What can Morgli be planning?" Illic thought, as he peered around from his position behind Cromin, searching for a clue to the invisible wizard's whereabouts. "I know from the arena proctor that he is no less learned than I, and that I am his equal in total ability. And I

have shown myself quicker than he, though he has been quicker than Felix. What is he capable of? But enough; I must act!" Illic concentrated, and with a rush of joy felt his spell succeed! "That's it, then", he thought "we should win now, even assuming Morgli gets his spell off, though...".

What spell did Illic cast?

Some background information: The rules used are basic Melee/Wizard (in particular, the -3 DX penalty for ST 3 or less is not used). All characters are human.

Illic the Imperturbable is a wizard with ST 9, DX 11, IQ 12, who knows staff, blur, image, aid, speed movement, shadow, illusion, reverse missiles, rope, fireball, invisibility, and mage sight; he is armed with a staff and a dagger, and his ST remaining at the moment is 3.

Cromin Arrowsmith is a fighter with ST 9, DX 15, IQ 8, small bow, rapier, and dagger; his ST is down to 3 also.

Felix the Ferocious was a fighter with ST 13, DX 11 (9), IQ 8, halberd, morningstar, dagger, leather armor.

Morgli of the Black Pool was carrying a staff. The arena is a Wizard map; Illic and Cromin are standing in the starred entrance hexes on their end, with Illic directly behind Cromin. It is now the action portion of the turn (after movement); Cromin has acted, and it is not Illic's turn; he will be followed by Morgli. Illic did not move during the movement portion of this turn.

From this data plus the clues above, you must deduce what spell Illic cast. There is only one spell that gives Illic's side a better than even chance to win, no matter where Morgli is, (of course Morgli cannot be adjacent to Cromin or Illic, or his whereabouts would be known) no matter what spells he knows, and assuming that his next spell succeeds. (Note: an outcome

QUESTIONS & ANSWERS

Ron Hopkins

The danger at the moment is that he knows the 3-hex fire spell, is close enough to cast it, and will cast it into Illic's and Cromin's hexes, in his turn after Illic: it would knock him out, but the fire would put two hits each on Illic and Cromin, causing them to pass out in the flames and be roasted. The Aid spell will ensure Cromin's survival, though Illic will die.

Note that a 2 ST Aid spell won't work; it would knock out Illic, and Morgli would then throw a 2 ST Fireball at Cromin, probably killing him: a tie. Nothing but the 1 ST Aid spell will stop the 3-hex fire. After the Aid spell, Morgli's best bet is to throw a 1 ST Fireball at Cromin (1/2 chance of a knockout) and then fight a staff battle with Illic, but Illic's higher DX gives him the advantage.

where all remaining living characters are unconscious is a tie, not a win.) What is it?

Q: Can a character who knows To Weapons talent throw two weapons in the same turn?

Luke Clemente

A: Yes.

Q: Is a zombie or skeleton able to know when to dodge or defend?

Paul Wagner

A: Only if it is actively controlled by the wizard that created it.

Q: A figure with Two Weapons talent says "I am striking with one weapon and parrying with the other". After striking with his first weapon, he knocks his opponent down. Can he now strike with the second weapon?

Paul Wagner

A: Yes.

Q: Page 9 of MELEE under Part VII states: In order to change weapons, a figure chooses option (c) or (k) to ready a new weapon. Should not this have referred to options (e) or (j) from page 7?

James McGivern

A: Yes.

Q: Someone with Two Weapons talent chooses to parry (using either one or both weapons) - will any hits inflicted by missile weapons or spells be stopped?

Paul Wagner

A: Yes. The parrying weapons act just like a regular shield.

Illic cast a 1 ST Aid spell on Cromin, raising his ST to 4. Morgli's characteristics. Since his ability equals Illic's, he's a beginning character. His DX is 10 (between Illic's 11 and Felix's 9). His IQ is 12 or more (invisibly), so his initial ST was at most 10. He has used 7 ST points already 2 for the illusion, 3+1+1 for invisibility, so his ST now is at most 3. If it's 1, he'd be unconscious; if 2, he can't cast a spell without blacking out: he's most dangerous if we assume it's 3. In any case he'll have to drop his invisibility next turn, if he's to save any ST for spell-casting; even so, he is severely limited in spell choice by his ST.

By Some Turkey (P.H.D.)

INTRODUCTION:

I, Some Turkey (world-famous game designer), have decided to turn my vast gaming experience and talent to the design of a MicroMicroQuest for THE FANTASY TRIP game system. (I have to give METAGAMING all the help I can, they DO distribute my games after all, I'm just an old softie, noblesse oblige and all that, but I digress...)

In a far-off corner of Cidri (VERY far off, we hope-editor) the titanic turkey-hero Gobble Blackgibblet undertook one of the most famous of his exploits--the quest for the fabled Holy Pail used at the Last Feeding. In this quest, you (a hapless human in real life, alas) can put yourself in the place of this legendary hero and see how YOU would have fared in the search.

Blackgibblet was led by a mystic vision (and a convenient AAA map) to the ancient Barn of Mystery, recognizable by the weathered but still legible runes inscribed on its outer wall:

In runic Old MacDonalds farm

Somewhere inside, he knew he would find the Holy Pail, if he survived!

Look over Blackgibblet's statistics below and then begin with instruction #1. Play according to standard TFT rules.

(By the way, watch for my new MicroQuest, "Treasure of the Golden Gobbler", coming out as soon as I, and my barrister-cockscomb Grasping Claw, work out the legalities. Humans are so sensitive... Happy gaming!
Some Turkey)

GOBBLE BLACKGIBBLET

ST 12 (for a turkey, that's heroic!) DX 12 (9) IQ 9

MA 8 (6) (fast, for a waddle) Broadsword "Pilgrimsbane" (2 die damage) Dagger "Pinfeather" (1-1 die damage)

Chainmail (DX -3/takes 3 hits, reduces MA to 6)

Small shield (takes 1 hit)

1. Blackgibblet faces the two huge wooden doors to the mysterious Barn. Open the doors (go to 11) or decide that the Holy Pail isn't really worth risking your wattle over and go home (go to 18).

