

# FIRST

December 1982

# ENCOUNTER

# NO.4

CANADA'S COAST TO COAST FANTASY & GAMING MAGAZINE

Controlled Circulation





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# SHORT & SWEET



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Circulation-5,000

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I have lots of news to tell you readers about, for this month's issue of the mag. First, I will gladly tell you that FIRST ENCOUNTER, now goes Coast to Coast, with distributors in Victoria,Vancouver,Calgary,Edmonton,Saskatoon,Regina,Winnipeg,Toronto,Hamilton,Ottawa,Charlottetown, plus into the North West States, with places like Portland,Seattle,Eugene,and Salem, to name a few of the places of distribution. We are now going to be adding pages to our publication with more articles on Fantasy Role Playing games, some video games,board games,Fantasy & Sci-Fi book reviews

Our goal with this magazine ....to be THE Canadian Fantasy,Sci-Fi & gaming magazine. Ya, Ya, I know you're saying Good Luck !, but We here feel if we continue to give you what you want, we can have satisfied patrons to boast of and supply YOU with a highly entertaining magazine catering to YOU, the Fantasy,Sci-Fi or Gaming buff. In able to do this at the quality you and we would appreciate, we unfortunately as of the Feb. 1983 issue must put a cover charge on the magazine. Instead of giving you a big story why, (as you obviously know) we've decided to make it a contest.

Here it is. In 100 words or less, present your ideas on why a cover charge has been put on the magazine.

### THE REASONS ARE BECAUSE

- 1) Kelly wants a paid vacation to....
- 2) Kelly needs bail posted for charges of..
- 3) Kelly wants to produce a new fantasy film all about....
- 4) Choose your own
- 5) Printing costs have gone up

The best three responses, will be given a free subscription for one year, so you beat paying the cover charge.

Kelly P.Villemaire

# MORE MAIL

To the Editor;

I think the magazine is great. I Hope you keep on making more magazines in the future. I like the games in it, and the advertisements are great, and so are the stores. The thing I like the most is the figure review. Good Luck.

IVAN SEKULIC  
 Richmond,B.C.

WELL, IVAN, IN THE NEAR FUTURE WE WILL BE DOING MORE FIGURE REVIEWS. THE REVIEW YOU SPEAK OF IS IN THE 1ST ISSUE OF OUR MAGAZINE, AND SINCE THEN WE HAVEN'T DONE ONE AT ALL. I GUESS ONE OF THE MAIN REASONS WAS THAT, PHOTOGRAPHS IN A MAGAZINE CAN BE A COSTLY VENTURE,HOW-EVER WE ARE NOW ALMOST AT THE POINT WHERE WE CAN PUT THIS FEATURE IN AS A REGULAR, AND AT BETTER QUALITY.

Dear First Encounter;

Your magazine has potential and a lot of it. Your "Have You" adventures are excellent. The critical hit tables (Oops and Ouches) were long awaited for AD & D play, and an excellent job was done on #2 and #3. In Issue #2, The Seige Engines and Castles was a very good article. I especially liked the stats on Wild# fire.

CHRIS DOUGLAS  
 North Vancouver,B.C.

Dear First Encounter;

Hey, terrific ideas in your magazine. The "Have You" article is the best idea. I think it's about time,that someone from around here produced a magazine like this.

AARON HARRISON  
 Langley,B.C.

Mail to First Encounter Magazine  
 5249 Rumble St.  
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# HAND HELD

# WEAPONS

## PART I



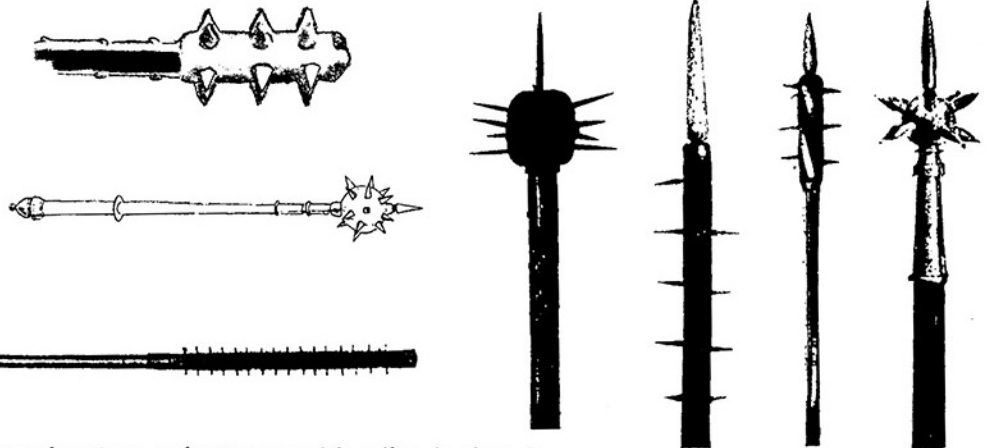
The reason this graphic article is being presented in this issue of the magazine is primarily by request and because I find that too many people do not know the difference from a flail and morning star, morning star from a mace, etc. Many people will probably disagree with some of the weapons names and definitions because they are called different names in different countries, but to create a uniformity for Fantasy Role playing, the definitions in this magazine are offered to you.

