IN THIS ISSUE

$1.50

MAY -- JUNE 1982

INTERPLAY

INTERPLAY STAFF

EDITOR: Howard Thompson
TFT EDITOR: Ron Hopkins
GRAPHICS: Jeff Hayes
CONTRIBUTING
  EDITORS: William Gustafson
    Keith Gross
    Guy McLimore
    Roger Damon
    Jerry Epperson

COMING NEXT ISSUE

Well, let's see. Things are chaos preparing for cons. But, there is another good Trailblazer article on solitaire play, there will be a designer's intro to STARLEADER, ASSAULT! in particular.

After that, ever more TFT. The problem is that we have enough good material on hand to fill four more issue right now. Who knows what will look best when the stack gets typeset. The answer it to go to 48 pages pronto and up the price to $2.00. When we do it will no doubt be an unannounced surprise and those who subscribed at the $9 rate will just have to live with their extra bargain. Good Gaming!

Comming distractions...

Well, things are moving right along. **DRAGONS OF UNDEREARTH™** has been shipped. **WARRIOR LORDS OF DAROK™** is at the printers. **HELLTANK DESTROYERS™** and **STARLEADER ASSAULT!™** will go to the printers two days after this is written. We have enough games in the works to assure a steady flow, thus defeating our oldest nemisis for the summer.

Lurking in the wings as the next in line are **CONQUERORS OF UNDEREARTH,** an extensive UNDEREARTH Metaquest adventure module, **IN THE NAME OF JUSTICE,** a TFT based Metagame about super powered crime fighters, and "THE SOMETHING SOMETHINGS OF SHAYLLE", describing the capitol of the Province of Darok. Obviously the name is as yet unsettled.

After that there are several Micros, including some TFT quests, **STARLEADER** items and other goodies. Oh, almost forgot, the **COMMAND AT SEA** supplementary materials should be out by late summer or early fall too.

At the end of the summer we'll be moving to new quarters. Things should time out so that no one notices any lag in service. We carry more staff in summer so any work backlogs would be out by the time we move. But, if you note any delays this would be the reason. Since nothing ever goes 100% problem free we can expect some goof no matter what.

Those running convention events on a Metagaming product should write to us and say so. We put up redeemable product certificates as prizes and give it mention in INTERPLAY news. In the last twelve months we've sponsored events at over 15 cons. This is an excellent way to build a TFT or STELLAR CONQUEST group in your area.

Another aspect to TFT events is that they make excellent testing grounds for adventures and scenarios FMs want to see published. A scenario that's been tested at a con is usually much stronger. It also has the advantage of all those player comments in making a more exciting revision of the rules. FMs should be eager to run a TFT con event as perhaps the best way available of honing and testing their creation. Its fun and it can pay of in an adventure that is obviously stronger.

The unicorn hasn't been found yet. The spring and summer have brought a flurry of letters and calls from seekers. They like to know it hasn't been found before setting out. The longer this goes on the more impressed we are with the ingenuity and creativity of some seekers. Clever applications of knowledge are reaching new highs.

It would seem that the unicorn will be found before the three year deadline has gone by. It's hard to imagine that one of these bright people isn't going to figure out what's going on and go get it.

That's all for now. Keep those comments coming. We do read and ponder your suggestions even when all mail can't be answered. If you aren't happy then we won't be in business long. HT.

RAMSPEED: EXPANSION & COMMENT
By Kyle L. Davies

RAM SPEED unfortunately has a number of minor typos and other problems that detract from the game. In sort of a cruel way to say thanks, I would like to point out those that I noticed so you can correct in the next printing of this' nice little game. I am also offering some suggested play changes.

Map: The hex size is too small. A two hex ship is three hexes long, a four hex ship is five. (Note: This has been fixed in a reprint of smaller counters).

Counters: The quinquereme has its movement allowance and capacity values interchanged. Both in the counter sheet and in all illustrations (see table 16.1 for correct values). The brown penteconters and beremes have movement allowances that look like 1 instead of 4's. (Note: This was corrected in the counter reprint).

Rules:

6.5 Example: the bireme has shifted 120 after two changes of facing, not the 20 given.

7.4 Sentence wrong: "If damage was at Double Speed, damage is tripled": should read: "If damage was at Double Speed, damage is doubled; if at Triple Speed, damage is tripled".

13.3 & 13.4 Archers survive missle fire much better then do boarding parties. Surprising since both are foot soldiers, just differently armed. Fix: A catapult hit will kill 3 boarding parties (13.3) while it will only get one archer unit (13.4)

16.1 Problems with the Build Point Costs of the various galley types--two Penteconters can be built for less then the cost of one Bireme. Two Penteconters can usually best one Bireme with ease. A chart helps:

	Two P	One B	Three P	One T	Six P	One Q
Build cost	28	32	42	48	84	90
Triple speed runs	2	1	3	1	6	1
Double speed runs	6	3	9	3	18	3
Total die available in Ram/Shear	2	1+1pt.	3	2	6	3
Total capacity	4	3	6	5	12	9
Total hull units	20	20	30	30	60	50
Total oar units	8	12	12	18	24	40
Oar units damaged per shearing	2	6	2	9	2	20
Grappling ease*	4	2	5	1	5	1
Ram/Shear target*	2	4	2	5	1	5
Missle target**	1	2	1	3	1	4
Maneuverability***	1	2	1	2	1	3

P=Penteconter, B=Bireme, T=Trireme, Q=Quinquereme

*Attacking vessel is assumed to be other vessel type of each comparison pair.

**Using the Onager line. Other lines are similar.

***Units course change cost. Penteconter is faster than everything except the Bireme.

An equal value of Penteconters can usually beat an equal value of Triremes or Quinqueremes. I have included their comparisons in the chart. The only time larger galleys are better then the penteconters is in grappling ability and number of oar units. Neither make up for the better manuverability, multiple attacks, and greater tactical flexibility a fleet of pentenconters gives over a single larger galley.

What is needed then is a change in the build point values of the ships such that fleets of different galley types of equal cost stand about the same chance of victory.

Suggested Changes

Map: Make the map an endless mapsheet as in many other naval games. Each sheet could be just the right size to fit in theRam Speed game box. There then would be no folds to force to lie flat. Rule 6.11 would not be needed. Due to its endless nature only four or five sheets would be needed--a bit less in total paper then the present map. It would make it easier to expand the game by addition of extra sets. Exacting expansion players could keep track on a larger scale map where each sheet is to determine when coastlines, shoals and other obstacles come into play. (see following fig.) I have included a sample of what I feel would be one sheet of such an endless map.

figure of simple larger scale map for use with endless mapsheets. Each rectangle represents one sheet.
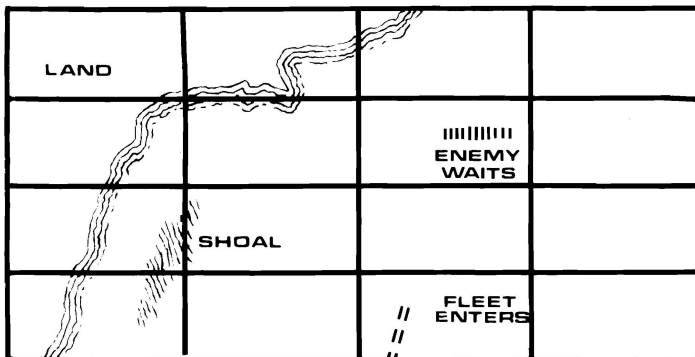
Counters: A more squarish drifting counter with a directional arrow on it so that wind and currents can be added if desired.

Rules: It should be legal to initiate any action with any other vessel regardless of whether it is friend or foe. In other words it is assumed to be perfectly legal to ram one of your own ships.

As the game stands now it is possible to form a solid line of ships such that only the two outermost ships in the line can be sheared. It would seem that galleys could not work too close to each others sides lest their oars interfere.

6.2 Ships ending movement with their sides parallel must keep one clear hexrow between them. Ships that fail to do so may only move in the next turn by doing a special side-slip away from the other ship at the cost of two movement points. Ships doing this special maneuver do not move ahead one hex before doing the side-slip.

Ships that were grappled side to side or ended up side to side after a shearing would naturally have to use the above maneuver. Essentially one ship is pushing away from the other so the oars can have room to opperate. It is suggested the maneuver be called a push away.

6.5 It seems a bit tidier to rotate Triremes around their center hex and Quinqueremes around their forward center hex.

6.7 & 6.8 Fatigue points-- Each galley starts the game with five fatigue points. Double speed takes one F.P. and Triple speed takes two F.P. and a turn of rest immediately after. One F.P. may be recovered for each five consecutive turns it spends doing absolutely nothing. No galley may ever have more than five fatigue points.

6.10 Drifting: unless a current or wind direction is determined the galley remains motionless if drifting. Exception: A galley drifting as a result of Triple Speed movement the turn before must drift one more turn.

6.11 If using an endless map system this rule would not be needed.

7.41/2 The business end of a war galley is up front. A galley silly enough to attempt to ram the bow of another galley runs the risk of hitting that galley's ram. Thus a victim of a bow ramming attack gets a free ram attack on the vessel that rammed it during the enemy's movement phase, before any damage is applied. If the attack is successful the defender gets the same die roll modifiers the atacker got or would have gotten. Example: A Trireme attacks the bow of a bireme at triple speed. Both vessels then make successful rolls on the Ram/Shear table. The Trireme does two die times three damage to the bireme and the bireme does one die plus one, all times three damage to the Trireme.

Shearing was a method of breaking another galleys oars by coming up on another galley at speed. Shipping ones own oars so they wouldn't get broken and plowing into the other galleys oars snapping them off like toothpicks. The shear system given in the rules gives the feeling that one just passes by rowing all the while and the enemy's oars are just magically cut off in the process.

8.0 SHEARING
    8.1 Movement before shear attempts. A galley may attempt to Shear an enemy galley (ie. break its oars) during its Movement phase. The galley must announce an intent to shear before it starts movement. The galley then counts each movement point it uses going either straight ahead or sideslipping until it reaches a point where it could travel parallel to one side of the target galley. At this point the shear attempt is rolled for on the Ram/Shear table.
    8.2 & 8.3 As is.
    8.4 Damage from Shearing. One to Four dice. If the shear attempt was successful the number

of movement points expended before reaching the target galley are divided by one of the following values depending on ship type:

Penteconter	-4	Trireme	-2
Bireme	-3	Quinquereme	-1

The resulting number rounded down is the number of hexes the attacking galley must move straight ahead. For each flank hex of the target galley moved through one die of damage is done to the oars and one rower is killed for each two hexes moved through. The attacker must pay one movement point for each hex it traverses along the flank. If it can not pay it takes one die of shear for each movement point of shortfall up to the hex size of the vessel (Oops, didn't ship those oars fast enough men). A vessel may not take more shear then its size in hexes.
    8.5 As is.
    8.6 Movement after shear attempt. If the shear attempt failed the galley can continue to move normally and may make more shear attempts. If the attempt was successful and the attacking galley took no damage the galley may use any remaining movement points as if it were just starting movement with those points. Note if it is adjacent to the side of the target galley its first move must be a push-away (2M.P. sideslip). If the galley suffered damage movement ceases and the galley must drift next turn.
    8.7 Retitle: Shifting or replacing oars. The rest as is.
    Grappling is an attempt to tie two galleys together using various hooked instruments. It is the marines (boarding parties) that attempt to throw the grapples or destroy the grapples thrown at their boat. The rules as they stand now give indentical boat types with different boarding party strengths the same grappling ability and does not deal with the case where both boats are attempting to grapple.