2. Congratulations! You found a needle. (Thus proving that it isn't so hard after all...!) Maybe someday you'll find a use for it. (It's a 1 die minus 5 weapon...) Meanwhile, go back to 9 and choose another option.

3. Nice going! The dog has a worn, old collar worth 2 copper coins. The rest of this room is empty. Go back into the other room (to 9) and choose another option.

4. The crate is overturned and something is skittering around underneath. If you lift the crate, go to 17. Otherwise, go back to 9 and choose again.

5. Looks just like straw. If you search the pile, make a 3-die saving roll vs. your IQ and go to 2. If not, go back to 9 and choose another option.

6. You get covered with straw, but find nothing. Go back to 15.

7. The pitchfork is really a bit too big for you to handle. Make a 3-die DX save. If you blow the save, you drop the pitchfork on your foot--take 2 points off you ST (ignoring armor) and reduce your MA by 2 for the rest of the adventure.

Once you have the pitchfork in hand it begins to glow brightly. It is a magical fork that does 2+2 damage in combat and counts as a short pole weapon. (It gets pole weapon bonuses, but is too short to jab with.) It also raises your DX when using it (for combat purposes only) to 15 (adjusted by your armor to 12). To use it, you must drop both your sword and shield here--you can't carry them too. Now go to 9 and choose another option.

8. Why are you reading this? I didn't say to read this paragraph. Humans just can't follow instructions! I don't know why I bother with you--I really don't! Now get your eyes back where they belong before I get really angry!

9. If you want to investigate the straw, move next to a pile and go to 5. If you'd rather check out the pitchfork, go to 14. Go to 4 to look over the crate or to 12 to climb the ladder. To exit the door on the far side, go to 16. If, on the other wing (or foot...) you prefer to truck back out the way you came and go home, go to 18.

10. The dog is ST 6 DX 13 IQ 6 MA 12. Its attacks do 1-1 damage. If you slay it, go to 3. If you die, Thanksgiving comes early this year.

11. As you pull the door open (heavy, huh?) a ray of light through the opening illuminates the room beyond. (Use a MELEE map as shown below.) At the "X" marks are large piles of straw. A pitchfork hangs on the wall at P. There is a large wooden crate at C. At L, a ladder leads up through an opening in the ceiling. There is also a door at the other end of the room. Go to 9.

12. Make a 4-die save vs. DX. If you fail, you fell off the ladder halfway up. (Turkeys are not graceful climbers, so what! You humans can't gobble for nothing!) If you fall, take 1 die damage and try again until you get to the top or break your

fool neck. If you make it, go to 15. If you die, that's just one more reason not to send a human to do a turkey's job!

13. You get stuck by a needle hidden in the straw. (Somewhere off in the distance, you hear a fiddle playing a strangely familiar tune, but you're too busy picking straw out of your turkey feathers to worry about that now) Take 1 die minus 5 in damage (ignoring armor, that needle caught you in an unprotected area) and go back to 15.

14. The pitchfork is out of reach on the wall, but you can climb on a box and reach it. If you take it down, go to 7. If not, go back to 9 and try something else.

15. You find yourself in a loft. (See MELEE map set-up below.) Piles of straw are at the numbers. If you want to search one, pick a pile and move next to it, then turn to the appropriately numbered paragraph. If you'd rather not search you may go back down the ladder (making one more save as in paragraph 12) and back to 9 for another option.

16. The door is open and beyond you find another room. (See MELEE map arrangement below.) Make a 3-die save vs. IQ and go to 19.

17. Ah! A truly turkey-like action! The starving rat that was underneath rushes out, chomps on your leg with his little sharp teeth, and runs away. Take 1 die damage. If you survive, go back to 9 and pick another option. If you die, you are just another drumstick on the silver platter of life.

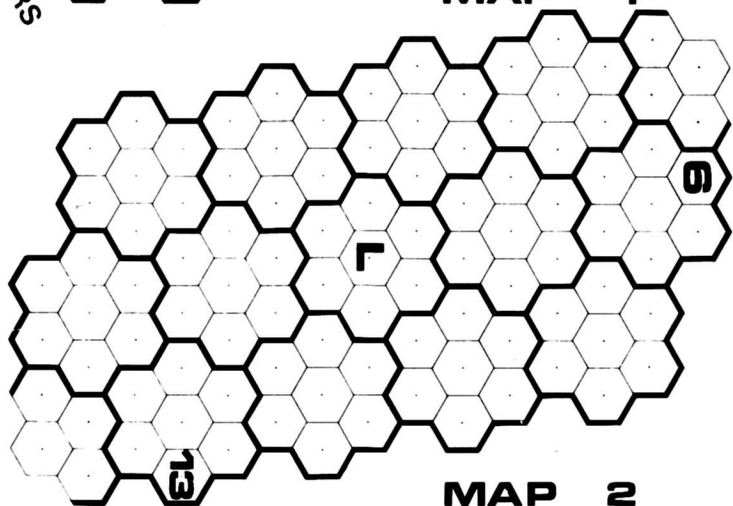
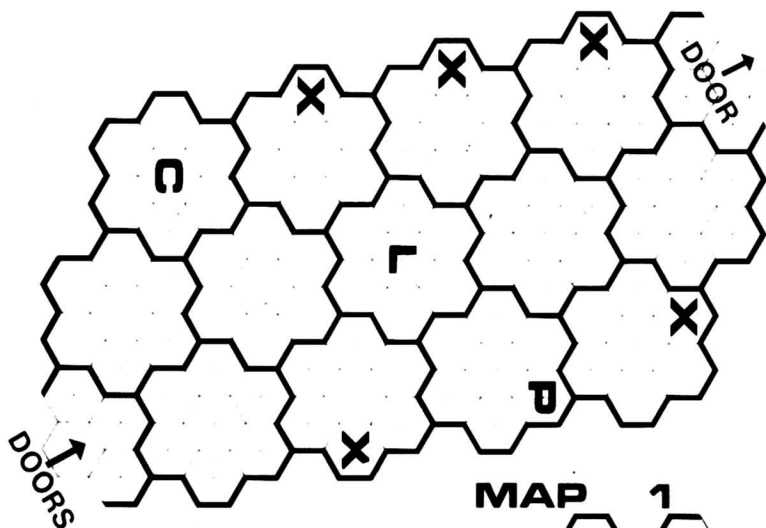
18. Spoken like a true turkey! (You're getting the hang of this pretty well for a human...) Go home, chuck the broadsword and chainmail in the closet, and tune in "The Greatest American Turkey" on the tube. Give yourself 100 bonus experience points for showing exceptional good sense (and

