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JOURNAL
of the Travellers' Aid Society

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Traveller is Game Designers' Workshop's registered trademark for its role-playing game of science fiction adventure set in the far future.

Dates in this issue of the *Journal* are given in accordance with an arbitrary Imperial calendar of 365 days. The date consists of a three-digit number (the current day of the year) a dash and a four-digit number (showing the current year since the founding of the Imperium).

The date of this issue is **131-1108** or the 131st day of the 1108th year of the Imperium.

The *Journal of the Travellers' Aid Society* is a science-fiction gaming magazine dedicated to **Traveller**, GDW's role-playing game set in the far future.

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Advertisers should inquire for an advertising rate card.

Submissions: We welcome articles and illustrations for the *Journal*. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets.

In *from the management* this issue, Frank Chadwick speculates about the future of gaming:

Where is the Adventure Gaming hobby going? This is a matter of more than a little concern to those of us in the business, and will hold some interest for most players.

Since the future springs from the present, let us first examine briefly the situation in the industry as it now stands. For the first time, gaming has been affected by a recession. Buying is down, and everyone is experiencing cash-flow problems. Several manufacturers are experiencing severe financial difficulties. Adventure gaming has not been hit as hard as some sectors of the economy, but we have been affected.

Board game sales are stable overall. Smaller, simpler games are capturing a larger share of the total sales.

Miniatures sales are off, with historical miniatures sales suffering the most. Most miniatures sales are "tie-ins" with fantasy or SF RPGs.

For the first time, total role-playing game sales are off, but apparently affecting only TSR. Other publishers' sales are steady or expanding slightly, taking a larger share of a slightly contracting market.

Video arcade games appear to have cut into the role-playing market more than miniatures or board games, and with the recession explain the contraction in that category. I do not believe, like some, that the RPG boom has ended, merely that it will change its character, like the SF game boom did.

In general, the growth of the hobby over the last couple of years has changed not only its size (expanding it several times), but also its basic nature. With the increased media attention given to gaming, and the increased number of gamers, the hobby is no longer dominated by solitaire, play-by-mail, or small group activity. Now large gaming clubs abound, in many areas separating into specialized interest groups, such as SF&F RPGs, or WWII boardgames. It is now possible for gamers almost everywhere to be able to attend at least one large gaming convention each year (and in some regions it is possible to attend several). The emphasis is increasing upon multiple player games, easy entry (rules that are simple, and easy to learn) and short playing times, so several games can be played in a single evening. The average gamer today doesn't have the time or the inclination to devote himself (or herself) to a single game, and allow that game to become a way of life.

In board games, the trend will not be toward simple games. We're already there. However, whenever there is a pent-up demand for a specific type of product (like SF games a couple of years ago) first there is a deluge of products, then, once there are enough to choose from, there will be a shakeout (as is beginning to happen now). It will no longer be enough to put out a "beer & pretzels" game (a game with simple rules). As the field becomes increasingly competitive, the old "playability vs realism" excuse will no longer hold water. Games will have to be both playable and realistic in order to succeed.

In miniatures, there will be an increasing emphasis on rules which allow for short playing times and low number of figures required to start

playing. The best example of this is Yaquinto's *The Sword and the Flame*. These games will be designed so that one or two players can play several games in four or five hours with only a handful of figures, but will also be adaptable to large club play.

Role-playing will see the introduction of many games that are not mainline games, games that are not a career to play. There will be continued loyalty for proven systems, and none of the old standbys will lose players to the new games, but there will be a greatly expanded market for small, simple systems.

Computer software will become a category of its own (for all practical purposes, it is one already). These games are easy to learn, and are easy to play (since the computer does the work and keeps the records). Look for more challenging games in all categories, as well as new categories, such as assistance programs for more conventional games (programs which will help referee RPGs, for instance, or do the bookkeeping for a boardgame). In three years, software will probably account for about 50% of adventure gaming revenues.

— Frank Chadwick

GDW recently announced the successful settlement of its suit against Edu-Ware Services, Inc., Steven W. Pederson, and Sherwin A. Steffin.

The suit alleged infringement of copyrights held by GDW for its **Traveller** game. At issue were *Space and Space II*, computer software games published by Edu-Ware. According to the complaint filed in Federal Court, the defendants infringed **Traveller** copyrights by writing and selling these programs.

In a consent judgement dated 20 May, 1982, it was adjudged that the defendants had infringed GDW's copyrights and engaged in unfair trade prac-

tices; and it was decreed that the defendants are prohibited from publishing and selling *Space and Space II*.

As part of the settlement, Edu-Ware, Pederson, and Steffin consented to the judgement and made a cash payment to GDW. They also agreed to turn over to GDW all existing copies of *Space and Space II* in their possession, as well as assign GDW their copyrights for the two titles.

Further, Edu-Ware is obliged to make every reasonable effort to recall all copies of *Space and Space II* in the hands of their distributors.