Flail:(horseman's) a round bar of wood (about two feet long) with a chain (usually) attached to the end, equipped with a blunt (usually) ball of metal. The farming type of flails used on foot have another bar of wood attached to the chain.

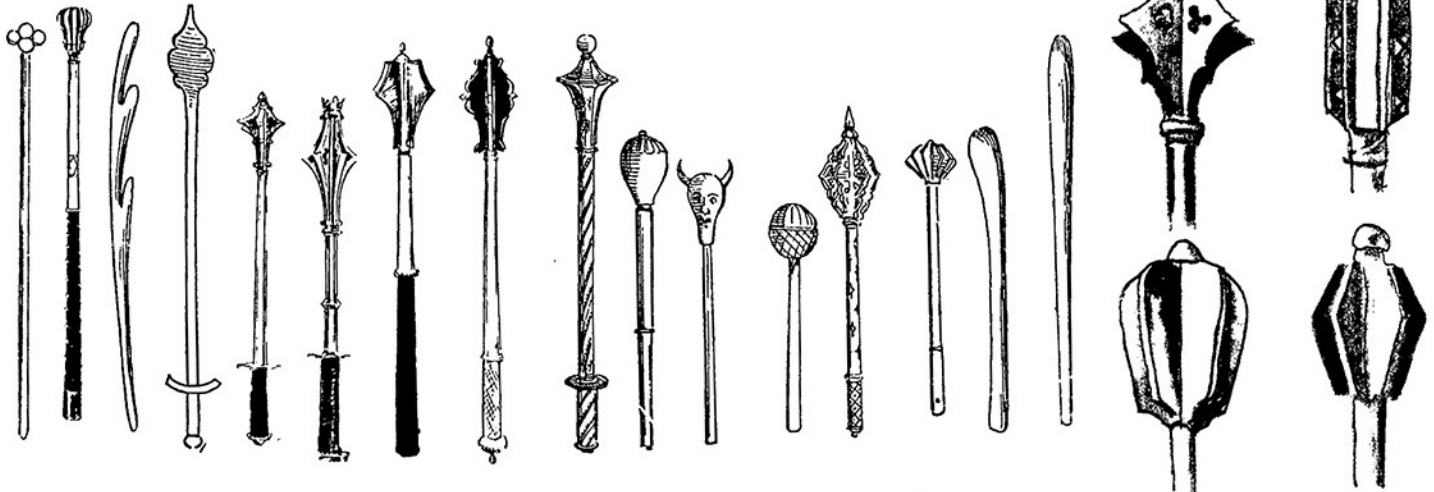
Flail:(footman's) same as a horseman's except the length of it is about four feet, plus it can have from one to six chains with blunt ends on them. A wide variety of flails are shown above with various balls.



The war hammers, shown above, as you can plainly see, appear more like hammer/picks, with some having points on the end. This is how war hammers appear for FRP in a medieval atmosphere, not like today's carpenter hammers equipped with claws for ripping out nails.



Shown to the right are morning stars, yes morning stars, and not maces with spikes in them. I find many people, do not know the difference from a flail and a morning star. I define morning stars, very simply; a stick of wood with spikes in the end of it. A variety of them can be seen to the right. Shown below is of course maces of different shapes, styles, and construction, but never the less, they are all still maces.





# THE MONSTERS STRIKE BACK

The system, we have designed here for Critical Hits & Fumbles is for A D & D Playing Mainly. The procedure is simply a roll of a Natural 20 is a perfect hit, and a 1 is a pitiful miss.

What if the creature, or character Needs a 20 to hit a person or thing? Is it fair that, if it does hit, it will be a critical Hit? What we have done to answer these questions is this.... if a 20 is needed to hit, and is in fact rolled, then roll percentile dice, where upon 15% or less is rolled, it is indeed a critical hit. If over the 15% margin is rolled, then just normal damage is done.

A DM or GM, must use their discretion on certain critical hits. A good example is a Halfling rolling a 20, then using his dagger, rolling a critical hit stating-Leg cut off at Torso. Great, except what if he is fighting a Storm Giant.

## FUMBLE RULES

After a fumble, the opponent, always gets first hit in the next melee round.

## CRITICAL HIT RULES

- After a critical hit is scored, the attacker immediately gets the next attack, regardless of whether he/she or it attacked first or last.
- Any good hit or bad miss, which is a result in bodily damage done to any creature or humanoid type, must roll versus system shock. If the roll fails, the creature or character falls unconscious until revived or 2-12 minutes which ever comes first.
- Any weapon dropped or broken, must be regripped or picked up, thus attacker gets one free immediate attack.
- On any hit, which involves damage taken to the hands, fingers or thumb of a character, the following abilities will suffer; rolls, for the remainder of the battle. Climbing ropes/walls are impossible Picking pockets/locks are at penalties depending on damage and up to the DM.
- On any critical hit, which either severs crushes or punctures any appendage--- (Arms or legs), the victim of the critical hit, then attacks at a -2 on all to hit
- When an attacker is using a weapon, which has more than one function, he/she must state the method of attack. Two good examples are spears, which can be both a thrusting or missile weapon. A glaive is both a thrusting or edged/cleaving weapon.