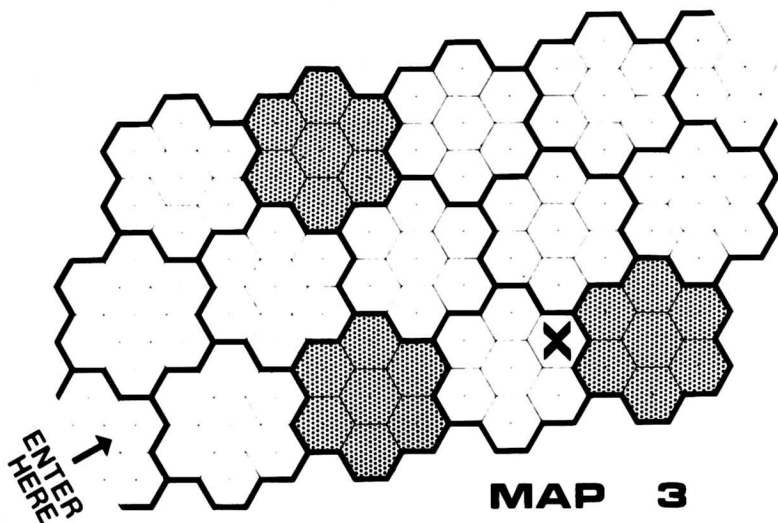
playing your character to the hilt, as it were...) and just close this magazine. You didn't want to read this rag, anyway!

19. If you made the save, you heard the vicious barnyard dog sneaking up on you. Place him at the X and take the initiative this turn. (If you flee back through the door, he will not follow, but you cannot reenter this room later--he'll be waiting.) If you fight, go to 10. If you missed the save, he springs at you. Put him in any hex adjacent to you. You are engaged and caught by surprise--you get not action this turn.

Now go to 10 and fight.

20. You find a glowing golden pail! (\$6.95 plus tax and shipping from Glowing Golden Pails, Ltd., Liverpool, England...) You found it! Hurray for you! You waddle back to the turkey run bathed in Holy Radiance--protected from all harm by the Holy Pail. (Historically, of course, Blackgibbet lost the Pail in a game of three-feather fizzbin several days later, but we'll let that slide...) You get 120 bonus experience points and the Some Turkey Seal of Approval. For a human, you're O.K....END ADVENTURE





MAP 3

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DESIGNER REMARKS:

A NEW ORDER OF BATTLE FOR TROJAN WAR

By Glenn Rahman

In drawing up the order of battle for Metagaming's TROJAN WAR, preference was given to those heroes which survived the Trojan war, or at least did not die until the final battles. This was because the eleven scenarios portray many different battles. When one of the game's heroes did become absent from the order of battle, a special note was given to eliminate him from the counter mix. Therefore, to avoid long lists of heroes removed from scenarios, short-lived heroes, no matter how appealingly they stride through the legends, had to be left out of the game.

This fact is regrettable, since if one hero is not there to catch the spear or arrow of the foe, another must be, with the result that another hero is eliminated in his place. While this has small effect on the play of a single scenario, over an entire campaign game the attrition of long play goes far to deplete the order of battle. This variant will supply the missing short-lived heroes and give rules for their use.

Short-lived Trojan heroes: The following Trojan heroes all belong to Class II and have a movement allowance of "6".

ARCHILOCHUS: A lieutenant of the Dardanian contingent (Trojan country-dwellers) serving with his brother Acamas (I) under the famous hero Aeneas. Present in scenarios 15.1, 15.2 and 15.3. Attack Factor: 6; Defense Factor: 6.

ASIUS: A commander of forces from the coastal towns of the Hellsport. Present in scenarios 15.1, 15.2 and 15.3. Attack Factor: 6; Defense Factor: 6.

HIPPOTHOS: Co-commander of the Pelasgian troops (from Larisa to the northeast of Greece) with the warrior Pylaeus. Present in scenarios 15.1, 15.2 and 15.3. Attack Factor 6; Defense Factor: 6.

ODIUS: Co-commander of the men of Alybe (location unknown) with Epistrophus. Present in scenario 15.1 only. Attack Factor: 5; Defense Factor: 5.

PEIROUS: Co-commander of the Thracian contingent with Acamas (II). Present in scenario 15.1 only. Attack Factor: 5; Defense Factor: 5.

PYRAECHMES: Co-commander of the Paeoneans (from the northeast of Greece). Present in scenarios 15.1, 15.2 and 15.3. Attack Factor: 7; Defense Factor: 6.

Other Trojan heroes: Due to an error, the Trojan heroes Adrastus and Amphiüs are included in all scenarios. According to legend, however, both were slain by Diomedes during the Battle at the Ships (scenario 15.3).

Players of later scenarios may wish to remove these two heroes from the order of battle. Since the early loss of these heroes will go hard on the Trojan player, it is fortunate that we are able to introduce into play two other Trojan heroes who may be placed in all the scenarios:

ACAMAS (II): Co-commander of the Thracians with Peirous. Although several warriors with this common name die in the legends, Homer seems to make no precise mention of the death of Acamas, leader of the Thracians. Hence we may enter him into our scenarios with clear conscience. Attack Factor: 6; Defense Factor: 6.

PHORCYS: Co-commander of the Phrygians (dwelling southeast of Troy) with Ascanius. Attack Factor: 6; Defense Factor: 6.

short-lived Greek heroes: These Greek heroes belong to either Class II or Class I and have a movement allowance of "6".