9.2 Each side designates Boarding Parties to initiate or fight the grappling/ungrappling attempt. A Boarding Party may only participate in one attempt per movement phase. The number of Boarding Parties of the non-moving player is subtracted from the Boarding Parties of the moving player to get a differential which is used on the Grappling/Ungrappling table. Boarding partyless galleys use zero for their strength when calculating the differential. Vessels that have just successfully rammed may add one Boarding Party to their effective grappling strength that movement phase only. (See new table 16.5) The ram bonus is the only bonus for grappling/ungrappling.

9.3 add-- optional: towing (9.6)

9.4 add-- a galley can not initiate more grapplings then it has Boarding Parties. Exception: A galley with no Boarding Parties may attempt one grappling/ungrappling attempt.

9.5 If neither galley in a grappling attempt wishes to resist grappling then it is automatic.

9.6 Towing. Vessels grappled bow or stern to bow or stern may attempt to tow one another. If the towed vessel still has active oar points and attempts to resist towing, subtract its oar points from the oar points of the towing vessel to get the number of movement points available for towing.

If the vessel being towed cooperates, divide the number of missing oar points on the towed vessel by two (one if it is facing opposite the towing direction) and subtract from the towing vessels points to get the effective movement allowance.

Vessels doing nothing to aid or hinder their tower are treated as if they were cooperating with all of their oars lost. Towed vessels missing all their oars are calculated the same as cooperating vessels except facing doesn't matter. All movement point costs are normal, triple

and double speed may be used.

Towed vessels automatically change facing to match their tower when it moves ahead. Vessels may only tow, never push. Thus two vessels grappled bow to bow could only tow using reverse movement.

10.0 Add-- an ungrappling attempt takes the same form as a grappling attempt with ungrappling its object. If both vessels agree ungrappling is automatic.

11.2 (Optional) If players are willing to map the positions of their missle weapons in the hexes of their galleys then the range can be calculated from that hex to any other hex of the target galley. Galleys may shoot over themselves.

11.4 D. A catapult or onager may only damage one Boarding Party or Archer per hit. (They aren't the best antipersonal weapons) The onager also does one point of collateral hull damage when it hits an Archer or Boarding Party.

E. Catapults and onager destroy oars plus one rower when they hit. Archers and Arbalests kill only rowers.

11.7 Archers to Boarding Parties. Archers may be turned into Boarding Parties during the missle phase instead of firing. This is the only phase where they may make the change. Boarding Parties may never revert to Archers. (Archers are troops too and should be able to fight without their bows. The non-reverting of Boarding parties to Archers in a crude way can be taken to represent arrow depletion. A player should not go entirely to Archers since Boarding parties will be needed to initiate/defend against grappling/ungrappling.)

12.3 During boarding all Archers and Rowers must be killed before the ship can be captured. Each counts as 1/2 Boarding Party for taking losses. They may not attack in the Boarding Phase.

12.4 --Captured galleys must be manned. Rowers must be transferred to the captured galley, or Boarding Parties converted to Rowers. The fatigue point level of the rowers is that of the source galley. If there is more than one source galley the fatigue point level is the lowest of the source galleys. Archers may be transferred to a captured galley (disregard the old 9.5), other missile weapons may not be. Ditto for friendly galleys. Captured galleys may preform all normal functions to the capacity of their new crew. All old missile weapons on the captured galley are considered destroyed.

12.5 --All missile weapons on galleys set adrift are considered destroyed. (The way the old rules worked adrift galleys could still shoot at you)

13.1 (Optional) Leakage. Any vessel taking five or more hull hits starts leaking at the rate of one hull hit per turn. For each additional five hits the rate increases by one. Leaks may be stopped by using Boarding Parties. Each party stops one leak per turn, provided it participates in no other action that turn.

A galley that has just reached the number of hull hits to be sunk takes till the end of the Boarding Phase to sink. It may not move.

Oar damage vs. Rower damage. Contrary to some popular myths most classical galleys, especially war galleys were not manned by slaves on the oars. (See De Camp'S: The Ancient Engineers) Such an action would be a terrible waste of manpower that could be available for fighting.

In a Quinquareme there could be twice as many rowers as marines on deck! As such 13.2 should be changed such that ships take damage both to oars and rowers. One rower is needed to man each oar point. Rowers may be turned into Boarding Parties at the rate of two Rowers to form one Boarding Party. Boarding Parties may be turned into rowers at the same rate. All such exchanges may take place only at the start of the movement phase. Rowers do not count against a ships capacity. The boarding parties they form do, when they are formed.

Thus a Quinquereme could never have more than eighteen Boarding Parties at a time, though it could have a potential resource of twenty-eight Boarding Parties.

13.3 Each missile attack by an Arbalest can only destroy one Boarding Party per hit (Catapults and Onagers are not good antipersonal weapons. This also makes it a little more worthwhile to buy an Arbalest, and brings things in line with 13.4. That has missile attacks able to kill only one archer per attack.) Onagers cause one hull hit of collateral damage when they hit a Boarding Party or Archer. Archers may be substituted on a one for one basis for Boarding Parties for taking missile attack losses.

14.0 --Players recieve 1/2 victory point values for galleys set adrift unmanned.

15.3 (Optional) Merchant cargoes. For each of the five Merchantmen one die is rolled on the following table to determine the ship's cargo.

1 Treasure -- 1 capacity -- 2 Boarding (as guards) -- 10 V.P.
2 Merchandise -- 2 capacity -- none -- 2 V.P.
3 Bulk Cargo -- 3 capacity -- none -- 1 V.P.
4 Colony -- 3 capacity -- 1 Boarding (adult males) -- 3 V.P.
5 Passengers -- 2 capacity -- 2 Boarding (pass & Gu)-- 10 V.P.
6 Troops -- 3 capacity -- 6 Boarding (Army troops) -- 0 V.P.

Each cargo requires a given capacity and has a number of Boarding Parties that come with it at no added cost. Cargoes and their Boarding Parties may not be split up. Galleys capturing cargo vessels may attempt to transfer it to their ships. One Boarding Party may transfer 1/2 capacity point of cargo per Boarding Phase. Successfully transfered cargoes are worth the listed Victory Points.

Cargo types should be kept secret from the Raider player. The Raiders can determine whether any ship's cargo is goods (1,2,3) or people (4,5,6) at a distance of six hexes. To determine the actual cargo type the ship must be captured.

15.4 (Varient) Pirates. Similar to 15.3. Merchantmen recieve no escort ships, must roll for cargo types. Pirates recieve 120 build points with which to build and outfit galleys. Merchantmen receive 20 build points to arm their vessels or hire an escort. Pirates only receive Victory Points for captured cargo. Merchants recieve Victory Points for all uncaptured cargo at the end of the game plus one victory point

for each five Build Points not used. Higher Victory Point Total wins.

16.2 Add: Spare oars (2 oars), 1 build point, 1/4 capacity point, no range, no damage. Extra 1/4 cap points can be rounded down.

16.25 Operating space for large missile weapons. Each Arbalest and Catapult takes one hex of deck space for operation. Each Onager takes two hexes of deck space for operation. If spare oars are carried they take one hex of deck space regardless of the number of spare oars carried. (This limits a galley as to the number of heavy missile weapons it can carry by its size in hexes. Men in the form of Boarding Parties and Archers are considered to be able to fit into spaces that the large missile weapons and their ammo could not fit.)

16.5 Grappling/Ungrappling. Subtract the number of committed Boarding Parties from the Non-Moving Galley from the committed Boarding Parties of the Moving Galley. If the die roll is less than or equal to the number shown the Moving Galley has successfully Grappled or Ungrappled.

Differential:	-6	-5,-4,-3	-2,-1	0	1,2	3,4,5,6	7
Odds:	0	1	2	3	4	5	6

Grappling Bonus: +1 Boarding party to a moving galley that has just successfully rammed the grappling target. There is no ungrappling Bonus. Treat less than -6 as -6, and greater then 7 as 7.

Note: A Boarding Party may participate in only one grappling/ungrappling attempt per movement phase. Example: Three Penteconters each with three Boarding Parties all attempt to grapple with a Trireme in their

movement phase.

The Trireme has six Boarding Parties which have to be split up into three groups to resist each of the three grappling attempts. The Trireme may form groups of strength 0 to defend. Only non-moving galleys may form groups of strength 0. Exception: A moving galley with no Boarding Parties may make one grappling/ungrappling attempt. Its strength would then be zero.

16.9 Movement Points left after rowing point destruction.

Ship Type	Movement Points Left					
	4	3	2	1	0	
Penteconter	0	1	2	3	4	
Bireme	0	3	6	9	12	Rowing Points
Trireme	-	0	6	12	18	Destroyed.
Quinquareme	-	0	16	24	40	

Rowing Points destroyed is equal to the number of Rowers killed and not replaced or the number of Oar Points destroyed, whichever is greater.

The idea of the above table is to give a more gradual loss of ship's speed with the destruction of their oars. The only real change is for the Penteconters and Biremes.

RAMSPEED provides a lot of play enjoyment. Hopefully, these variations and corrections will give players even more.

Kyle L. Davies
Austin, TX

A BUYER'S GUIDE TO THE FANTASY TRIP@

THE FANTASY TRIP™ is a system of fantasy role-playing games. A role-playing game is an organized form of make-believe. You assume the role of a character and verbally act out and direct that character on an adventure. Your character is a unique combination of attributes, talents, spells and the personality you give him. He lives and acts in the world of Cidri, a fantastic place of adventure.

BASIC MODULES: TFT™ starts with two easy to learn, fast playing game. TFT: **MELEE**™ and TFT: **WIZARD**™, **MICROGAME**®s #3 and #6, explain how heroes engage in combat with archaic weapons and how wizards get and use magic spells. These two games may be played separately or together. Start with these two games and then try a **MICROQUEST**®. You're on your way to adventure.

SOLITAIRE OR GROUP PLAYABILITY: TFT™ may be played solitaire with TFT™ **MICROQUEST**® adventures. **MICROQUEST**®s are programmed fantasy adventures designed with numbered paragraphs. General rules describe how to conduct the adventure. Then, you make decisions for your character and move them through the paragraphs as action develops. **MICROQUEST**®s may also be played by a group or used by a Fantasy Master. TFT: **MELEE**™ and TFT:**WIZARD**™ are required to play most **MICROQUEST**®s.

FANTASY MASTERING: After learning the **MICROQUEST**®s you're ready to be a Fantasy Master. A Fantasy Master acts as an adventure referee for a group of gamers. TFT: **IN THE LABYRINTH**™ tells the Fantasy Master how to create labyrinths and towns complete with people, monsters, traps and treasure. It contains all the rules you need to conduct your friends on adventures. And, if you have no idea what it's all about, read the play example on page 47 of **IN THE LABYRINTH**™.