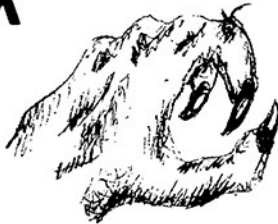
## (Critical Hits and Fumbles)

*by Cameron Munn, Kelly Villemare,  
and John Edwards*

- If at any time, a player's weapon arm is incapacitated and/or the player chooses to use other arm or hand, he or she hits at -4, unless ambidexterous. To see what hand your player is roll a d10. 1-7 right handed, 8-9 left handed, 10 ambidexterous.
- Any hand, foot, arm, leg etc., totally severed (cut off), causes the wounded person to lose 1 hp, each 3 segments, until bound properly.

<u>REMEDIES</u>	<u>RESTRICTIONS</u>	<u>FUNCTIONS</u>
Cure Critical Wounds (Clerical)	must be obtained within 3 weeks	cures any injury except amputations and/or loss of Intelligence and Wisdom
Cure Blindness (Clerical)	Cures eye injuries except where the eye has been removed	regain total sight
Heal Spell (Clerical)	must be obtained within 6 wks	Cures everything except amputations
Wish (MU)	None	Anything
Regeneration (Clerical)	Will not restore Intelligence or Wisdom	Mends amputations
GOD LIKE INTERVENTION	Up to DM	Up to DM

# CLAW ATTACK



## SMALL GROUND CREATURES

Example-badger,wolverine,quasit

- 01-75 double damage
- 76-90 triple damage
- 91-93 knee ligaments severed;-1 on dex.,movement halved perm.
- 94-97 ankle damage;-1 on dex.,movement at 3/4 speed for week
- 98-99 finger damage;-5% on appropriate thieving skills (2 wks)
- 00 thumb damage;-1 to hit,-10% on appropriate thieving abilities for one month

## MEDIUM GROUND CREATURES

Example-ghoul,giant scorpion,Xorn

- 01-50 double damage
- 51-73 triple damage
- 74 elbow slashed;-3 to hit permanently
- 75-77 thumb damage on weapon hand;-1 to hit & 10% penalty on all appropriate thieving skills for a month
- 78-81 Face scarred;-1 on charisma (no effect if helmed)
- 82-85 face scarred;-2 on charisma permanently
- 86-87 eye removed;-1 to hit,-1 on dexterity permanently (no effect if helmed)
- 88 eye removed;-1 on dexterity and to hit permanently
- 89 knee damage;1/2 movement and -1 on dexterity for 1 wk.
- 90 knee damage;no movement for 2-12 rounds,1/2 movement after that for one week. No fighting while moving
- 91 knee damaged;-2 on dexterity for one month,-1 perm.
- 92-93 fingers damaged;-5% on thieving skills for every finger damaged (roll a d4) plus +1 on damage from attacks for one week
- 94-95 wrist slashed; death in one turn unless well bound
- 96-97 abdominal injuries;carrying capacity halved for 1 month
- 98 abdominal injuries;death in 1-4 days
- 99 throat slit;immediate death (no effect if helmed)
- 00 throat slit;immediate death

## LARGE GROUND CREATURES

Example-dragon,lion,bear,troll,umberhulk,yeti

- 01-39 double damage
- 40-59 triple damage
- 60-74 weapon,armour or shield damage-consult chart
- 75 face ripped;minus 1-4 points of charisma permanently
- 76 ribs broken, lung punctured;no movement or attacks until helped;no movement on own for two weeks
- 77 weapon hand broken;drop weapon in hand immediately;no attacks for six weeks plus must be cared for
- 78 shield arm broken; no shield use for one week or climbing
- 79 shield arm broken; useless for six weeks
- 80 weapon arm struck;-2 to hit for one week;-25% on climbing walls
- 81 weapon arm broken;drop weapon in hand immediately;no attacks with this arm for six weeks;no climbing walls
- 82 skull hit;lose 1-4 points of intelligence and 1-2 points of wisdom (no effect if helmed)
- 83 skull hit;lose 1-4 points of intelligence and 1-2 pts. of wisdom
- 84 skull hit;lose 1-8 points of intelligence and 1-4 pts. of wisdom
- 85 eye removed;-1 on dexterity and to hit perm. (no effect if helm)
- 86 eye removed;-1 on dexterity and to hit permanently
- 87 fingers removed on weapon hand;drop weapon immediately;climb walls at -35%;-5% on all other appropriate thieving skills (roll d4 for number of fingers missing) for every finger missing
- 88 shield hand removed at wrist;(no effect if shield)
- 89 leg removed at hip;-4 on dexterity;-2 with wooden leg;movement rate at half speed
- 90 shield arm removed at elbow (no effect if shield)
- 91 shield arm removed at shoulder
- 92 weapon hand removed at wrist
- 93 weapon arm removed at elbow
- 94 weapon arm removed at shoulder
- 95 abdominal injuries;death in 1-4 days
- 96 abdominal injuries;death in 2-12 turns
- 97 chest injuries;death in 1-6 days
- 98 chest injuries;death in 1-8 turns
- 99 throat slit;immediate death (no effect if helmed)
- 00 throat slit;immediate death

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## SMALL FLYING CREATURES

Example-owl,hawk

- 01-89 double damage
- 90-94 triple damage
- 95 shield hand clawed;-25% for climbing walls,-5% on other appropriate thieving skills for one month
- 96 weapon hand clawed;-1 to hit for a day,and also -25% for climbing walls with -5% on other thieving abilities
- 97 face cut;-2 on charisma for a month (no effect if helmed)
- 98 face cut;-2 on charisma for a month
- 99 eye removed;-1 on dexterity,and -1 to hit permanently (no effect if helmed)
- 00 eye removed;-1 on dexterity, and -1 to hit permanently