AMPHIMACHUS: Co-commander of the Greeks from Buprasium and Elis with Thalius, Diores and Polyxenus. Present in scenarios 15.1, 15.2 and 15.3. Class II. Attack Factor: 6; Defense Factor: 6.

ARCESILAUS: Co-commander of the Boetian Greeks with Peneleos, Leitius, Prothoenor and Clonius. Present in scenarios 15.1, 15.2 and 15.3. Class II. Attack Factor: 6; Defense Factor: 6.

ASCALAPHUS: Son of the god Ares. Co-commander of the Greeks of Orchomenus with his brother Ialmenus. Present in scenarios 15.1, 15.2 and 15.3. Class II. Attack Factor: 6; Defense Factor: 5.

DIORES: Co-commander of the Greeks from Buprasium and Elis with Thalius, Amphimachus and Polyxenus. Present in scenario 15.1 only. Class I. Attack Factor: 5; Defense Factor: 5.

ELEPHENOR: Commander of the Abante Greeks. Present in scenario 15.1 only. Class I. Attack Factor 5; Defense Factor: 5.

MACHAON: Son of the god of healing, Asclepius. Co-commander of the Greeks of Tricca, Ithome, Oechalia, and Eurytus with his brother Podaleirius. Machaon was of more importance to the Greek army as a surgeon than as a military commander. Present in scenarios 15.1, 15.2, 15.3, 15.4, and 15.5. Class I. Attack Factor 5; Defense Factor: 4.

MEDON: Commander of the Greek contingent from Methone, Thaumacia, Meliboea and Olizon. His brother is the famous Philoctetes. Present in scenarios 15.1, 15.2 and 15.3. Class II. Attack Factor: 6; Defense Factor: 5.

PROTHOENOR: Co-commander of the Boetian Greeks with Peneleos, Leitius, Arcesilaus and Clonius.

Present in scenarios 15.1, 15.2 and 15.3. Class II. Attack Factor: 5; Defense Factor: 5.

SCHEDIUS: Co-commander of the Phocian Greeks with Epistrophus. Present in scenarios 15.1, 15.2 and 15.3. Class II. Attack Factor 6; Defense Factor: 6.

TEPOLEMUS: Son of Heracles. Commander of the Greeks of Rhodes. Present in scenario 15.1 only. Class II. Attack Factor: 7; Defense Factor: 7.

Deployment of the short-lived heroes: The total number of heroes on the map at one time ought not be increased, as that would unnecessarily crowd the units. Instead, of all the heroes available at the beginning of a campaign game or a scenario, the owning player selects from his total of ordinary and new short-lived heroes his choice of 35, if he is the Trojan, or 40, if he is the Greek.

After the selection is made, the special asterixed heroes called for by some scenarios are added. The selected forces are then deployed on the map as per the standard rules.

After the above selection is made, eight and ten Trojan and Greek heroes respectively will be left in a reserve force pool with the normal Replacement Heroes of each side. When events on the map call for the introduction of a Replacement, either a reserve hero or a Replacement Hero may be introduced into play (as per the standard rules governing Replacements). In this variant the rules governing Replacement Heroes are unchanged. The reserve heroes, however, stay dead if killed in battle and do not return to the reserve pool as a Replacement Hero does.

Scenario play: If scenario 15.1 is played, all the short-lived heroes are available and they may be deployed and/or reserved as per the rules above.

If scenarios 15.2 or 15.3 are played the following short-lived heroes are no longer available: Trojan -- Odius and Peirous; Greek -- Diore, Elephenor, Tlepolemus.

After scenario 15.3, only Machaon of all the short-lived heroes is available (and continues to be so through scenario 15.5).

Campaign play: All the short-lived heroes are available at the beginning of the campaign game.

At the beginning of each scenario of the campaign, each player makes his selection from his total surviving forces anew. Only death will eliminate a hero from a subsequent scenarios of the campaign (as per 16.7). The only exceptions are those given in 16.7.2 and 16.9 of the standard rules.

Summary: The use of short-lived heroes in the scenarios increases the quality of forces available. The use of short-lived heroes in the campaign has the effect of portraying the attrition of the Trojan War more realistically and is recommended by the designer.

6 6 6 6 ARCHILOCHUS	6 6 6 6 ASTUS	6 6 6 6 TLEPOLEMUS	5 5 6 6 ODIUS
5 5 6 6 PEIROUS	7 6 6 6 PYRRAHUS	6 6 6 6 ACAMAS	6 6 6 6 PHORCY

5 4 6 6 MACHAON	5 5 6 6 DIORE	5 5 6 6 ELEPHENOR	5 5 6 6 PROTHOR
7 7 6 6 TLEPOLEMUS	6 6 6 6 SCHIEDUS	6 6 6 6 ARCHILOCHUS	6 6 6 6 AMPHIMACHUS
6 5 6 6 ASCALAPHUS	6 5 6 6 ME DON		



By Michael Barnhart

Commodore George Dewey, aboard the cruiser Olympia, surveyed the Spanish fort atop Corregidor Island as dawn broke over the Philippines. Why hadn't its big guns fired yet? Proceeding into Manila harbor, he observed that not one ship of the enemy fleet had steam up. Worse luck for them, Dewey thought. Turning to the Olympia's captain, he calmly ordered, "You may fire when ready, Gridley."

"What this hobby needs is an easy-to-play, realistic tactical naval wargame," I said to my favorite gaming partner (my wife) a year and a half ago. Naval games have been the weak sisters of the hobby with only a few exceptions such as WOODEN SHIPS AND IRON MEN. For the modern period, the gamer is faced with choosing between ultra-realistic monsters, like Fletcher Pratt or Seapower or Metagaming's own COMMAND AT SEA, or ridiculously simple crapshoots like DREADNOUGHT or CA. The monsters are fine--if you have a large living room, a long weekend, no pets, and an exceedingly tolerant family. The crapshoots are OK--if you don't mind the mental challenge of checkers with ninety percent luck thrown in.