PLAY AIDS: There are two companion play-aids for Fantasy Masters who use **IN THE LABYRINTH**. **THE FANTASY MASTERS' CODEX**™ is a reference guide and index of TFT™ materials. It contains lists of everything in TFT™. For example, magic spells are listed by class, alphabet-ically, and by IQ cost.

THE FANTASY MASTER'S SCREEN™ is used to hide material from players. It also contains table summaries of most die-roll adjustments and values for many common items. A very handy and useful play reference.

ADVENTURE SUPPLEMENTS: When you start Fantasy Mastering you can use prepared material rather than make-up your own adventures. TFT™ Adventure Supplements may include maps, towns, countryside, encounters, people, monsters, treasure and instructions. They provide a setting and adventures for a Fantasy Master to use and further develop. Available tiles include, **TOLLENKAR'S LAIR**™, **WARRIOR LORDS OF DAROK**™ and **FOREST LORDS OF DIHAD**™ with many other adventures in the works.

ADVANCED RULES: There are two advanced rule modules for those who want more complex magic or combat rules or who want to provide more background for continuing campaign characters. TFT: **ADVANCED MELEE**™ extends the basic rules of TFT: **MELEE**™ and adds material useful for hero characters. TFT: **ADVANCED WIZARD**™ extends the basic magic rules of TFT: **WIZARD**™ with descriptions of how wizards live on Cidri, TFT™s fantasy world. They are useful sources for Fantasy Masters even if you decide not to implement all the added rules. They are fully compatible with basic **MELEE** and **WIZARD**, nothing changes.

MODULAR DESIGN: TFT™ lets you combine inexpensive rule modules into a fantasy game as simple or complex as you choose. All TFT™ modules are fully compatible. Rules don't change as you advance, they expand and add on to what you've already learned. You cana play basic or advanced rules. You have solitaire, group or Fantasy Mastered play. You have easy **MICROQUEST**® or complex supplement adventures. You decide how much you want. That's the way that makes sense and saves.

MAGAZINE SUPPORT: Metagaming publishes a bi-monthly magazine, **INTERPLAY: The Metagamer Dialogues.** It has TFT™ articles, contests, a Q&A column and more. It's just the thing to keep your TFT™ alive and expanding.

FANTASY MASTERS' GUILD: Also available is an association of Fantasy Masters sponsored by Metagaming and run by TFT™ gamers. As a member of the Guild you get a chance to see TFT™ as it develops and get the latest information and data.

DESIGN PHILOSOPHY: THE FANTASY TRIP™ is an excellent example of Metagaming's design philosophy. We stress playability and fun above all. We design for the serious gamer who wants his gaming to hang together with minimal inconsistency, dis-organiztion and confusion. Our simple goal is to give you the best play we can for dollar.

We believe gamers are special people. They are intelligent, creative, and imaginative.

SUMMARY: THE FANTASY TRIP™ gives you fantasy fun with inexpensive rules. You add rules as you choose. You can play solitiare, in groups or with a game moderating Fantasy Master. The way to start is with TFT: **MELEE**™ and/or TFT: **WIZARD**™. Then, try a **MICROQUEST**® adventure. From there you can move on to **IN THE LABYRINTH**™ and adventure supplements. You'll be surprised at how smoothly it goes when you can learn a bit at a time. (Especially if you started with the big name competition.)

TFT: CROSSROADS CIDRI
LIMITING A FANTASY WORLD
By Dana Holm

One of the major appeals of role-playing fantasy is the wide variety of actions open to the players. Another is the never ending scenarios of the campaign game. The thrill of designing your own world is what appeals to that hard working person on which the campaign game depends, the FM so why would one want to limit his world?

There are several reasons for limiting a world. None mean that a campaign needs to be limited. In fact, if properly done, the campaign will be enhanced.

One FM may handle certain interactions better than others. Maybe he has had experience in the real world that he can translate into his fantasy world. He may have read some of the fantasy works and have a feeling that he can incorporate those into his world. Every FM has his own personal alignment, which he can deal with better than some of the others.

Maybe he only wants to use some of the monsters. As articles written elsewhere have urged, the monster selection should be somewhat logical. By having areas that are separated from each other, different combinations can be used.

A big plus in limiting is the time saved in working on a small scale rather than the whole world at once. If during the limiting process, the different areas are isolated from each other, and travel between them made difficult, the players will stay in an area until it is advantured out. If the G.M. can count on this happening he can make each area more detailed. Also each different area can have it's own theme or goal.

Only the action areas need be developed. In the areas that nothing is happening - either a well populated area or an area that is all monsters - there will be no wasted playing time, because these areas will not be shown.

With isolated areas of the world, it is possible for more than one FM to operate at the same time. Or, one FM can run more than one campaign group at once, without worrying about interference between groups. One group won't clean out a dungeon that another group has been gathering equipment and members to go after. That is not to say that an identical dungeon can't exist in both groups' areas.

With isolated areas, it would be an adventure in itself just to get to another area. Probably a very different type of adventure.

With different areas, it would be possible to remove from play any excess money or magic items. Rational for those cases could include: a different type of magic is used in the new area. Maybe magic is not known at all, and when what you have is gone, that's it! Maybe what passed for money in one place is so common in another that it is worthless. Both of these would force the players to PLAY, and keep the game interesting. A new challenge would confront them.

With this system, the FM would be constantly striving to get better also. He would not feel locked into a system that had proved it didn't work, without having to junk the campaign. He could simply have the players move to a new area. He would have the variety he desires and the challenge of an ever changing and improving game.

Now just how can the above ideas be implemented? I am sure that many of you have had some of the following ideas. I am not above borrowing ideas from one context and using them elsewhere.

Probably the most common means to limit a world is the use of islands. Plenty of parallels

exist on the Earth. Each island is internally consistent, yet they are different, some to a large degree, from each other.

Larry Niven had a very limited world on his Lookout Mountain on the planet We Made It. It was the only habitable spot on an otherwise unlivable world. A plateau rather than a mountain, it was big enough to support a fair sized colony. The sides dropped off into valleys where the atmosphere was too dense and the temperature much too high. In a fantasy world, there could be several of these plauteaus on a world. Travel between them would be possible with the various magics of the system being used.

An inversion of the high plateau would have valleys surrounded with vertical cliffs that maybe extend even beyond the atmosphere. A friend of mine liked that concept and came up with an interesting way to explain it. The valleys of his world were caused by the deities walking on the planet - the valleys were their footsteps. Either magic or a series of caves could connect the various valleys.

A world containing extremely large caves is another version of the same idea. Each cave would act like a valley with a series of much smaller caves and passages joining the large caves.

The large cave could be inside an asteroid spaceship, an idea used of an old Star Trek show. A Heinlein Universe type ship or a Rama vehicle could be used - in fact a whole game does use that rational.

The habitable areas of a devastated world could be used. I would hate to say an A-bombed world, because that is a device frequently used by science fiction writers and is somewhat overworked. Maybe extremely powerful sorcerors or demi-gods once battled there.

Another possibility is the existance of a very advanced civilization that has partitioned your world with force fields or psychic fields. Maybe they are still around as observers or deities or maybe they are gone. Again there would be various magics that would work to change areas.

The last idea comes from The Space Gamer #5. Eldon Tannish is a player in a tournament that takes place sometime in the future. One scenario has him in a role-playing game. The world is actually a set of pocket universes, all very small, connected by gates. Talk about possibilities. A different game system could be employed in different pockets. That way all the worlds ever created by the FM could eventually be used. If the players wanted to play something else, it would be no problem. Changing FMs would also be easy.

Hopefully, I have convinced you that by limiting your world you can improve it. Also, I hope to have given another option to fantasy role-playing campaigns. At that, you aren't really limiting your game, but expanding it.

Bryon Godfrey

[Talent: Questioning (also called torture when indelicately phrased.) IQ level 8, IQ cost 1.]

The art of getting information or confessions from those people being in the wrong place at the wrong time. Normally only open to individuals possessing chaotic allignments except when crimes are of a religious nature when priests can join the fun for the good of the victim's soul.

Gives hero knowledge of basic questioning techniques including thumb screws, the rack, hot irons, etc.

Questioning can proceed at one attempt per hour. If victim passes out,questioning may resume in an hour.

BABBLE TABLE

Questioned by: Amatueur
Result: Roll 1D.6   1 babbles
    2-3-4 passes out
    5-6 dies
Damage: 1-6

Questioned by: Questioner
Result: Roll 2D.6   2-6 babbles
    7-10 passes out
    11-12 dies
Damage: 1-3

Caught without his "tools" a questioner can improvise but his babble roll is +1 and he does 1-5 points damage/hour.

Questioned by: Master Questioner
Result: Roll 2D.6   2-7 babbles
    8-11 passes out
    12 dies
Damage: 1-2

Caught without his tools, the master questioner can improvise but his babble roll is +1 and he does 1-3 damage/hour.

[Talent: Master Questioner. IQ level 11, IQ cost 1.]
    Prerequisites: Detection of lies, literacy.

Advanced knowledge of Questioning, including "oriental" techniques like bamboo shoots under fingernails, racking over a grove of growing bamboo shoots with sharpened points, and everybody's favorite, the chinese water torture. A master questioner is qualfied to write confessions for victims to sign and gets -2 when detecting lies.

The water torture method requires a quiet, dark room and takes much longer but does no physical damage. Roll 3D.6 once a day. On first 3 days, a 3 means victim babbles, an 18 means he goes insane. Every 3 day period after that, increase the babble and insane scale by 1. E.G. On days 10-11-12, victim babbles on 3-6, goes insane on 15 to 18.

To use the bamboo technique, the master questioner must have gardening/farming talent (IQ. cost 1).

Bamboo shoots grow 6 inches/hour so you get quicker results. Before first contact with shoots, victim will babble on a roll of 2-4, 5-12 no effect. On first contact with shoots, babbles on 2-6, 7-12 no effect. Thereafter, every 10 minutes is a new attempt with damage being 1 on first period and doubling every 10 minutes. After 1 hour, victim will have suffered 1+2+4+8+16+32=63 points damage.

If the victim passes out, the rack can be raised to await restart of questioning. However, after 6 hours, the shoots would be too tall to be useful, so one would have to preparea new garden patch. If the corpse of a previous victim is within sight, subtract 2 from die rolls for first 2 phases. i.e. before first contact and first contact, thereafter results are as on master questioner babble table with no die modification for grewsome garden.

QUESTIONER JOB: A questioner would get $50/week. Risk 4/16

A master questioner would get $100/week. Risk 4/16.

Questioners are in positions to get sizeable bribes. A master questioner with Mechanician can build his own tools and would get an extra $25/week. With the appropriate language other than his native tongue or common, a questioner would get a bonus of $25/week if dealing with foreigners.

[ED. NOTE. These rules can be added to the Treasure Hunt Micros for use by Toltec Brujos. They have a Torturer class of Priest.]

Byron Godfrey

R. WARD

questions & tft answers

RON HOPKINS

Q: What would be the DX adjustments to toss something (e.g. a weapon to an unarmed comerade)?