## MEDIUM FLYING CREATURES

Example-gargoyle,harpy

- 01-59 double damage
- 60-86 triple damage
- 87-90 add one to armour class as damage is done to only padded,studed, leather or ring mail
- 91 shield arm damaged;thieves skills at -25% for climbing walls, plus -5% on all other appropriate skills
- 92 weapon arm damaged;-1 to hit for one week,-25% to climb walls plus -5% on all other appropriate skills
- 93 weapon hand damaged;-1 to hit permanently-35% to climb walls plus -5% for picking locks,-30% for picking pockets
- 94 nose split;-2 on charisma permanently (no effect if helmed)
- 95 ear removed;-1 on charisma permanently (no effect if helmed)
- 96-97 face cut;-3 on charisma for a month,-1 on charisma permanently (no effect if helmed)
- 98 eye removed;-1 on dexterity and to hit perm. (no effect if helmed)
- 99 eye removed;-1 on dexterity and to hit
- 00 chest injuries;death in 1-4 days

## LARGE FLYING CREATURES

Example-griffin,dragon,sphinx,roc,hippogrif,lammasu

- 01-40 double damage
- 41-60 triple damage
- 61-76 weapon,armour or shield damage
- 77 weapon arm at shoulder damaged;-1 to hit,1/4 carrying capacity for 2 weeks
- 78 face raked;-4 on charisma for 1 week,-3 permanently (no effect if helmed)
- 79 face raked;-4 on charisma for 1 week,-3 permanently
- 80-83 weapon arm damaged;-1 to hit for one day
- 84-86 weapon arm damaged;-2 to hit on first day,-1 on second day
- 87-88 weapon arm damaged;-3 to hit on 1st day,-2 on 2nd day,etc
- 89 weapon arm damaged;-4 to hit on 1st day,-3 on the second day,-2 on third day and on fourth day fight at -1
- 90 shield hand removed at wrist (no effect if shield,but if the shield is used,it is now destroyed)
- 91 shield arm removed at elbow (no effect if shield, but if the shield is used,it is now destroyed)
- 92 shield arm removed at shoulder
- 93 weapon hand removed at wrist;see rules
- 94 weapon arm removed at elbow;see rules
- 95 weapon arm removed at shoulder;see rules
- 96 chest injuries;death in 1-6 days
- 97 abdominal injuries;immediate death
- 98 chest injuries;immediate death
- 99 decapitated;immediate death (no effect if helmed)
- 00 decapitated;immediate death

## FUMBLES

- 01-20 Off balance, and -1 to hit next segment
- 21-40 Off balance and -2 to hit next segment
- 41-60 Off balance and -3 to hit next segment
- 61-80 Off balance and -4 to hit next segment
- 81-83 Slip and fall;opponent gets free attack
- 84-85 hit self;half damage
- 86-87 hit accompanying creatures;normal damage
- 88-90 hit self;normal damage
- 91-92 hit accompanying creatures;double damage
- 93-94 hit self;double damage
- 95 hit self;double damage plus off balance and -1 to hit next segment
- 96-98 critical hit accompanying creatures, then slip and fall;opponent gets free attack
- 99 critical hit self
- 00 critical hit self, then off balance and -3 to hit next round.





## SMALL FLYING CREATURES

Example-bat, stirge

01-80 double damage

81-93 triple damage

- 94 face bit or pecked; -2 on charisma for one week, -1 on charisma permanently (no effect if helmed)
- 95 ear bitten; hearing cut by 1 (no effect if helmed)
- 96 eye injured; very blurry vision with the eye still there except you need a patch or -3 on charisma (no effect if helmed)
- 97 larynx punctured; no speech (no effect if helmed)
- 98 larynx punctured; no speech
- 99 throat punctured, jugular punctured; death (no effect if helmed)
- 00 throat punctured, jugular punctured; immediate death

## LARGE FLYING CREATURES

Example-dragon, manticore, wyvern, griffin, roc, sphinx, nightmare

01-40 double damage

41-70 triple damage

71-84 weapon, armour or shield damage

- 85 shield hand removed at wrist-see rules (no effect if shield)
- 86 shield arm removed at elbow-see rules (no effect if shield)
- 87 shield arm removed at shoulder-see rules
- 88-89 weapon hand removed at wrist-see rules
- 90-91 weapon arm removed at elbow-see rules
- 92-93 weapon arm removed at shoulder-see rules
- 94 chest bit open; immediate death
- 95 head crushed in jaws; immediate death (no effect if helmed, and if so, helmet now useless)
- 96 head crushed in jaws; death
- 97 throat sliced from bite; immediate death (no effect if helmed, and if so, helmet is now useless)
- 98 throat sliced from bite; immediate death
- 99 decapitated; immediate death (no effect if helmed, and if so, helmet is now useless)
- 00 decapitated; immediate death

## SMALL GROUND CREATURES

Example-giant ant, baboon, cockatrice, rats, spiders, gaint tick

01-89 double damage

90-97 triple damage

- 98 fingers damaged; -1 to hit and -10% on thieving abilities for one month
- 99 ankle damage; half movement for a week; -1 on dexterity permanent
- 00 knee ligaments severed; -1 on dex., movement halved permanently