There had to be a middle way: a game of naval warfare that could be played easily on a table top yet simulated modern sea engagements with a satisfying degree of realism. Therefore, when I saw Metagaming's ad for wargames, I determined to try my hand at such a thing.

The result was FIRE WHEN READY, a game of ship-to-ship combat in the pre-dreadnought era (1870-1905). I chose this period for several reasons. First, no mass-market game has covered it before, even though this period includes such famous battles as Dewey in Manila Bay (provided as a solitaire scenario in the game) and Admiral Togo's crushing triumph at Tsushima during the

Russo-Japanese War. Second, though the era saw dramatic changes in naval design, its craft were of four basic types throughout the decades: battlewagon, cruiser, destroyer, and torpedo boat. In addition, technology was simple enough to simulate with simple rules. And ranges were short enough to permit realistic simulation on a small board. Let me show you what I mean.

The basics of the game center on movement and gunnery fire. One difficulty with naval games has always been to recreate the maneuvers of warships on a hex grid. FIRE WHEN READY resolves the problem by imposing differing turning abilities and penalties by type of hull and an ingenious (if I do say so) provision allowing smaller, nimbler ships to turn in place at the start of a turn, a capacity the behemoths do not share.

Likewise, gunnery must be handled in a realistic yet playable manner. Complex routines to determine rates of fire and armor penetration are tiresome. Simple results such as "half speed lost" with no other gradations of damage are unsatisfying, especially when wedded to a clumsy, inflexible system of odds ratios in combat. FIRE WHEN READY takes the middle way. The power and firing ability of a gun is combined into a simple gunnery strength for each battery, primary or secondary, on a ship. This is then compared to the armor of the target. A differential--not odds--table is used with twelve--not six--results possible for each column. Use of two dice in combat allows more typical damage results to occur more typically, but an occasional lucky (or unlucky) hit is given its appropriate chance of occurring. A destroyer can inflict major damage on a battlewagon, though it will not do so often. And, yes, a huge twelve-inch

shell might hit a torpedo boat only to cause superficial or no injury. Some were duds, after all.

Besides the basic provisions for movement and gunnery, FIRE WHEN READY has a few new twists. One is collision. Since each hex is only 400 yards across, a ship moving into an occupied hex has a good chance of striking the occupying ship. Simple geometry and data on ship speeds and sizes yields an easy-to-use table to resolve such situations - whether the collision is unintended or a deliberate ram. It is finally possible, now, to see why the captain of a sorely wounded ship would pull his vessel out of line to attempt such a ram - and possible to pull it off in the game, too. The collision table has the added elegance of allowing simple yet realistic torpedo attacks as well.

Another is training. Designers have been slow to realize the supreme importance of training in military organizations. Yet it was decisive, particularly in modern naval actions when guns had to be targeted with increasing speed and sophistication. One of my favorite scenarios in FIRE WHEN READY illustrates this importance: the Battle of Yalu, a little-known action of the little-known Sino-Japanese War of 1894-1895. A smaller and lightly-armored force of Japanese cruisers takes on a Chinese fleet built around two hulking battlewagons. If the sailors of both sides were equal, the results would be sadly predictable. But with Japan's far superior training and resulting weapons accuracy, China's larger guns and heavier armor often meet their match.

Training allows great design flexibility in other areas, too. Few naval games allow for the fact that the first few salvos fired at an enemy vessel are likely to be off target. Only with repeated shootings will accuracy improve. By penalizing first salvos at new targets by lowering their effective training level, a graceful and under-

standable solution to his problem is effected.

Even the standard gunnery rules offer something of interest to old salts. The effect of facing on gunfire has long been a problem for naval wargame designers. In the simpler games, a hex grid and unimaginative gun rules lead to unrealistic restrictions on shooting. In the complex, a compass and an honest opponent are prerequisites for orderly play. Because of the nature of pre-dreadnought ship design, however, FIRE WHEN READY can achieve a realistic compromise that will not leave gamers gnashing their teeth over shots that clearly ought to be allowed but are not, or ones that only one opponent maintains as possible.

Naturally there is some chrome, too. What naval game lacks rules for critical hits? My favorite is "Deck Fires," which must be put out by damage control parties - another time when training can be decisive. And for club meets, the communication-by-flag procedure should give players some idea of the headaches involved in coordinating fleet actions before the era of ship-to-ship radio.

All of these battles - except for the multiplayer version of Tsushima - are played on the standard-sized microgame board. None takes longer than three hours for an experienced player (and can take much less, if you are willing to give yourself the "real-time" allocation of four minutes to plot your moves and firings - a practice I recommend, but only for those with steel nerves and sunny disposition). So next time you want to play a realistic naval wargame without pocket computers, berserk family cats or loaded dice, give FIRE WHEN READY a try.

"That infernal Japanese cruiser has straddled us another time, sir," Captain Ling Sung-jen reported to his commander. "The bulkheads aren't going to hold, and the Ting Yuen is in as bad condition as this flagship. Your wife has won again!"

letters...

I am running a TFT-ITL campaign with 3 groups right now in 3 different areas of Cidri, all of which are on the same continent. One of the scenarios, which has been play tested here and in Korea is completely my own.

Now I would like to talk about some areas of TFT which I have found amiguous:

First of all is the bare hand combat table: As it stands now, a giant of strength 100 would be able to do 9 + 1 damage with his bare hands in regular combat. A demon of ST 100 can only do 4 dice damage bare handed. The

demon should be able to do damage according to his strength. This makes the Lesser and Greater Demons much more terrible, but people shouldn't be playing with things they don't understand in the first place.

Second is the relationship between the sword table and the bare hand combat table: If you give the swords to the aforementioned demon and giant, then even using the great sword, they would each only do 3 + 1 damage. At the other end of the scale, a Hobbit thief ST=6 DX=14 IQ=10 cannot even pick up a rapier. I also contend that the rapier is a pointed and not a bladed weapon, and that characters with ST=9 should be allowed a bladed weapon if they so choose. The rapier only does 1 die damage, and that is quite a jump up to the cutlass that does 2-2 damage. Well let's take a look at the table I mentioned.