Bruce Morton

A: The character throwing the weapon rolls 3 dice vs. DX, modified by -1 DX per intervening hex, with +2 DX if the character has the Thrown Weapons talent. If he misses the roll, then the weapon lands in a hex adjacent to the target - roll one die to determine which hex. If he makes the roll, then the receiving character must make a 3 die roll vs. DX to catch the weapon; otherwise, it falls to the ground in that hex. A character who catches a weapon cannot use the weapon for any purpose that turn.

Q: When a character falls down due to wounds received, and stands up next turn, does he/she stand up with the weapon they were using, or must they wait a turn and pick the weapon and/or shield up or ready a new weapon?

Edwin Rotondaro

A: For simplicity, it is assumed that a character does not drop a ready weapon or shield when falling down. However, as an optional rule, you could require a character to make a 3 die roll vs. DX to avoid dropping his weapon when falling down.

Q: Does a Freeze spell diminish the effects of a Fire or Fireball spell?

M. Ernst

A: No.

BETTER TRAILBLAZER RECORD SHEETS
By Robert Kirk

Metagaming's "experimental" microgame TRAILBLAZER adds an interesting dimension to the science fiction gaming sphere. My feelings about the game are somewhat ambivalent, however, my major dissatisfaction stems from the record sheets provided for player use.

I suspect they were designed so that those players lacking ready access to a photocopier could easily reproduce them on plain notebook paper. Be that as it may, it is possible to develop record sheets that are far more useful than those provided.

You may, of course, photocopy those provided with this article, or you can make your own. Use 1/4" quadrille graph paper for the boxes and a typewriter with elite type set at 1 1/2 line spacing so that the lines of type can be lined up with the squares on the graph paper.

On the shop record sheet provided here, "S" or "T" is indicated within the parentheses to indicate scout or transport. One of the two squares (representing cargo holds) is crossed out in the case of scout ships. In the squares, using pencil, write in the number of the appropriate

"good" taken from the list on the World Chart. When it is sold, loaded, or unloaded, erase the number. Megagrams can be tallied in the column provided.

The World Chart is an improvement over the one provided with TRAILBLAZER for several reasons. It is all on one sheet instead of three pages. All the goods are numbered for ease in recording on ship record sheets. Having both producers and consumers on the same line greatly aids in planning fleet itineraries. Under each world, there are five columns.

The first column indicates which goods are produced and which are consumed at that world. The next column shows the demand code or the price multiple. The next column is the demand modifier. Inside the parentheses in the fourth column, players should pencil in the current production or demand number. The fifth column is either left blank, or the original demand numbers and productions from the TRAILBLAZER rulebook can be entered.

Using these improved record sheets should increase your enjoyment of Microgame #20: TRAILBLAZER.

TRAILBLAZER: Ship Record Sheet

TRAILBLAZER: Ship Record Sheet
(showing use)
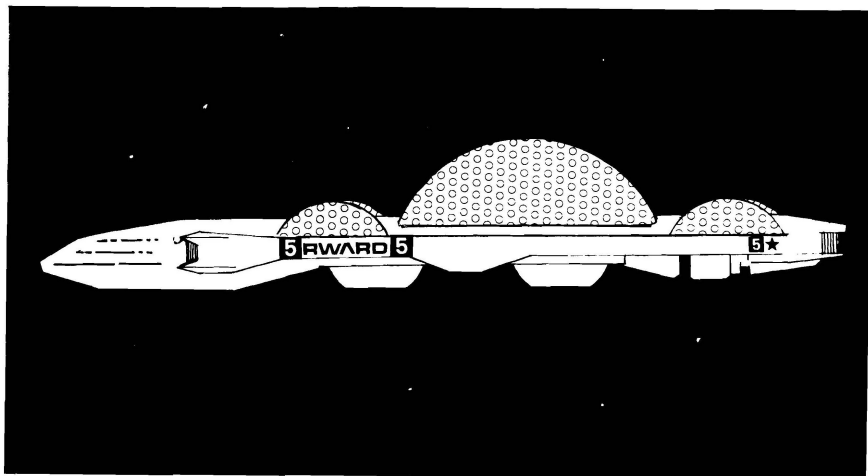
TRAILBLAZER: World Chart (to be
filled in by players during
exploration)

TRAILBLAZER:

WORLD: CLASS:	--	--	--	--	--	--	--
1)BEASTS	( )	( )	( )	( )	( )	( )	( )
2)BOOSTERSPICE	( )	( )	( )	( )	( )	( )	( )
3)DRUGS	( )	( )	( )	( )	( )	( )	( )
4)FISSIONABLES	( )	( )	( )	( )	( )	( )	( )
5)GERM PLASM	( )	( )	( )	( )	( )	( )	( )
6)INDUSTRIAL TECH	( )	( )	( )	( )	( )	( )	( )
7)LIQUORS	( )	( )	( )	( )	( )	( )	( )
8)MEDICAL TECHNOLOGY	( )	( )	( )	( )	( )	( )	( )
9)MEDICINES	( )	( )	( )	( )	( )	( )	( )
10)SPICES	( )	( )	( )	( )	( )	( )	( )
11)SUPER HEAVY METALS	( )	( )	( )	( )	( )	( )	( )
12)WEAPONS	( )	( )	( )	( )	( )	( )	( )
13)WINES	( )	( )	( )	( )	( )	( )	( )
14)SHIPS	( )	( )	( )	( )	( )	( )	( )
15)D CLASS WORLDS							

TRAILBLAZER: World Chart in use
(A black square indicates a good
is produced at that world. An X
indicates a good is consumed by
that world.) The two columns on
the right of the form are filled
infor worlds discovered by the
players during exploration.

TRAILBLAZER:

WORLD: CLASS:	TERRA -A-	ALPHA C -B-	JAHNSWORLD -B-	KIMBERLY -B-	LIBERTAS -B-	--	--
1)BEASTS	■ F 2 ( )		■ A 3 ( )	X 1/3 ( )		( )	( )
2)BOOSTERSPICE	■ B 12 ( )	■ F 5 ( )	■ D" 6 ( )	■ A 8 ( )	■ B 8 ( )	( )	( )
3)DRUGS	■ E" 5 ( )		■ B 4 ( )	X 1 ( )	■ A 4 ( )	( )	( )
4)FISSIONABLES	■ A 6 ( )	X 11 ( )		■ F 4 ( )	■ C 4 ( )	( )	( )
5)GERM PLASM	X 4 ( )	■ A 2 ( )	■ B 3 ( )	■ A 4 ( )	■ D 3 ( )	( )	( )
6)INDUSTRIAL TECH	X 2 ( )	■ D 5 ( )	■ C 6 ( )	■ A 6 ( )		( )	( )
7)LIQUORS	■ B 4 ( )			X 7/4 ( )	■ A 4 ( )	( )	( )
8)MEDICAL TECHNOLOGY	X 7/3 ( )	■ C 6 ( )	X 11 ( ) ■ D 5 ( )	■ A 2 ( )	■ B 3 ( )	( )	( )
9)MEDICINES	■ A 6 ( )	■ C 2 ( )			■ B 4 ( )	( )	( )
10)SPICES	■ C 6 ( )		X 2 ( ) ■ B 5 ( )			( )	( )
11)SUPER HEAVY METALS	■ D 8 ( )	X 1 ( ) ■ C 4 ( )	■ A 3 ( )		■ C 6 ( )	( )	( )
12)WEAPONS	X 3/4 ( )	■ B 3 ( )		■ C 8 ( )	X 1 ( )	( )	( )
13)WINES	■ C 5 ( )				X 1 ( )	( )	( )
14)SHIPS	X 1/3 ( )	X 1/6 ( )	X 1/7 ( )	X 1/7 ( )	X 1/5 ( )	( )	( )
15)D CLASS WORLDS	■ F 12 ( )						

DRAGONS of UNDEREARTH™

Compact Rules For Fantasy Role-Playing
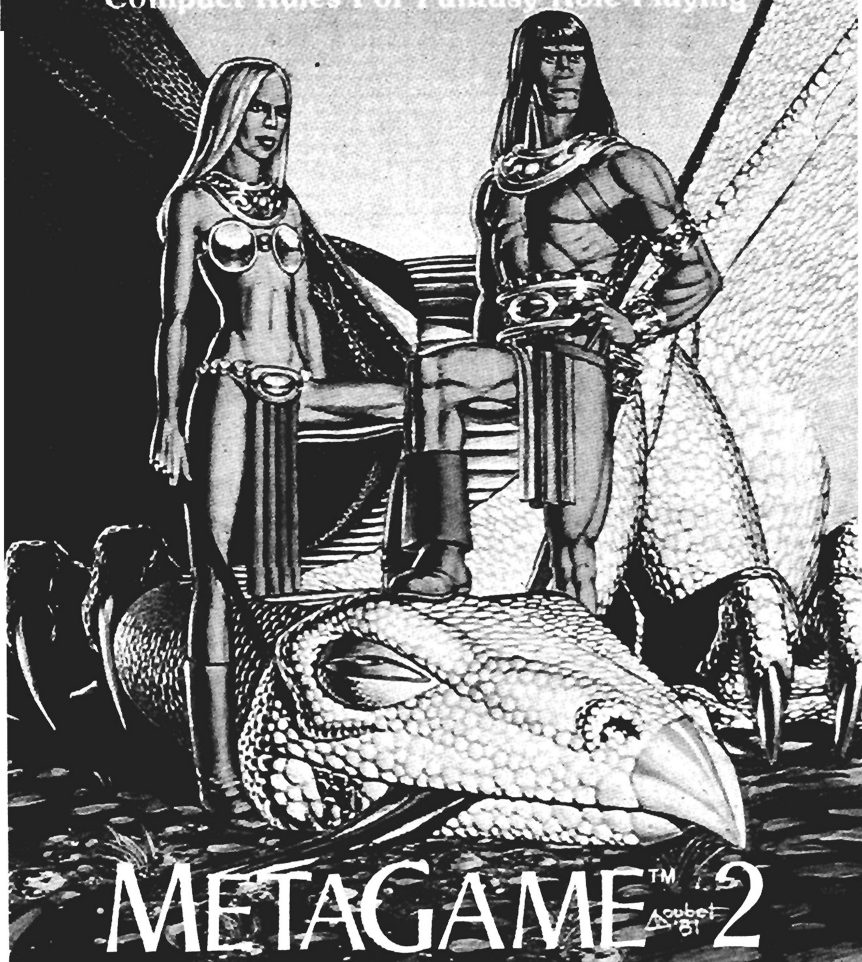
MetaGame™ 2

WHAT I DID ON MY SUMMER VACATION

Gosh, it's been just the best summer ever. Some of the guys went and met some of the neatest people. First, we met some great guys, even though they were Dwarves. They live in a land called Underearth where heroes and magic still live. Sounds like it's strange but once you get there it's really great. We'll never be able to thank our dad's and mom's enough, it was cool.

When we got off the bus at Camp Fantasy Trip it looked wierd. Then, we got to pick out armor and swords and everything. Some of it smelled bad and had some rusty places on it but it looked real, I mean REAL! When we asked about

Then, some of us got to be magic. Don wanted real bad to be magic for a long time. He got to choose what kind of magic he got all on his own. He got mad when the old guy in the robes didn't let him have some spells, said Don didn't have enough IQ. Don said he was as smart as anyone and held his breath and turned red but he still didn't get the spells.