## MEDIUM GROUND CREATURES

Example-blink dog, ghoul, wolf, Su-monster, snakes, spiders, Xorn

01-49 double damage

50-73 triple damage

- 74 armour damage; add one to armour class, as damage is done to only padded, leather, or studded leather armour
- 75 face bitten; -2 on charisma for 2 weeks
- 76 nose bitten off; -2 on charisma (no effect if helped)
- 77 ear removed; -1 on charisma (no effect if helmed)
- 78 fingers removed on shield hand (roll d4 for how many)
- 79 fingers removed on weapon hand (roll d4 for how many)
- 5% on appropriate thieving abilities for each finger missing
- 80-81 shield arm bit; no use of arm for 2 days (no effect if shield)
- 82-83 shield arm bit; no use of arm for 2 days
- 84-85 weapon arm bit; -1 to hit for 1 day
- 86-88 weapon arm bit; -2 to hit for first day; -1 to hit on second
- 89-91 weapon arm bit; -3 to hit 1st day, -2 on 2nd day, -1 on third day
- 92-94 weapon arm bit; -4 to hit 1st day, -3 on 2nd day, etc
- 95-96 shield hand removed at wrist (no effect if shield)
- 97-98 weapon hand removed at wrist
- 99 throat punctured, jugular severed; immediate death (no effect if helm)
- 00 throat punctured, jugular severed; immediate death

## LARGE GROUND CREATURES

Example-dragon, lion, bear, troll, umberhulk, spiders

01-49 double damage

50-79 triple damage

80-85 weapon, armour or shield damage

- 86 face bitten; -4 on charisma for a month, then -2 permanently
- 87 shield hand removed (no effect if shield)
- 88 shield arm removed at elbow (no effect if shield)
- 89 shield arm removed at shoulder-see rules
- 90-91 weapon hand removed at wrist-see rules
- 92-93 weapon arm removed at elbow-see rules
- 94-95 weapon arm removed at shoulder-see rules
- 96 chest injuries; death in 1-4 days
- 97 abdominal injuries; immediate death
- 98 chest injuries; immediate death
- 99 decapitated; immediate death (no effect if helmed)
- 00 decapitated; immediate death

## MEDIUM FLYING CREATURES

Example-gargoyle, gaint wasp

01-50 double damage

51-80 triple damage

- 81-84 armour damage; add one to armour class as a penalty, as armour is damaged (This only includes leather, padded or studded)
- 85 weapon arm damaged; -1 to hit for one day
- 86 weapon arm damaged; -2 to hit for two days
- 87 shield arm injured; no climbing possible
- 88 weapon arm injured; -4 to hit for 3 days, -1 to hit permanently plus climbing impossible for three days
- 89 ear removed; -1 on charisma permanently (no effect if helmed)
- 90 nose removed; -2 on charisma permanently (no effect if helmed)
- 91 shield hand fingers removed-see rules (roll for 1-5 with thumb coming off last)
- 92 weapon hand fingers removed; see rules
- 93 shield hand removed-see rules (no effect if shield)
- 94 weapon hand bitten off-see rules
- 95 abdominal injuries, internal injuries; death in 3-18 days
- 96 abdominal injuries, organs exposed; death in 1-4 turns
- 97 chest bit, internal injuries; death in 2-5 days
- 98 chest bit, internal injuries; death in 2-12 turns
- 99 throat sliced open; immediate death (no effect if helmed)
- 00 throat sliced open; immediate death

## Weapon, Armour, and Shield Damage

NOTE: If any of the following rolls do not apply, (i.e. A magic user does not wear armour) DOUBLE DAMAGE is then inflicted!

01-04 Helm slips; roll Dex. to fix each segment, no attacks until corrected

05-06 Helm Removed

07-09 Helm destroyed

10-11 Helm destroyed; lose ear and 1 pt. of charisma

12-13 Helm destroyed; stunned 1-6 segments

14 Helm destroyed; stunned 1-4 rounds

15 Magical Helm destroyed; all magical properties negated

16-21 Shield knocked away: (Roll d8 for direction and d10 for distance in feet)

22-37 Shield broken; Wooden Only

38-44 Shield broken; Studded or wooden Only

45-49 Shield broken; Any, except magical

50 Shield broken; Any

51-54 Weapon knocked away; (Roll d8 for direction and d10 for distance in feet)

55-57 Weapon breaks; Tip, top or head snaps; (Pole arm is useless, any sword is usable, but at -2 damage)

58-62 Weapon breaks; Shaft snaps; pole arms useable, doing 1-4 hp damage when used, all other weapons useless

63-64 Weapon breaks; handle or tail snaps; any pole arm still usable at full damage, but must be regripped

65 Opponents magical weapon broken; useless

66-69 \*Leather or padded armour damaged; no effect if blunt weapon used

70-71 \*Leather or padded armour damaged

72-75 \*Studded Leather, leather or padded armour damaged; no effect if blunt weapon used

76-77 \*Studded leather, leather or padded armour damaged

78-80 \*Ring, Chain, Studded leather, leather or padded armour damaged; with puncture weapon only

81 \*Ring, chain, studded leather, leather or padded armour damaged; with puncture or edged/cleaving weapon only