ST	Barehanded	Sword Allowed		Special Sword	
		Single Handed	Two Handed	Single Handed	Two Handed
1...8	1-4			2-3	3-4
9	1-3	1		2-2	3-3
10	"	2-2		"	"
11	1-2	2-1		2-1	3-2
12	"	2		"	"
13	1-1	2+1	3-2	2	3+1
14	"	"	3-1	"	"
15	1	"	"	2+1	3
16	"	"	3+1	"	"
17...20	1+1	"	"	2+2	3+1
21...23	1+2	"	"	3-3	3+2
*24	"	3-1	"	"	"
25	1+3	"	"	3-2	4-3
26	"	3+1		"	"
27...29	"	"		"	"
30...39	2+1	"		3+2	4+1
40...49	3+1	"		4+2	5+1
50...59	4+1	"		5+2	6+1
+10	+(1+0)	"		+(1+0)	+(1+0)

The asterisk (*) on the above table shows the ST at which a character may start using two handed swords with one hand. The "Special Sword" proposed is a sword which has been specially crafted for the strength of the individual and balanced to be used 2-handed as well as one-handed. The hilt is no longer than the average sword. You will see by the underlinings how the special sword closely approximates the values of the other swords in most cases. The use of the special sword also allows military groups to have a sword which everyone can use, but which is uniform in appearance. To get the damage figures, I just added 1 + 1 or 2 - 5 to the Barehanded figures to get the Single-handed sword value. To the 2-handed sword value I added 2 dice to the Barehanded table or 5 hits to the Single-handed sword value. Since this sword is specially crafted to meet rigid military standards, it will usually cost 10% more than an ordinary sword of the same strength. I use a formula. Take

the damage formula of the sword;

For Example: 2-2, 2, or 3 + 1; multiply the number of dice by 45;

For Example: 90-2, 90, or 135 + 1; multiply the hit points modifier, if any, by 10;

For Example; 90-20, 90, or 135 + 10; and then add or subtract as indicated;

For Example: \$70, \$90, or \$145.

Third: I think the Priest and the Theologian talents should cost the same amount for a wizard as for a fighter. Also the scholar talent should cost the same for each. A scholar can be a student of the wizardly arts as well as of the martial arts.

Fourth: I have a suggested growth curve of Dragons and Hydras. I subtract some of the attribute points from each creature and pool them as extra points to be assigned in order to get some variety in my monsters. I have a computer program which takes care of this tedious chore rather swiftly.

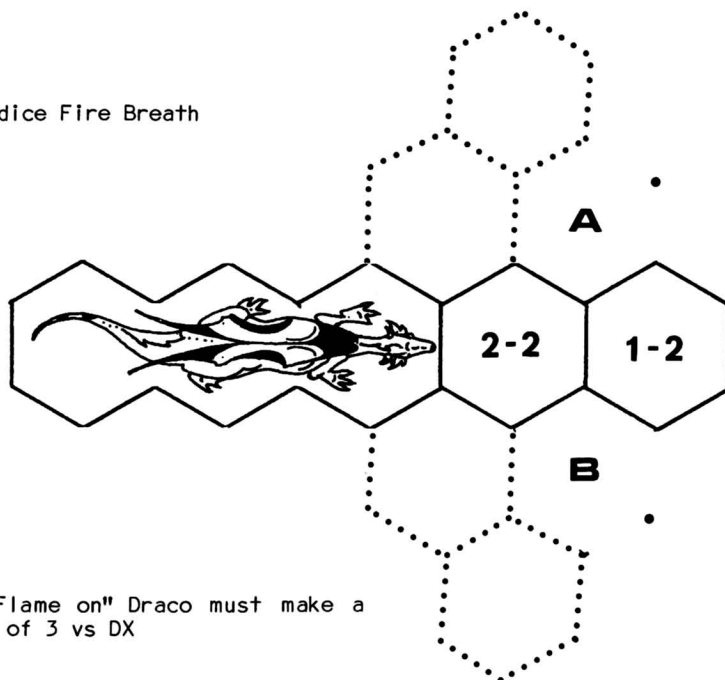
Hex	Hatching										
		1	2	3	4	5	6	7	8	9	10
ST	6	8	12	18	26	36	48	59	69	78	86
DX	8	8	9	9	10	10	11	11	12	12	13
IQ	6	7	8	9	10	11	12	13	14	15	15
EX	10	11	12	13	14	15	16	17	18	18	19
TO	30	34	41	49	60	72	87	100	113	123	133
MA	4/0	6/10	6/12	6/14	6/16	6/17	6/18	8/20	8/20	8/21	8/21
Claw	1-2	1-1	1	1+1	2-2	2-1	1+2	2	3-3	2+1	3-2
Fire Breath	1-1	1-1	1	2-2	2	3-2	2+2	3	2+3	3+1	4-3
Cost	1	1	1	2	3	4	5	5	5	5	5
Defense	1	1	2	2	3	4	5	5	5	5	5

11	12	13	14	15	16	17	18	19	20	21	22	23
93	99	104	108	111	113	114	114	115	115	116	116	117
12	12	11	11	11	10	9	9	8	8	7	7	6
16	16	17	18	19	20	21	22	22	23	23	24	25
19	20	20	21	21	22	22	23	23	23	24	24	24
140	147	152	158	161	165	168	168	168	169	170	171	172
8/22	8/22	8/23	8/24	8/24	8/23	8/23	8/22	8/22	8/22	8/22	8/21	8/21
2+1	3-1	3-1	2+2	3	3	2+3	2+3	3+1	3+1	3+2	3+2	3+2
3+2	4-2	4-1	4	3+3	4	4+1	4+2	4+2	4+3	4+3	4+3	4+3
5	5	5	5	5	5	6	6	6	6	6	6	6
5	6	6	6	6	6	7	7	7	7	7	7	7

According to this chart, which fits the average growth curve of all organisms, including people, (yes, I'm in the medical profession) a dragon is actually in the prime of his life at about the size of 10 hexes. Of course there is enough leeway in the extra points to give plenty of flexibility. EX means extra

points for assignment and TO means total points. MA is divided into the top number which show movement in the air during combat. I handle the breath weapon as a general or field weapon rather than a spot weld, and I borrow from the blunderbuss rules. There are 3 examples on the next pages.