Bob got the biggest sword I ever saw. He'd swing it around and almost fall down. It was so big he decided not to wear armor so he could swing good enough to hit something.

Steve whined a lot and then picked out some daggers, a speedy little rapier and a really spiffy looking suit of leather armor, fits tight and looks neat.

Donna didn't want any of those old swords or things. She just picked out some magic spells that were wierd. Now, she sometimes looks real good to us. But, she seems to know what she's doing.

Me, well, I don't trust how this all looked so I took a bow and this mediuim sized looking sword. We also got to pick-up lots of food, ropes, packs and lots of things I'm not sure of.

Well, they let us go on out walking. Just like that. Trees all dark around and lots of mist and scary noises. But, we felt good with all our weapons so we weren't too scared. Except for Steve who kept bitching that his leather would be all moldy.

We'd just walked around a bend in the trail when these strange green looking guys with pointy ears jumped out at us. Right off, just like that, they were trying to kill us.

Bob swung at one green guy and almost fell down. Donna waved her hands and the one coming at me dropped his spear. Don waved his hands and this green guy just sticks him with a spear right in the chest. Don looked real sick.

Then, I stuck the one that I'd shot with an arrow with my sword and he went down. Steve stabbed one that had jumped Donna. In a few seconds there were two dead green guys and Don was dead too. His insides were hanging out so we left him. I bet he was really mad about it too.

We walked on until a Dragon jumped down and chased Bob into a pit. It was real funny cause the dragon disappeared when Donna looked at it real hard. If Bob had looked at it hard maybe he wouldn't have that big stake through him.

Well, all that scary really gets your blood hot. While Steve went back down the trail to get the weapons we'd forgotten on Don and the green guys Donna and I fooled around a bit. Lucky for us because a lion walked by and he didn't see us.

Then we came to this little village of mostly short guys with beards. They said we'd killed Goblins and that they were Dwarves. They liked their ale and told lots of good stories. We'd just missed the crazy wizard who liked to surprise people with his pretend dragon.

They said this place was called Underearth. They also say there is good adventure nearby. They call it the land beyond the mountains. After we knock around here a bit we're heading across the mountains to seek out the high priestess Aleth-aan. She's real nice to young guys like me and a strong man can even become king.

I think I'm going to go see it after resting awhile. Donna won't come cause she's hitched up with this big dumb guy that laughs a lot a pats her fanny. She always was a snob but she don't act that way around him. She just giggles and smiles and blushes a lot. Well, that's it from camp Fantasy trip for the summer. I never had a better time.

Love,
Gary

(The preceeding is an unedited letter from one of the happy youths at Camp Fantasy Trip 82. You can visit the exciting new Underearth area, complete with Dragons, or go on an extended trip to our brand new Land Beyond The Mountains. Or, you can play in the ALL NEW section III of The Thugs of Thorsz, Orbquest castle.

Yes, you'll thrill and chill to the many adventures and cook outs. You'll say you've never had a better summer. You'll shriek in agony if you're not careful. We promise, you no beads or macrame.

Contact your travel agent at your local hobby or game shop for details.

Note: Parents are required to sign the waiver of accident liability form and advised to carry extra short term health and life insurance on their kiddoes.)

⟨M⟩etagaming

Contest results....

EXPANDED ASTROLOGY

The following variant expands the rules for astrology, formerly a part of mathematics, into a functioning talent. Both Heroes and wizards can obtain the astrology talents at basic prices; wizards need not pay double.

IQ 11 Talent: Basic Astrology (2) This talent allows the user to "read" the sky and tell time of night, season, and his or her location on Cidri. The character can make "entertainment-class" predictions and give advice from "on high" to earn money: such a job earns 3xIQ a week, risk 3/18, and can be added to another job that is related to entertainment or scholarship.

Also, skilled characters can attempt to make real predictions. This takes one week and requires $100 of charts, tables and equipment (a one-time cost). At the end of the week, the FM rolls 5 dice vs. the astrologer's IQ. If the roll is made, the FM should give the astrologer a useful but very vague bit of advice about the future of the person who's stars are geing read. A miss results in meaningless gibberish, a roll of 29 or 30 results in a misleading or dangerous clue.

PREREQUISITE: Literacy
IQ 13 Talent: Master Astrologer (3) A character learning this talent can learn Mathematics at one less IQ point; and the reverse is also true. Basic Astrology is a Prerequisite.

Master Astrologers have mastered the skills of reading the stars and deriving knowledge from the heavens. An astrologer can make five readings at a time, each taking a week to complete. At the end of the week of reading, the FM rolls 3 dice vs. the astrologer's IQ.

A roll of 3 or 4 results in a very clear and useful piece of advice or information, perhaps relating to what an adventurer will run into on the journey he is planning. A roll that succeeds results in a vague but useful clue; a miss results in gibberish; rolls of 17 or 18 result in misleading or dangerous information. The rolls are kept secret from all but the FM!

Master astrologers can earn 7xIQ per week at a risk number of 3/17. The job can be combined with wizardly or scholarly work, but this only results in an additional $1xIQ per week.

ASTROLOGICAL MAGIC: Wizards with Master Astrologer talent can modify all or some of their spells into astrological spells that are tied by mystical forces to the patterns of movement in the sky. To modify a spell, the wizard must pick a heavenly body (other than the sun) for the spell to be tied to.

Then, the wizard spends one week per IQ of the spell in special astrological laboratory research (these are rare, and cost 50% over the usual cost to buy or rent a laboratory, when they can be found) spending $100 a week for equipment and miscellany.

At the end of the study period, the wizard must make a 3-die roll on IQ to complete the spell. A missed roll necessitates that the wizard pick a new tie-in body for the spell and must start again. A roll of 18 results in a catastrophe that ruins the laboratory and kills the researcher in some novel and unpleasant way.

A star-tied spell may not be used by the wizard if he or she also has the ordinary version of the spell; to get the benefit of an astrological spell, the deficiencies must also be suffered!

The DX roll for a spell to succeed is modified by the figures on the chart below. A good dictionary of astronomy book can supply answers if you are unfamiliar with some of the terms.
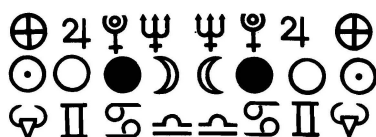
BODY	DX MODIFIER				
	-2 AdjDex	-1 DX	0	+1 DX	+2 DX
Moon:	New	Waning Crescent	1st or 3rd 1/4	Waxing Gibbous	Full
Planet:	Opposi-tion +1 month	--	All other times	--	Conjunc-tion +1 month
Constellation:	Sun in sign opp. chosen sign	Sun in before/ after opposite sign	All other times	Sun in sign be-fore or after chosen sign	Sun in sign chosen

1. Inferior planet in conjunction
2. Superior planet in conjunction
3. Planet in opposition

These modifiers apply to the success roll of the spell, and to any saving rolls that apply to the spell. The modifiers will always benefit the caster of the spell (or harm the caster, when the modifer is negative.). Many religions and cults use astro-logically-tied spells in their rites and ceremonies. It is rumored that some have spells of fertility (and other natural functions) tied to the sun's progress on the ecliptic. Fertility spells work best during the vernal equinox, and demon-summoning rituals timed for the autumnal equinox or Halloweeen, are especially appropriate.

Stefan Jones

1st PLACE ENCOUNTER

AUXIZON'S CRAG

This is a short adventure using the Astrology rules. Before starting, the FM should decide which season that the game is taking place in, and which phase of the moon is extant.

The astrologer of the title lives on a mountainous crag in an isolated stretch of woods: it is suggested that the player charac-ters spot the tower during the evening, when they are looking for a safe shelter for the night, and possibly lost. A clear path leads up the side of a weathered mountain, and eventually ends up in the area on the map A.

1. The location of a small sign, with a bell and hammer attached. The sign reads: "THE

ASTROLOGER (AUXIZON): Ring - Wait." Ringing this will summon Frud, the wizard's servant.

2. A small potato garden and a shed full of gardening tools.

3. This area is covered with neatly laid slate and gravel. In the center of the area is a worn and tarnished statue of bronze. The metal is so weathered that the identity of the statue is barely distinguishable: a human figure in robes, holding some sort of blade in it's right hand.

This site was once the sacred ground of a cult that practiced blood sacrifices. Auxizon converted the cult's temple into a handy place to run his experiments.

4. This is a house, two stories, of conventional stone construction. The floor plan is detailed in map B.

a. This room is a simple but comfortable dining room.

b. A kitchen, with a cot in a corner for the cooking girl.

c. A well stocked pantry, with several weeks worth of dried and salted goods. A nasty ferret roams here to catch vermin. People poking around here without hand protection are almost sure to get fingers nipped, reducing DX. for several hours.

d. A door to the outside is located under the stairs. If a 4 die vs. IQ roll is made, a hatch will be spotted in the floor. It leads to a small basement, mostly occupied by potatoes and turnips. Another four ferrets make their home here: treat them as rats. They will attack anyone snooping here. A 4 dice roll vs. IQ roll successfully made will reveal a niche: it contains 3459 silver pieces, four vials of healing potion, a magic-fist glove, and four gas-bombs full of fear gas. These last two items will be used by Frud (the handyman) and Reeshi (the cooking girl).

e. This second story room is a comfortable study or spare bedroom. A bookshelf has an astrology primer that reduces time to study astrology by one half.

f. This room is a combination closet/bedroom. The astrologer's apprentice, Gijiinmy. The lad has hidden a bag of silver (roll three dice for the present amount) and a fine-workmansip dagger (worth $1500, it gets +1 adjDX, +1 damage.) A 4 die roll is required to spot the hoard.

g. Frud, the handyman, sleeps here. The room is spartan and holds little of interest.

5. This is the astrologer's tower proper. It can be entered by a door from the house, or by an iron-bound front door. The latter is usually locked and barred. The walls are 18" thick, the tower is 30' from top to bottom. Oddly, the top ramparts are covered with a dome-like structure of wood.

The first floor is a library/study for Auxizon. The tables are cluttered with charts and scholarly doo-dads, the walls are hung with starmaps and decorative tapestries.

The maps, charts, etc. are bulky but valuable. The lot masses 200 kg. and is worth $4000 when sold to the right person, namely a young astrologer in need of hard-to-get lab equipment.

The second story is Auxizon's bedroom. It is small but comfortable; a magic spell in a fireplace broom emits enough heat to warm the room. A cursory search will turn up the wizard's books of astrological spells; all of the spells listed in Auxizons' description are contained in the book. Two 4-die, lightning scrolls, a 7-hex firescroll, two summon bear scrolls, and a stone flesh (four turns) scroll are hidden in Auxizon's bed's headboard. 7 dice to spot the hidden chamber.

The third floor of the tower is really the roof, but is has been covered with a wooden dome. The dome can rotate, and has a vertical hatch in the side. A large telescope is set up in the middle of the floor, and tables and racks loaded with more charts are scattered about. One object is of note: a highly intricate and accurate mechanical computer.

This is a "Techno" item of sorts, but Auxizon keeps it a secret from the occasional wizardly visitor. It masses 100 kg., is very delicate (Each time it is hit, roll one die: if the roll is under the number of cumulative hits done to the machine, it is badly damaged) and very valuable; to a techno or scholar, especially one involved with number, the machine will be worth 12,000 silver.