82 \*Ring, chain, studded leather, leather or padded armour damaged

83-86 \*Scale, banded, or splint armour damaged; by blunt weapon only

87-88 \*Scale, banded or splint armour damaged

89-90\*\*Any non-magical armour damaged; by edged weapon only

91-92\*\*Any non-magical armour damaged; by puncture weapon only

93-94\*\*Any non-magical armour damaged; by blunt weapon only

95-99\*\*Any non-magical armour damaged

00 Magical armour damaged; all +'s or -'s lost, (non-magical armour takes -3 penalty on armour Class

\* Denotes a -1 penalty on any armour class

\*\* Denotes a -2 penalty on any armour class

# Secondary Skills Armorer

Since many player characters in Fantasy Role playing, roll for Secondary Skills, but never use them. I have developed what exactly these secondary skills can do for you. This will appear in almost every issue of the magazine, with a different skill each time.

One thing, you players will have to realize right away about having "Armorer" as a secondary skill, is that it is exactly that, a secondary skill...not a profession. The main advantage to having this skill is that the material cost is your outlay, after initially getting your tools and other equipment, as obviously, you don't have to pay for labour. Now your initial cost for tools, bellows, brazier, coal, etc. can be quite costly, but will pay for itself in good time. In this article, not only will I show the cost of materials, tools, coal etc., but I also will show

5

you how long it will take your character, what skill level he or she is at, plus show how it is exactly done, (Making armour that, is).

First, How good of an armorer is your character in FRP? Can he or she make ring mail? chain mail? plate mail? helmets? shields?

Use the dice rolling chart below to see the skill level of your character's SECONDARY SKILL OF ARMORER.

Roll a d20

- |       |   |
|-------|---|
| 1-10  | can make studded leather and ring mail                                  |
| 11    | can make studded leather, ring and scale mail                           |
| 12-13 | studded, ring, scale plus splint mail                                   |
| 14-16 | studded, ring, scale, splint, plus chain mail                           |
| 17    | studded, ring, scale, splint, chain mail plus shields                   |
| 18-19 | studded, ring, scale, splint, chain plus plate mail armour plus shields |
| 20    | all types of armor plus helmets and shields                             |

Add 2 on dice roll for dwarf characters and add 1 for gnomes. Elves only can do chain mail.



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RACE: Human, bearded _____ Human, unbearded _____	Hair Color _____ Color of Eyes _____
Elf _____ Dwarf _____ Half-Orc _____	In Case of non fighters or Paladins; check off
Half-Elf _____ Gnome _____ Halfling _____	Color of Pants _____ Color of Shirt _____
ARMOUR: None _____ Padded Leather _____ Banded _____	Color of Cape _____ Color of Robe _____
Scale Shirt Mail _____ Breast Plate _____	Would You like insignia, logo or holy symbol
Chain Shirt Mail _____ Chain Hauberk _____	Yes _____ No _____
Chain Field Mail _____ Leather Jerkin _____	If Yes; On Shield _____ Cape _____ Breast Plate _____
Plate Field Mail _____ Other* _____	*Other _____
Shield Type:	Accessories; Pick One Only-
<input type="radio"/> Medium Round _____ Large Round _____	Backpack _____ Lute over back _____
<input type="radio"/> Small Round _____ Kite, Viking _____	belt, pouch _____ Lute in Hand _____
<input type="checkbox"/> Kite, Norman _____	Coif _____ Shield over back _____
Specify whether Metal or Wooden Shield;	Extra weapon over back _____
Metal _____ Wood _____	Extra weapon in scabbard _____
Helmet type; Skull Cap _____	Extra weapon in belt _____
Nasal Helm _____	Extra weapon in Hand _____
Closed _____	Staff, or wand in hand _____
Pointed Hat (For Magic User) _____	If fighter, paladin or ranger is in full field
No Helmet _____	chain or plate Mail, do not list color of pants,

Fill out form (photocopied), and send check or money order to: Custom paint  
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Burnaby, B.C. V5H 2W8

\*\*\*PLEASE ALLOW 6-8 WEEKS, FOR DELIVERY



How long does it take to build custom made armor?

Use the dice rolling chart below to see how long it takes to create each different type of armour

(Each type of metal mail is listed at full body armor)

WORKING 12 hours a day  
Production Rate

Minus  
if Dwarf

Minus  
if Gnome

banded mail 32-36 days	16-18 days	8-10 days
chain mail 46-50 days	23-25 days	14-16 days
Plate mail 91-100 days	45-50 days	25-30 days
ring mail 23-26 days	11-13 days	5-6 days
scale mail 32-36 days	16-18 days	8-10 days
shield,large 2-5 days	1-2 days	1 day
shield,med. 1-4 days	2 days	1 day
shield,small 1-2 days	1/2 day	1/4 day
splint mail 22-25 days	11-12 days	5-6 days
studded leather 16-18 days	8-9 days	3-4 days

Production rate for helmets  
Working 12 hours a day

Minus  
if Dwarf

Minus  
if Gnome

Closed helm 11-12 days	5-6 days	1-3 days
Skull cap 2-3 days	1 day	1/2 day

NOTE:For Ring,Studded Leather and Scale mail, you need the assistance of a leatherer and his equipment and a tailor as well. If you have someone in your party with these secondary skills, then you won't have to employ a professional

For shields of all sizes, a woodworker or carpenter is needed.