2 dice Fire Breath



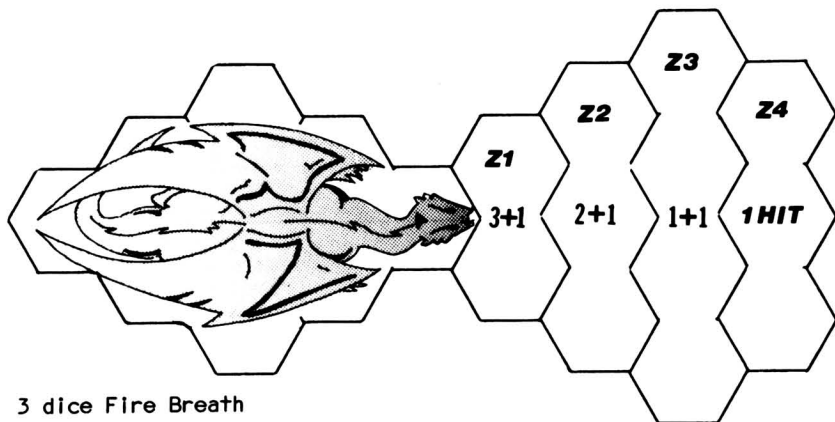
To "Flame on" Draco must make a roll of 3 vs DX

Young Draco has a fire breath of 2 - 2. He can face any one of his front 3 hexes and flame on to do 2 - 2 damage in the first hex and 1 - 2 in the second. The damage drops one die for each hex out. He can also flame hex "A" or hex "B" for 1 - 2 damage, but no damage to any of the other hexes. Victims in the first hex get a saving 4d6 to dodge the flames, but they can do nothing else but

take the dodge option that turn. Victims in the second hex or "A" or "B" must make a saving throw of 3 vs DX and they take the dodge option for that turn. Those with acrobatics talent may roll one less die. If a person wants to brave the damage of the fire "he" need not try the saving throw and "he" may elect to attack that turn instead of dodge.

When dragons get above 4 hexes in size, they start getting a little less maneuverable even though their dexterity may still be rising. Smyrgol, a 9 hex dragon, can only flame in the

direction he is facing. However, his flame fan out more and has a greater range. Victims in Zone 1 must roll 5 vs DX; Zone 2, 4 dice vs DX; Zone 3, 3 dice vs DX; and Zone 4, 2 vs DX, in order to dodge the flames.



A 23 hex dragon would be set up very much like Smyrgol here, but there would be 5 zones:

Zone	1	2	3	4	5
Breath Damage	4+3	3+3	2+3	1+3	3 hits
Save vs DX	6	5	4	3	2

A 6 dice save vs DX? Well anybody should know that you just don't stand in front of a dragon! All other rules for dragons are the same.

HYDRAS

They may have 4 to 7 heads each and any head could have poisoned fangs. Under poison the bottom number is the Saving Throw vs Strength.

Hex	Hatchling	1	2	3	4	5	6	7	8	9	10	11
ST	6	8	12	18	26	36	48	59	69	78	86	93
DX	8	8	9	9	10	10	11	11	12	12	13	12
IQ	4	4	4	4	5	5	5	5	6	7	8	8
EX	8	8	8	9	9	9	10	10	10	11	11	11
TO	26	28	33	40	50	60	74	85	97	108	118	124
MA	4	6	6	6	8	8	8	8	8	8	8	8
Bite	1-2	1-1	1-1	1	1+1	1+2	1+2	1+3	2	2+1	2+1	2+2
Poison	1-1/3	1/3	2-2/3	2/4	3-2/4	2+2/4	3/4	2+3/4	3+1/4	4-3/5	3+2/5	4-2/5
Defense	0	0	0	0	1	1	2	2	2	2	2	2

Well, it looks like I started a letter and ended up writing a pamphlet. However, this letter has been long in coming, so I've been saving it up. I hope these suggestions are helpful.

Donald L. Spidell
Ft. Hood, TX

I have been nagging by local stores (all 2 of them) about Metagaming products but only recently I discovered that even if they wanted to they could not carry them. The problem is this: the stores here have to buy their stuff from warehouses in Seattle and the other other day they showed me their products lists from the warehouses and amazingly enough, you were nowhere to be seen! Which can mean only one thing; the Seattle naggers aren't doing their job! Meanwhile, I have to keep buying by mail and looking at a 3 (three) months wait every time I or anyone else up here wants something. The first time I ordered something it only took 3 weeks to get here. What happened?

Eric (I tried) Brown
Homer, Alaska

A few minutes ago my brother and I found the Holy Grail and returned it to Camelot. (Microquest 3, GRAILQUEST). I ended with a wonderful Knight and a very loyal squire. Unfortunately, GRAILQUEST is your only Camelot Microquest. Therefore, I propose two solutions to let players keep their knights.

The first one is that you let it be known that Camelot is on Cidri. Players can then use their Knights on all Cidri adventures.

The second one is that you publish more Microquests dealing with Camelot. You can print the year it takes place as you did in Grailquest; (I quote) "The year is A.D. 560;". In this way players can start their Knights in the adventure coming first

chronologically. You can even print a series of "Camelot Quests", but GRAILQUEST should not be reprinted as a Camelot Quest. These are the two decisions. The former is easier, but the latter will please many Camelot fans. The choice is yours.

Michael A. Burstein

[If demand is sufficient we can prevail upon goodman Guy to do a sequel. Well? ed]

Being of the new generation of Metagame players, I'm too young to remember The Space Gamer. This gives me nothing to compare Interplay with, as others appearing in your magazine have. Nevertheless, let me comment on its excellence.

For the first issue of an apparently low budget magazine, it gives me the feeling of a long lasting entry in the gaming magazine category.