THE CHARACTERS:

Auxizon hires his help from a village located about 30 km away. They are very loyal, and well treated, as the astrologer owes the village a debt of service; the townsfolk helped him retrieve a valuable tool from Orc raiders who robbed his tower. There are three servants:

FRUD: ST 12, DX 11, IQ 9, MA 10. Frud has the AID spell, knife, crossbow, farming, carpentry, Animal handler. Frud trains ferrets and other little animals in his spare time. He is quiet but friendly, only getting mad if someone harms one of his pets or bothers Auxizon. He carries a dagger at all times, and keeps a crossbow on hand when strangers are visiting.

REESHI: ST 9, DX 12, IQ 11. Reeshi has Knife, Running, Literacy Alertness, Baker, Cook, Butcher. She is a bright and friendly girl of about seventeen who serves under Auxizon in hopes she will accept her as an aid; she is studying astrology by candlelight behind her master's back. Reeshi has a dagger stuck in her dress, and will use it and the kitchen knives if needed.

AUXIZON: ST 13, DX 14, IQ 16. Skills: Literacy, basic astrology, master astrologer, Image (Moon-tied), Clumsiness, Dark Vision, Dazzle, 7-hex illusion, Trance, lightning (Moon tied), Control elemental, Invisibility, Summon StarDog (see below).

Auxizon has the following in books: Create/Destroy elemental (Moon tied), Staff of Power, Long-distance telepathy, Pentagram, Astral projection (Tied to Mercury), Summon lesser demon (Marstied), Calling (Moon-tied), Write Scroll (venus-tied).

Spican StarDog: Through long effort and much research, Auxizon has developed a spell which will summon a creature from another star. It is an IQ 15 spell, and costs 5 ST. The spell may only be cast at night, and Spica must be visible to the wizard when he casts the spell. The StarDog will stay twelve turns, then vanish: Another maybe summoned as soon as desired.

StarDog; ST 12, DX 13, IQ 7, MA 14. The Star Dog can bite (1+2) or make a flying ram (treat as a shield rush). It resembles a flipper -less seal with a fierce, somewhat abstracted, wolve's head. It glows brilliant orange, and has a aura of twinkling starlight about it. Once during it's stay on this plane, it can cast a Dazzle spell for 3 strength points.

The StarDog moves by hovering about three feet above the ground; it is not affected by spells that affect movement, such as Trip, Slippery floor, etc. When moving more than 12 hexes a turn, it may only move in a straight line. It cannot fall down, but 8+ hits in a turn will stun it for one turn.

The Astrologer and his crew will welcome company, but are very nervous about thieves and raiders. If forced to, Auxizon will summon the StarDog and menace the party with illusions; he won't kill anyone until he or his servants are harmed. If needed, auxizon will use his store of precious scrolls to drive off the intruders.

Auxizon will be willing th teach interested people astrology and it's associated skills; young wizards would be particularly welcome.

A

B

1st story

2nd story

C

1st

2nd

Observatory
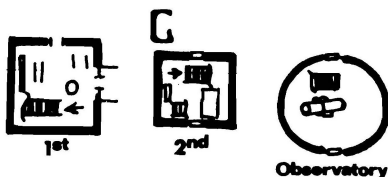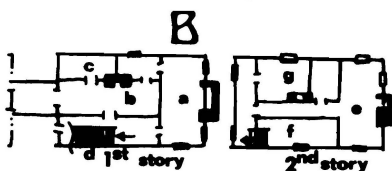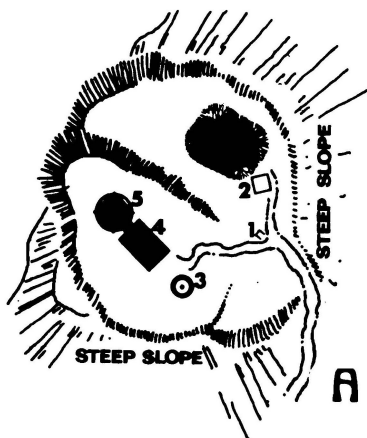
Auxizon's Apprentice.

Gijiinmy: ST 13, DX 10, IQ 9. He has knife, staff, Aid, Fire, Blur, Wolf, Fist, Drop, Clumsy. A lad of 19, Gijiinmy is somewhat over ambitious and arrogant. He aids Frud in keepiung the house in shape when not helping Auxizon.

Stefan Jones

1st PLACE SPELL

DEFORM

DEFORM (T) This is a weaker form of the Glamor Spell. It does not change the subjects appearance completely, rather it mars the looks with some ugly deformity, (extra mouth, hunch-back, severe case of warts, speech impediment, smells like a Benusian Swamp Roach, etc.) Con-sequently the victim gets a -2 on all reaction rolls. It cannot be disbelieved and lasts until re-moved by a Remove Thrown Spells, until the casting wizard wills it away, or until the deformed one dies. A creature with Mage Sight may have a 4 dice roll vs. IQ once only to see through a Deform. If a Deformed character is identified with a party the entire group suffers the -2 reaction due to his presence. ST cost to cast Deform is 5.

Greg Stockum

GOLEMS

TYPE	ST	DX	IQ	MA	Damage	Armor
Flesh	Varies	Varies	Varies	Varies	Varies	None
Stone	30	11	6	6	3-1	5 hits/attack
Iron	40	10	6	6	3+3	7 hits/attack
Clay	25	13	6	8	2+2	Varies
Hodgepodge	Varies	14	8	10	Varies	1 hit/attack

Golems are creatures of independent thought created through either Alchemy or Greater Magical Item Creation. There are many different types, but the most common are flesh, stone, iron, clay, and hodgepodge. Flesh golems may be created using the Alchemy talent; all others must be created through Greater Magical Item Creation.

Flesh golems are superior to zombies in that they are actually returned to life and independent thought; however, to create a flesh golem one must have a whole body but recently dead (no more than one day old when the process begins). The body may not have large gashes or internal damage sufficient to cause death, nor may it have been poisoned to death. Hanged criminals are the most common source of bodies for flesh golems. When a flesh golem is returned to life, it's IQ is -8 from what it used to be (minimum of IQ 4), it's DX is -4, it's MA is -4, and it's ST is +6. An ex-human of ST 10, DX 14, IQ 13, MA 10 would have ST 16, DX 10, IQ 5, MA 6 once transformed into a golem.

Flesh golems may gain experience as before, but it takes five times as many experience points to gain an IQ as before; also, all talents, spells, and languages the golem knew before must be relearned, even the golem's native tongue.

Note that the golem will comprehend and obey it's native tongue, even though it cannot speak or write it.

Flesh golems are not bound in any way to the place in which they are reanimated, but do impress on the first person they see once brought back to life. They will obey this person (if they can understand him/her), and will protect him/her (regardless of understanding), unless alienated through harsh words or violence. If aliented, they will have to do what they will, and almost always never return.

All other types are free-willed, but are bound to protect either their creation place or their creator until either are destroyed. If the person/place they are bound to is destroyed, they are destroyed, too; however, the reverse is not true.

Clay golems tend to fold slashes in their material back to the way they were originally: this gives them an effective armor equal to stopping 10 hits/attack from all swords, daggers, axes, naginatas, pike axes, and sha-ken. Blunt weapons (hammers, clubs, maces, morningstars, quarterslaves, and nunchucks) do +2 hits damage, due to their tendency to carry portions of the golem away after they hit. For

all other weapons, the golem has the equivalent of leather armor (stops 2 hits/attack). In order to make a golem's limb useless, it must be physically removed or destroyed; to remove a limb it must be administered 12 hits before armor.

Hodgepodge golems are created with any ST from any material. They never fight unless forced to; then they do 1-1 normal or 1 die HTH damage. Hodgepodge golems can speak from the moment of creation. Most hodgepodge golems are translators, albiet surly ones; they have a natural Literacy Talent, and they may know up to 16 languages. They may not know other talents or spells.

The best-known golem of all time is, of course, Victor Frankenstein's creatures. Other well-known golems are: The clay golem of Hebrew myth (about who two movies were made and a book written); the iron golem encountered by Jason and the Argonauts on their quest for the Golden Fleece in Greek mythology; and Grundy the hodgepodge golem from THE SOURCE OF MAGIC and CASTLE ROOGNA by Piers Anthony.

Tracy Soldan

The following is a table for creating golems:

TYPE	TIME	ST/DAY	COST	INGREDIENTS	PRICE
Flesh	1 week	n/a	$1,000	dead body ($2,000)	$7,500
Stone	7 weeks	75	$700	stone status ($800)	$10,000
Iron	9 weeks	100	$950	iron status ($1,500)	$25,000
Clay	6 weeks	60	$500	clay status ($650)	$6,000
Hodgepodge	5 weeks	50	$650	any at hand	$15,000

n/a-----------not applicable
COST----------cost of common ingredients per week
PRICE---------market value if sold; must be sold before actually made
INGREDIENTS---special ingredients not considered as "common ingredients" and cost of such if it must be bought

TFT: POLE WEAPONS
By William D. Gustafson

I have received several complaints about the bias towards pole weapons in the current TFT. Since much of this seems to come from rules that could easily be better, I have come up with several possibilities.

Pole weapons currently have four advantages and one disadvantage:

Advantage #1

Most of the pole weapons can strike two hexes away. This is always treated as a regular attack with no other advantages added. I feel this is a valid advantage that fits in with the rest of TFT and should be left as is.

Advantage #2

Pole weapon users who do not move (facing OK) get a +2 DX to hit. This only works if the target comes adjacent to the pole weapon user. This advantage, in my opinion, is reasonable and should be left alone.

Advantage #3

If the pole weapon user and the target were not adjacent anytime from the beginning of the turn through the pole weapon user's attack, then the pole weapon does double damage. This has been modified in the current Melee to require a movement of at least two hexes, with the last two hexes moved being in the same direction to simulate the 'rush'. However, it is not required that the pole weapon user strike the target directly ahead of him, so that part of the rule is of questionable validity.

In my current campaign I require a pole weapon user to have been at least three hexes away from his target before double damage for charge is allowed. This is simple enough to avoid people doing wierd

manuevers on the hex grid.

Paul Wagner has suggested that the double damage rule also be changed to be like Fencing. This would make the charge likely to get extra damage, but sometimes only give normal.

I also think that an attack on a fleeing figure should not work (double damage-wise) unless the pole weapon user has a MA of at least triple what the fleeing figure moved.

Advantage #4

The last advantage of a pole weapon is its ability to strike first because of its long length. There are situations where the current rules do not work correctly. The purpose of the rule is to let a pole weapon user go before an ordinary weapon can strike. This is perfectly reasonable if the weapon really is a regular type (sword for example) but works incorrectly if the weapon is thrown or missile or if the attack is a spell.

The rule would be better if it was:

If a pole weapon was non-adjacent to its target during movement and an adjacent-only attack is made on either the pole weapon user or the pole weapon's target by someone who was also not adjacent during movement, then the pole weapon attack is resolved first. In difficult situations it should be remembered that the time that the various figures became adjacent will determine whether or not the pole weapon goes out of sequence.