This settlement preserves for GDW protection under the law for its **Traveller** game, its ancillary licensing rights, and its own forthcoming line of **Traveller** software for personal computers. Any further infringements will be energetically prosecuted to assure continued copyright protection.

GDW plans an extensive ad campaign for its upcoming **Traveller** software, and plans to begin with preliminary advertising publicizing the facts of the infringement and its settlement.

Traveller is available overseas through GDW distributors in the UK and Australia. We recommend that our readers in these countries obtain copies through their respective distributors.

United Kingdom: **Traveller** (and its additional booklets, adventures and supplements) is printed under license from GDW by Games Workshop, 27-29 Sunbeam Rd, Park Royal, London NW10. GW import the *Journal* and other GDW products.

Australia: **Traveller** products are imported and distributed by Jedko Games, 18 Fonceca St, Mordialloc, Vic.



JUST DETECTED

Games

Moon Base Clavius

A board game depicting tactical combat between US marines and the Soviet lunar forces on the moon in the year 1996.

One 18 page rules book, one 17" x 22" map, and 108 die-cut counters in a vinyl bag. \$3.95.

Design: Kerry Anderson.

Publisher: Task Force Games, 1110 N. Filmore, Amarillo, TX 79107.

Space Empires

An abstract, strategic level game of interstellar conflict, in which the players construct starfleets and use them to conquer known space.

One 8 page rules book, one 17½" x 21" map, and 108 counters. \$5.00.

Design: Neil Zimmerer.

Publisher: Mayfair Games, PO Box 733, Chicago, IL 60625.

Play-Aids

FCI Consumer Guide

An expansion of the Traveller book 3 equipment lists, including everything from air purifiers to video-tape cameras.

One 48 page booklet. \$6.00.

Design: Steve Harmon.

Publisher: FASA, PO Box 6930, Chicago, IL 60680.

Aslan Mercenary Ships

Deck plans of two different Aslan mercenary vessels, details of the organization and structure of the Aslan

mercenary regiment they carry, an essay on the Aslan at war, and two scenarios for use with them (including *Striker* ratings). Counters are included for use with the *Snapshot* or *Azhanti High Lightning* combat rules as well.

Three two-sided 21½" x 33" deck plans, two 16 page booklets, and 112 die-cut counters, all in a box. \$12.50.

Design: J. Andrew Keith, Jordan Weisman, Ross Babcock.

Publisher: FASA, PO Box 6930, Chicago, IL 60680.

Mercant Class Ships

Deck plans for six different 1000 ton merchant ships. Full descriptions of the vessels and their crews, operational procedures for merchants, and suggestions for adventure situations involving merchants and merchant vessels. Counters representing the crew, passengers and others are included for use with the *Snapshot* or *Azhanti High Lightning* combat rules.

Three two-sided 21½" x 33" deck plans, two 16 page booklets, and 112 die-cut counters. \$12.50.

Designer: Ross Babcock, J. Andrew Keith, and Jordan Weisman.

Publisher: FASA, PO Box 6930, Chicago, IL 60680.

Trading Team

In this adventure, the players are a team from the free trader Scotian Huntress, and must open trade with the natives of Htalrea. To succeed, the players will need to learn the rituals and ways of the locals. \$2.00.

Design: J. Andrew Keith

Publisher: Marischal Adventures, PO Box 237, Elk Grove Village, IL, 60007.



TRAVELLER NEWS SERVICE

REGINA/REGINA- 0310

Date 35-1108

¶ In a recorded statement to the press today, Admiral Santanocheev announced that Yorbund (Regina 0703) has fallen to Vargr forces after a long, hard-fought battle. Most Imperial and colonial forces were successfully withdrawn from the system.

¶ Admiral Santanocheev's statement went on to announce the fall of Ruby (Jewell 0205), Emerald (Jewell 0206), and Lysen (Jewell 0507) to Zhodani forces, but added that fighting continues on Jewell and the other worlds of the subsector, as well as on Kinorb (Regina 0072).

¶ A representative of the Imperial navy declined to comment when asked if this fighting involved regular fleet or ground forces. Observers have speculated that some Imperial units have been badly mauled in the Jewell subsector, and their remnants have joined with local forces to fight a guerilla war in that subsector. Ω

ARAMIS/ARAMIS (0710-A6B0556-B)

Date 122-1108

¶ Equipment, records and personnel of Imperial research station Beta are reported by unofficial sources to have been evacuated from Yori (Regina 0510) and are now said to be under heavy guard somewhere in the Aramis system. The station will almost certainly be re-opened, but it is not known where the station will be re-located, or when it will resume operations.

¶ No information is available concerning the fate of Imperial research station Delta, located on Retinae (Querion 0406). While the exact nature of station Delta's research is classified, the information in such stations is in the forefront of advances in Imperial technology, and thus is of extreme interest to other powers. Ω

Traveller News Service is another Imperium-wide benefit of membership in the Travellers' Aid Society.