I've recently become involved in the Fantasy Trip. The promise of articles and variants on this have prompted me to subscribe.

There is only one thing that bugs me about the magazine is the type of lettering its printed in. It is hard to look at and straining to the eyes. Other than that, congratulations on a great zine!

Mike McGlynn
Norfolk, Massachusetts

[Our new Diablo printer does take convenient 15 character per inch print wheels. Unfortunately, since it is a new model there is only one type style this size. When more are available we'll change. ed]



FANTASY MASTERS' GUILD

Metagaming has arranged with the Union Fantasy Gamers Assoc. of New Jersey to handle the Guild newsletter and other tasks.

This makes the Fantasy Masters Guild a gamer organization supported by Metagaming instead of a company organization that gamers support. The difference is important.

You should still send applications to Metagaming who will still handle printing and mailing of the newsletter.

ORBQUEST ERRATA

Paul Wagner points out that paragraph 76 page 35 should read, "Move all characters appropriate MA. If any character enters a hex devoid of plants, (the shaded area) go to (96). If any character enters a hex containing plants (the unshaded area) to to (33)."

PBM PLAYER WANTED

WANTED: Experienced role player with good knowledge of ITI and AW to take over the role of a female wizard in private PBM game. There is an opening for a female fighter also. Write:

TALWAITHE
BOX 1887
Warner Robins, GA 31099

WANTED: Seeking TFT players. Steve McCaughey
2350 N Osburn Rd #9
San Bernadino, CA 92404

TRAILBLAZER LICENSE SOLD

Metagaming has sold a license for a computer version of Trailblazer to Zeta Systems Inc.

The game is for 48K Apple II and retails for \$29.95. It can be ordered direct from:

ZETA SYSTEMS INC.
1725 Adelaide Blvd
Akron, OH 44306

WANTED: Seeking TFT players.
Charles Brown FM
Box 385
Denton, NC 27239
704-869-3514

GHENGHIS CON IV

June 4-6, Auraria Student Center Metro State Coll, Denver.

Write
Denver Gamers Assoc.,
Box 2945
Littleton, CO 80161

OR:
Alex or Brian
303-798-1404

TOURNAMENT WINNER

At Dragon Flight the best TFT player was declared as David Butler. He survived Robyn Edward's Spider's Web Labyrinth, run with Bill Gustafson's aid.

TFT STAMPS

If you want info on some handy TFT rubber stamps, ie hex patterns and such write to:

LETTERS
834 Chalmers Pl
Chicago, IL 60614

They have some useful items available.

METAGAMING INCORPORATES

Metagaming has incorporated into two entities, both as of January 1, 1982.

Metagaming Concepts Inc will handle all publishing, marketing, sales and distribution. Games Research Group Inc will handle all product development and licensing. Metagaming is retained as an active trade name because of its long use and identification.

PRENTICE-HALL DISTRIBUTES METAGAMING

Metagaming and Prentice-Hall have concluded a book store distribution agreement for certain games in THE FANTASY TRIP series.

UNCLE DUKE LEAVES HERITAGE

Bruce 'Uncle Duke' Seifert, a long time innovator in adventure gaming, has left Heritage Models Inc to join TSR Hobbies.



METAGAMES

COMMAND AT SEA

LEVEL: Very advanced play for 2 or more age 18 and up.

PLAYABILITY: Complex learning, rapid play system. 3-8 hours playtime.

COMPONENTS: 24 ship counters, rules, 24 ship data cards, 3 turn guages, scenario map and sheet. Requires 20-sided die.

COMMAND AT SEA is a scale simulation of World War II naval battles. Units are single ships. Each ship is defined by its guns, compartments and combat factors.

You play by acting as commander of a ship or task group with a mission. You plot the moves, you fire the guns, you assess the damage.

1/4800 scale.

THE AIR EATERS STRIKE BACK

LEVEL: Advanced competition for two, age 14 and up.

PLAYABILITY: Moderate complexity. 3-6 hours playtime.

COMPONENTS: map, 240 counters, rules, die.

THE AIR EATERS STRIKE BACK is a strategic simulation of the alien invasion of the inner solar system in the 21st century. Turns are three months, planets move in orbit and spaceships move from planet to planet.

Separate ground actions occur on maps of Mercury, Earth, Mars, the Venusian poles, Ganymede, Callisto, Europa and Io - all in the same scale.

Counters represent mother-ships, novaships, escorts, fighters, quasarships, corvettes, transports and FTL units. A variety of ground units are also provided.

Rules cover production, technology, teleportation, combat and movement.

HITLER'S WAR

LEVEL: Advanced competition for 2 or 3 players age 15 and up.

PLAYABILITY: Moderate Complexity. Scenarios from 1 to 5 hours of play.

COMPONENTS: Map, 360 counters, record sheets, rules.

HITLER'S WAR is a grand-strategic level game of theatre operations in World War II. Turns represent four months and the map represents the European, Mediterranean, Baltic and Russian theatres.

Units are the armies, army groups, fleets and air forces; types include Infantry, Mechanised, Amphibious, Paratroop, Submarine, ASW, Bomber, Fighter, Air Defense, Missile and Atomic Bomb.

Rules cover morale, production, technology, continued advance, winter, supply, sea movement, lend lease and neutral countries.

TROJAN WAR

LEVEL: Average complexity for two players 12 and up.

PLAYABILITY: Scenarios play in 1 1/2 to 4 hours of rapid action.

COMPONENTS: Map, 240 counters, rules booklet.

TROJAN WAR is true to its source, **THE ILLIAD**. The map represents the area described by Homer. The play counters represent 56 Greek and 51 Trojan named heroes of three classes, plus chariots and status markers.

Rules cover combat with bow and spear, chariots, rendering aid, rallying and intervention of the gods. There are eleven scenarios covering different stages of siege plus a campaign game of the entire eleven years.

\$7.95 each (NEW PRICE)

Metagaming

Box 15346
Austin TX 78761

INTERPLAY: The Metagamer Dialogues
Box 15346
Austin, TX 78761

The \$10,000
Treasure Hunt Continues
Unicorn Not Found