Disadvantage #1

As is noted in Advanced Melee, pole weapons do slightly less damage than an equivalent weapon of the same ST required.

Disadvantage #2

In an early Space Gamer the designer, stated that Advanced

Melee would handle the fact that pole weapons are difficult to use in tight spaces, such as corridors. There is no such rule, but it can always be created:

Any pole weapon that is attacking an adjacent hex and for which the hex opposite the target hex is a wall, column, etc. then the attack is at -4 DX (-6 may be more accurate, anyone know?).

Disadvantage #3

Paul Wagner pointed out (and backed it with references) that it is common for large swords to be used against a pole weapon (instead of the wielder). This can be handled as follows:

A person with a two-handed sword (or ax/mace/hammer) may strike against a pole weapon at -4 DX. If the damage done is 12 or more then the pole weapon is broken. (Note that like arrows, the enchantment is normally in the metal head which will survive.)

METAGAMING WANTS YOU

Now, don't stop reading. You are the person we want if you are one of those many gamers who've written in the past.

You write and tell us about a TFT adventure or a game you're working on. You tell us many fine and fun details. We write and tell you it sounds interesting. We say it could be used if you can get it written down with a dash of literacy.

Then, we wait. And wait.

You never convert your idea to type. You never let it have a chance. You never share the enthusiasm you showed in you letter with other gamers who will have fun with your idea.

So, if you're one of those with a good idea who never worked it into manuscript form — WE WANT TO HEAR FROM YOU. Write it down even though it's work. All the gamers will appreciate having new ideas for play.

MURMURRING FROM . . .

In The Labyrinth

William Gustafson

After finishing the Codex, I got to talking with Howard on things that I could do for Metagaming and TFT. I am now the TFT answer-man. All of the non-trivial questions will be passed my way. I welcome questions, comments, suggestions, and the like since they will help me in my other job which will be the second edition of the TFT rules.

We are currently hoping for a late summer of '82 release, but I plan for a lot of the revisions to be presented in Interplay or The Fantasy Masters' Guild Journal so you can check them out and let me know about what you think of them.

This time I have some revisions on Pole Weapons. In the future I plan on revisions to talents and spells/items, weapons, movement rules, and HTH. Inconsistancies between some areas will also be addressed.

The monster section of the ITL book is going to be broken out into a separate book. Naturally, it will be expanded. The other books will be about the same. We may move the talents list into Advanced Melee or at least duplicate a few of the weapon talents.

I would like to hear about any areas where you are having problems. I currently have HTH, and damage by ST as areas that need clean-up. Are there others? Are there some areas that need to be added, such as to ITL?

People wishing to submit new monsters, spells, or talents should do so to the FANTASY TRIP CONTEST (that's what they're for). Other matter should be addressed:
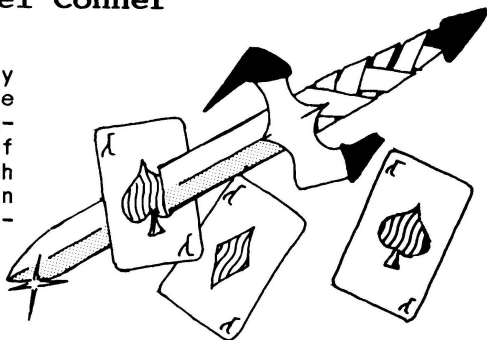
TFT 2nd Edition
METAGAMING
Box 15346
Austin, Texas 78761

TFT: ON DAGGERS & GAMBLING
By Joel Conner

For too long has the only dagger of use in TFT been the meat-and-cheese cutting adventurer's knife. An expansion of this long-neglected area, which has worked extremely well in play-testing, has been the following list of Knives:

KNIFE	DAMAGE/HTH	ST REQ.	COST	WEIGHT(KG)
Stiletto	1/2d6+1/1	4*	$2	.01
Pocket-Sized/Small Knife	1-2/1+1	6	$5	.05
Butcher Knife/Dagger	1-1/1+2	7	$10	.1
Dirk	1/2-2	8	$15	.2
Hunting/Large Knife	1+1/2-1	9	$20	.3
Poinard	1+2/2**	10	$25	.5

*proper use of a stiletto also requires a minimum DX of 10
**this item, being almost the length of a short sword, is usually not useable in HTH, and certainly can't be DRAWN in HTH, unlike smaller Knives.

As is easily seen, thieves, weaker characters, and people who choose only the Knife skill now easily have some variety. Also one can more realistically be killed by a knife, not shrug off blow after blow (unrealistic in real-life, but, until now, happening frequently in TFT).

On the subject of daggers & dagger marksmanship:

These two TALENTS have made more realistic knife-men (many thief-types and low-strength but high DX characters (ie, hobbits) have found them good) without overbalancing the game or usurping the "heavier" weapons.

DAGGER MARKSMANSHIP I:(2),IQ 10
Increases damage done by a THROWN dagger. A figure with this talent does double damage on a to hit roll of 5-7, triple damage on a to hit roll of 3-4.

Prerequisites: DX 12 or better, Knife (or Sword/Knife), & Thrown Weapons.

DAGGER MARKSMANSHIP II:(2),IQ 10
Increases damage done with all knives by +3, and also adds one to the number rolled on the 'crippling blow' roll in hits by a THROWN knife (a skilled dagger marksman stands a slightly better chance of crippling his/her foe if the 'to hit' roll was 6 or less; of course, this only works when using the 'crippling blow' option. Otherwise, the skill simply gives +3 damage in knife hits.)

GAMBLING: (2), IQ 11
This TALENT modifies reaction rolls by +1 if some sort of gamble or bluff is involved. It adds one die to the number of dice rolled when trying to detect a lie.

Finally, if in an actually gambling situation, the gambler may 'cheat' and is only caught on a 5d/IQ roll (modified by Alertness, Detect Lies, or Magic).

A good gambler will usually carry marked/stripped cards, loaded/shaved dice, etc...

letters...

In reading Interplay #4, I noticed that you use the title unofficial tft variant a lot. Does this mean you will publish official TFT variants in your magazine? If so I hope you don't publish articles that will hurt ongoing campaigns. I like TFT: ITL because it is a very playable system and it allows a gm to personalize his campaign without affecting play balance. I like to play in games in which I can spend time learning about the world the gm has created, and develop my character personas to match it.

[The variant designation means material may not be incorporated into official rules. Reactions to unofficial material gives us a base to make a decision. ed]

The TFT variant by Paul Mantz was interesting, but it lacked play balance. Giving priests the ability to use spells that don't cost any IQ points to have and don't cost any ST points to cast is ridiculous. A wizard's only way of healing another character's strength loss is with a Drain Strength spell, and even then he can only cure fatigue or exhaustion. If you insist on giving priests spells, simply allow wizards to learn the talent at the same IQ cost as fighters.

Here is one of my characters as an example of a priest. His name is Liyanu. He has ST 9, DX 10, IQ 13. His talents are: quarter staff; literacy; scholar; Priest; 3 different languages; physicker.

He worhsips the good god of knowledge. When he goes on adventures he takes care of the mapping and asks for only a small share of the treasure, being more interested in books and maps.

In The Labyrinth is a fantasy role playing game, so next time you create a priest character do it because you want to develop your game persona, not because you want to have all sorts of god given powers.

Griffith Morgan III
Boulder, CO

First, I'd like to thank you for providing (at last!) the much desired forum for TFT news and articles that I felt was keenly needed. TFT more than deserves this kind of attention; undeservingly no other gaming periodical gives TFT the proper amount of recognition this best FRP game is warranted. While TFT players are unfortunately still too few and far between, Interplay provides a reassuring 'gathering place' for those of us already devouted to the Fantasy Trip.

Secondly, let me congratulate you on not only doing the job, but doing it so well.

Needless to say, I would not want to miss an issue of Interplay; hence having purchased and enjoyed the first three issues I quickly called in an old birthday present from a friend (the magazine subscription of my choice), and became a subscriber in time to receive issue four.

Steve Plambeck
Chicago, IL

I have a few comments I would like to make on Paul Manz's article on expanded priest and theologian talents for ITL.

First: Paul Manz equivocates adventure with combat; specifically dungeons. This definition is too narrow. A FM should respond to a player's needs and a character's abilities. I have a theologian in my campaign. He has no fighting ability but he is at no loss for adventure. Try challenging a priest or theologian with a counter religious group.

Second: Paul Manz needs to go back and reread the guidelines

for doing a religious rules mod-
ule in INTERPLAY #2 (p.5). Not
only does Paul's article fail to
follow the guidelines it opposes
them at almost every point.

Paul has Tanzaurin theologians
attempt invoking the wrath of God
to summon demons. The guidelines
definiatly state that there
should by no Gods that have any
effect beyond what is done for
them by their worshippers. What
is the source of the once a day
spells? If it is straight D+D
like the spells then they are God
given.

That poses the same problem as
wrath summoning. If the spells
are not God given then they must
be part of a magic system. But
there are still problems. If the
spells are exclusive to priest
and theologians then a seperate
and special form of magic has
been created.

The guidelines banned this
idea. On the other hand if the
spells are for everybody we run
into further problems. Once a
day spells with no ST cost to
cast nor IQ cost to learn are not
part of the TFT spell system
logic.

Third: Paul gave us 5 differ-
ent religions. These are well
outlined and different enough to
be useful. But he did not apply
his spell ideas to all the
religions listed in ITL.

Fourth: The article has a bad
sense of game balance. Too many
spells are given away to priest
and theologians. Five different
spells are given away among the
various beliefs. A character
must have an IQ of at least 14
and spend 5 IQ points to obtain
the ability to heal 3 points of
damage (Master Physicker).

According to Paul a priest
need only have an IQ of 9 and
spend 2 IQ points to be able to
heal an average of 3 1/2 points
of damage. The fact that a
priest may only do this once per
day does not justify the ability.
It just proves that both the
source of the spell frequency and
the spell effect are not well
balanced for play. These spells

will work but it is a less than
optimal situation.

Paul Manz wrote his article
because he felt a lacking in the
priest and theologian talents.
While it is true that expansion
is possible for these talents
Paul's solution is not the
answer. If Paul would broaden
his definition of adventure he
would find much less need to
expand the talents. However, any
expansion made with the broadend
definition would result in a
better article that I would
gladly consider adopting.

Keith E. Carter

PLAYING A CHARACTER

[There is a TFT module in the
works that will cover the ideas
of faith and belief. Keith has an
excellent 'in character' solution
here. Ed]

First, I didn't know which of
you to write; your responsibil-
ities seem to overlap. Second, I
have at hand only INTERPLAY #4,
which may be the current issue or
not. I suspect it is at least
some months old, but it isn't
dated.

I've enjoyed TFT since the
first MELEE game, then WIZARD,
and now have the three TFT book-
lets and some of the Microquests.
I'd like first to compliment you
on the playability of these, and
the logical use of rules, which I
have not found in other role-
playing games.

But, there a few points that
bother me. I'll run though them
briefly:

1) Too easy travel on Cidri.
Gates and flying carpets and even
long distance teleportation re-
move one of the biggest parts of
adventuring - the getting there.
I think that gates may continue
to serve the purpose of getting
players into really odd sit-
uations (Master of the Amulets,

for instance requires starting and finishing at a portal) but for the most part, such things are best left undiscovered. The FM might bear in mind that most of these devices would have long ago malfunctioned, rendering them either dangerous or inoperative.