For studded leather, you must have a leatherer present to help every day, since the job is mainly a leatherer's.

For splint mail, the aid of a leatherer and a blacksmith is required for each day for consultation and work.

To start off an armorer needs the supplies and tools which can be quite costly.

Cost per item

15 gp
10 gp each
2 gp each
3 gp each
2 gp
1 gp each
2 gp each
1 gp each
28 gp, 4 gp
Free if cut
25 gp
20 gp
50 gp
60 gp
15 gp
1 cp each
1.5 gp

Supplies needed

1 anvil
3 different styles of stakes
2 different tongs
3 pairs of snips
1 pincer
3 handheld hammers
3 sledge hammers
2 pairs of calipers
work table and bench
wood stump to stabilize stakes
1 grinding wheel
bellows
brazier
barrell full of oil
buffing wheel
rivets (@ 250 on stock)
300 lbs of coal (Needs 20 pounds a day)

Cost of Supplies needed for Job for human sized

Banded mail:Need metal plates,(20gp)chain (10 gp) leather and straps (15 gp)
Chain Mail:metal wire produced into chain (20 gp)
Closed Helm:Need metal plate or plates (3 gp)
Skull cap: Need metal plate (2 gp)
Plate mail:metal plates (100 gp) chain (50 gp)
Full plate:metal plates (500 gp) chain (100 gp)
Ring mail: leather(2 gp) metal rings (10 gp) padding (1 gp)
Scale mail:leather(2 gp) metal scales(18 gp) padding (1 gp)
large shield: metal (5 gp) wood (2 gp)
med. shield: metal (6 gp) wood (2 gp)
small shield: metal (4 gp) wood (1 gp)
splint mail: chain (20 gp) metal plates (15 gp) leather (5 gp)
studded leather:leather (4 gp) metal studs and plates (3 gp)

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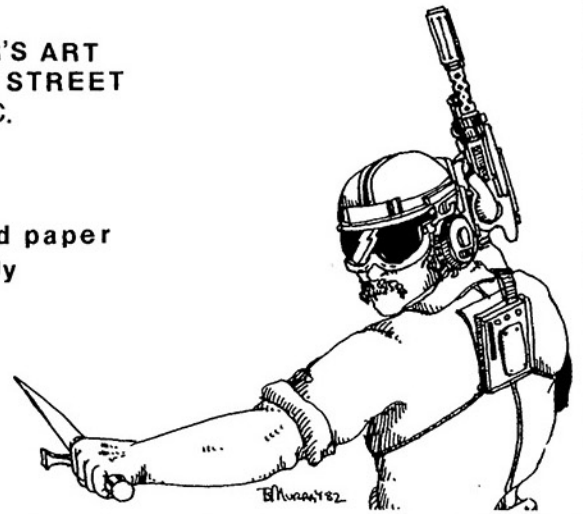
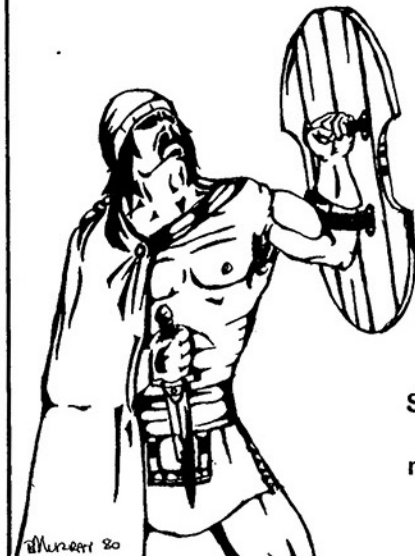
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NOR CRYSTAL TEARS**

written by Alan Dean Foster

Review by Louise Hong Kong

Here is another First alien encounter story, but with a twist; it's told from the alien's point of view. The insect like Thranx are a sensible people with a long history of Peace & Stability. The reptilian Aan have been occasional raiders of Thranx colonies and thus there is a kind of 'Cold War', between the two races.

Ryo is a dreamer in this well ordered world. One day, his girlfriend shows him a bizzare & troubling letter, from her cousin, describing an encounter with alien "monsters". Ryo's imagination is fired, ...another intelligent race ! He drops everything and under pretext of a business trip, goes to the capital. There he meets a poet looking for inspiration, and possibly some adventure. Together they get into a military base (by not altogether honest means), where they have deduced the aliens to be. What follows, is a sometimes touching and sometimes humorous account of man and bug struggling to learn to communicate with each other.

Ryo wants to do what he believes to be right for his people, but they don't believe it and the humans don't trust him at all.

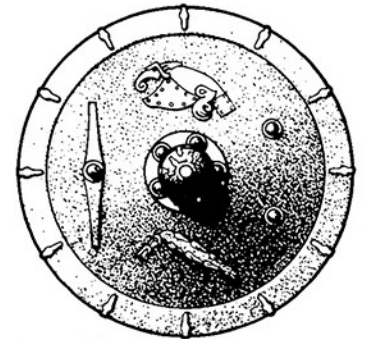
Tentatively at first, the humans learn to converse with & finally trust the Thranx. It's a novel that leaves one, excited about the future of man in space and how we will co-operate with other races, that we may meet out there.

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This is one of Foster's (author of Alien and Splinter of the Mind's Eye) better books, and an enjoyable one too.