2) I suspect that the IQ cost for spells is too low, and the ST cost for the missle spells is much too low. A ST 12 wizard who encounters a single foe can just blow him away with a 10-die Wizard Wrath, for example. Then, after a short 2 1/2 hour rest, he's back in business.

3) Strength batteries ought to be as scarce as hens teeth. A 100-point battery - quite feasible in the rules - makes a wizard invulnerable and omnipotent. Combined with a long distance teleportation spell, they allow a character to hop gaily around Cidri, avoiding most of the unpleasantness.

4) Unless the Fencing skill is enhanced, it doesn't appear to be worth the IQ points needed to acquire it: Using three dice, the odds of rolling either a 3, 4, or 5 are only about 5%. So this skill gives the character an advantage in about one out of twenty successful hits. Expand the talent to affect a roll of six and you would double its effectiveness to about 10%. Expand it further to affect a roll of seven, and the percentage would rise to about 17% - about the chances of rolling any given number on a single six-sided die.

5) Treasure hunts. Having gone through UNICORN GOLD, I was left with the impression that about half the game was for the benefit of some cryptographer who was rooting through a trash dump in New Jersey in search of your prize. I was not in search of your prize - I was trying to have an enjoyable evening at home. I lost all interest in your unicorn the night I tried to prize a golden unicorn off the hood of a fur-lined Cadillac Eldorado and was nearly pulped by an enraged pimp. Seriously, you want to sell games and I don't want to share mine with an unseen cryptographer. Is this treasure hunt stuff really necessary?

6) There is a need for lots and lots of pre-generated characters. It slows the game down too much to have to stop and "roll up" a fighter or a what-have-you. And pre-generated characters can be made much more detailed and fun!

7) Lastly, I strongly suggest that before you get too far along with this project, that you consider a suggestion: Make up a large-scale map of one continent, and, as much as possible, locate your Microquests on this map. It can be done - I've done it for myself. This would allow players to travel from one microquest to another in a logical manner. It would probably cause players to buy a lot more microquests, too, since when they travelled into new quest areas they would want to have the booklet that went with that territory. Include one of these overall maps in each game, leave blank areas, and fill inthe blank areas as you publish more quests. When you fill up one continent, hop across a small sea to a new continent.

Hope I've not been too presumptuous, but I really do enjoy the game now and look forward to enjoying it more in the future.

Stephen Morrill
Tampa, FL

Do you have any idea of how humorous your editorial "Requiem For A Golden Age" is appearing immediately after your "Coming Distractions..." column? Remember on that page, Howard, your talking up your $10,000 treasure hunt. It's on the next page you damn consumerism.

By the way, I wouldn't count out SPI covering serious history. With TSR managing it profitably, we just might continue the same policies they had.

Happy grape eating!
E. Gary Gygax
President, TSR

As to "Requiem..." there is entirely too much of this "my money's cleaner than your money" nonsense. TSR has said it about some, now you say it about TSR, and later someone will say it about Metagaming. There are better things to fill limited magazine space.

Nevin J. Templin
Willingboro, NJ

INTERPLAY #6 arrived today and your Requiem dovetailed well with some thoughts the hard-core gamers here have been having. Our thoughts were brought on, not by the rising consumerism in gaming, but by the sale of SPI to TSR and TSR's purchase of AMAZING STORIES.

There is no doubt that SPI was the cause of its own demise. Dunnigan's personality could not allow him to compete with AH strictly on the basis of quality; he opted for quantity instead. This lead to SPI publishing 12 to 32 games per year. Clearly, such an ambitious project required a huge consumer base to support it. I suspect that SPI's ad budget reflected an attempt to build such a base.

The need for a large consumer base to support massive game publishing also needed a large design staff to produce the games demanded by consumers. In this respect SPI fell far short of the burden they had created.

Yes, consumerism is great. It

reduces the number of business competitors, thus reducing the freedom of choice the consumer wanted when he began to consume.

Mark Schulzinger
Clinical Psychologist
Springfield, MO

I would like to corect Mr. Davidson's article in INTERPLAY #1. In it he states that the quote, "Give me liberty or give me death," was from Nathan Hale. Nathan Hale was the soldier who said, "I regret that I have but one life to give for my country." It was Patrick Henry who said, "Give me liberty or give me death".

Alex Kloin (Rune Seeker)
Berkeley, CA

Let's keep things plain and affordable. Right now INTERPLAY is the best investment for the serious Metagamer or TFTer. If INTERPLAY expands to 48 pages it will be worth $2. But, I don't want to pay for needless fancy frills. I, for one, would rather find a magic dagger inside a rusty sheath than a broken sword in a golden scabbard.

Steven Dubord
Oshkosh, WI

NEWS... ▅▅▅▅▅▅▅▅▅

FANTASY MASTERS GUILD

Memberships in the guild cost $3 per calendar year, until the end of 1982 in this case. Send money to Metagaming.

For those who haven't heard the Guild is an organization of TFT Fantasy Masters sponsored by Metagaming. Copies of newsletters #1 and #2 are available for $1 each. #1 has membership forms with it. The group responsible for the newsletter may be contacted at:

Fantasy Masters Guild
470 Whitewwod Rd
Union, NJ 07083

INTERPLAY BACK ISSUES

Small quantities of #4 and $5 are left. Good quantities of #6 are left. Sales of back issues have been very brisk.

PHYSICER REVIVAL ERRATA

John Sullivan points out that there was an error on a few of the dice modifiers in his article in INTERPLAY #5.

"Figure dead over a minute, but less than 5 minutes: -1 die" should read +1 die.

"Figure dead over 5 minutes, but less than 10 minutes: -3 dice" should read +3 dice.

NANCON 88-V

July 2,3,4 at Adam's Mark hotel, TFT, STELLAR CONQUEST, and Hitler's War. Contact:

NANCON 88
118 Briargrove Center
6100 Westheimer
Houston, TX 77057

TEXCON: 1982

August 6,7,8 1982 Austin Texas. TFT and Hitler's War. Send SASE to:

TexCon:1982
8028 Gessner #1805
Austin, TX 78753

DRAGONFLIGHT

August 27,28,29 1982. 5PM Fri 'til 6PM sunday at Seattle Univ. TFT and RAMSPEED. Pre-reg $10 'til 7/1/82, $12 'til 8/20/82, $15 at door.

DRAGONFLIGHT
Box 417
Seattle, WA 98111

COASTCON 82 TFT WINNERS

1st place: Earl R. Ragas Jr.
2nd place: Keith E. Carter
3rd place: Richard Corley

MELEE AND WIZARD WINNERS

Who knows what con???

MELEE	WIZARD
Tom Potter	Tom Potter
Dave Robertson	Gordon Pargellis
Gordon Pargellis	Dave Robertson

JOURNAL OF 20TH CENTURY WARGAMING

Metagaming will become the publisher of what has previously been known as THE JOURNAL OF WWII GAMING. Nick Schuessler will remain the zines editor and owner while Metagaming volunteers its staff for the dirty work. Initial subs will be $9.00 for six bimonthly issues. Cover price will be $1.50 and it will have the same kind of general format and appearance as INTERPLAY.

This WILL NOT be a Metagaming house organ.

▅▅▅▅▅▅▅▅▅▅▅▅
▅▅▅▅▅▅▅▅▅▅▅▅

INTERPLAY:
Box 15346
Austin,TX 78761

WELCOME TO THE LAND BEYOND THE MOUNTAINS

A WARRIOR'S PARADISE

The Province of Darok is no place for a refined, urbane sophisticate. It's a primitive paradise, where brute strength and fighting prowess are viewed as the true measure of a man. A place where a bold and fearless warrior can gain great influence or prestige, or even enter the test of challenge combat to become commander of all Darok. Darok welcomes the brave, cowards begone!

Although warriors rule the province, there are many other exciting groups of characters to be encountered in Darok. There's the cult of Akhora, the worshippers of the god of war and fire who control the pratice of magic in the province. It's even whispered that the seductive Akhoran High Priestess Aleth-aan has enchanted the king. Or, you might meet the rugged clansmen of the plains, who make their living by capturing and breaking the wild horses found there. In this book players can journey to fabled Skytop, to find and tame one of the great winged steeds that reside there -- join a trail drive across the Plains of the Stallions -- or hunt for buried treasure in the war-torn borderland.

WARRIOR LORDS OF DAROK and **FOREST LORDS OF DIHAD**™ are part of **THE LAND BEYOND THE MOUNTAINS**, a complete compaign universe for use with **THE FANTASY TRIP** being jointly developed and published by Metagaming Concepts Inc. and Gamelords Ltd. Each campaign pack in the series is designed to stand alone as an independent set of encounters and scenarios to test the mettle of any experienced TFT adventurer. Combined with the other releases in the series, these adventure supplements will form a vast and changing mosaic of a world in the midst of a chaotic struggle for survival, where riches and power await the adventurer who is wise and brave.

PLAYABILITY: For 2-8 intermediate or advanced level players and a moderately experienced Fantasy Master.
COMPONENTS: 32 page rules booklet with 17x11 full color map.
REQUIRES: In addition to this book you must have **THE FANTASY TRIP** booklets **IN THE LABYRINTH**, plus either the **ADVANCED MELEE** and **ADVANCED WIZARD**

KAROTH AWAITS

The great mutant bear of the eastern wastes roams the wilderness of Dihad, on a reign of terror that will not end until some party of intrepid adventurers finds the means to kill or control the beast. And Karoth is far from the strangest thing lurking in the rich forests and streams of Dihad …

Here, too, you'll meet Aril Malus, the self-styled Keeper of the Forests and his sworn enemy Morkash the Desecrator; Emil Jaggoh, the wily head of the Hadite government's secret espionage network, the Ebony Band; rugged loggers and woodsmen of all stripes; and scores of other residents and transients through the Land. ·Players can visit Kindler's Glade, the wildest frontier town this side of the Old West, dare the swift currents of the Thunder River, or try their own hand at hunting the great beasts of the wilderness - all against a backdrop of political intrigue and high magic!

FOREST LORDS OF DIHAD is part of **THE LAND BEYOND THE MOUNTAINS**, a complete compaign universe for use with **THE FANTASY TRIP** being jointly developed and published by Metagaming Concepts Inc. and Gamelords Ltd. Each campaign pack in the series is designed to stand alone as an independent set of encounters and scenarios to test the mettle of any experienced TFT adventurer. Combined with the other releases in the series, these adventure supplements will form a vast and changing mosaic of a world in the midst of a chaotic struggle for survival, where riches and power await the adventurer who is both wise and brave.

booklets or the **MICROGAME**s **MELEE** and **WIZARD** to play this adventure.

Both these modules are $7.95 direct from Metagaming or from your reatiler. Be sure to enclose $1.00 for postage & handling with each order. Allow 3-6 weeks for delivery. Sorry, U.S.A. and Canada orders only.

INTERPLAY

The Metagamer Dialogues™

Box 15346

Austin,TX 78761

The Unicorn Still
Hasn't Been Found