My only criticism about this story, would be that the "Thranx" are not alien enough, as they are motivated by the same emotions as humans, but then maybe that's why they can get along so well together.

**SECONDARY SKILLS  
ARMORER—continued**Advantages of Skill

- can tell if any armour found is usable
- 5% chance + 2% per level, of telling which race did the armour, and who exactly did it, by the stamp marking on the armour, which is usually put on armour.
- can fix armour, if supplies and tools are on hand (Minor repairs only) put in chain links, etc.
- +1 on Charisma in dealings with town or city armourers

Disadvantages of Skill

- If any work is done in a town or city, you must join the armourer's guild (Cost up to Referee) or else.
- will never make magical or high quality armour, as they are not proficient enough to produce it.

Now a lot of our readers do not know what certain types of armour looks like, so in this article on Armourers for a Secondary skill, I decided to include a sub-article on armour and shields as well to assist you.

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To make armour, the first thing you do is soften the steel you purchased, by heating it on a coal hearth or brazier, using the bellows to supply air into the fire to make it burn hotter.



The softened steel should immediately be beaten flat on a large anvil (usually by a team of three men).



The rough thinned plate was cut into pieces, heated again and hammered then into shape on small anvils, called stakes. There were different shaped stakes for the shaping of various parts of the armor.



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A lot of this information, I'm telling you, you probably remember from Machine shop in High school, in working with thick steel. Anyways, once again the steel was heated, then quenched into a cooling liquid (usually oil). After doing this, the last bit of hammering was done when the steel was cold. In doing this, it hardened the metal even more than it was.

When the armor is completely shaped, the pieces sticking out, were smoothed on a grinding wheel, then polished on buffing wheels.

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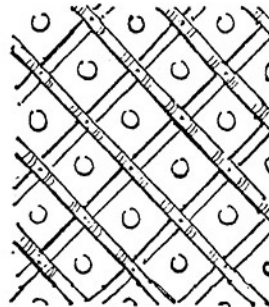
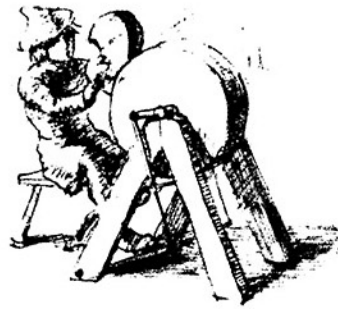


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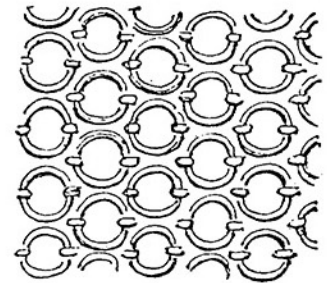
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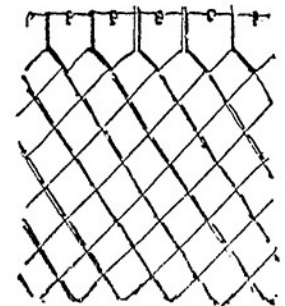
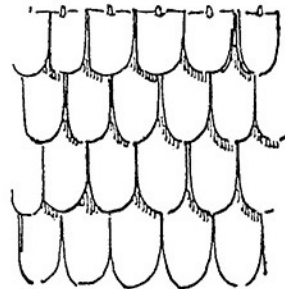
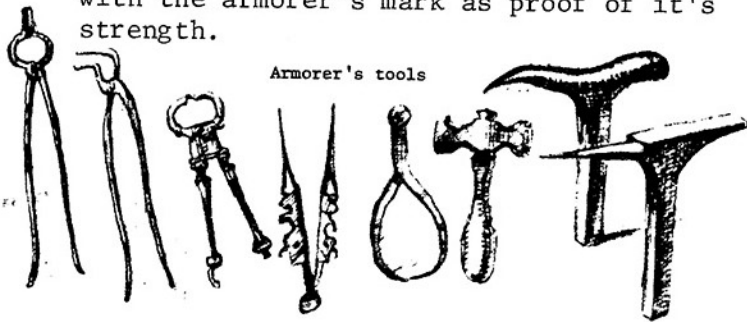
Shown here is a diagram of studded leather, which is made of quilted linen and skin, strengthened with straps of thick leather, placed trellis-wise; each square is armed with a riveted (stud) nailhead. Shown below is ring mail. Ring mail is usually composed of flat rings of steel, sewed side by side on quilted linen or leather. With the diagram on the right side, the flat rings are oval and overlap each other half way. The difference between chain and ring, is that ring is steel wire rounded into a circle on the stake, then heated and hammered together.

Once all of the pieces of plate have been formed into the desired shape, the pieces were then fastened together with rivets, so they could slide, and permit movement.



Scale mail is composed of small lozenge-shaped plates of metal, sewed on cloth or leather. The scales usually overlap each other half way, but some overlap three quarters of the one below it. The shapes of the scales differ, but they all have the overlapping effect in common. Sometimes the scales are sewn on quilted linen.

After the armour was assembled, the armorer (usually) shot an arrow at it from close range, with the dent stamped with the armorer's mark as proof of it's strength.

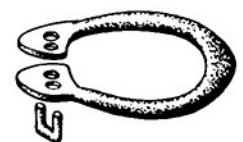
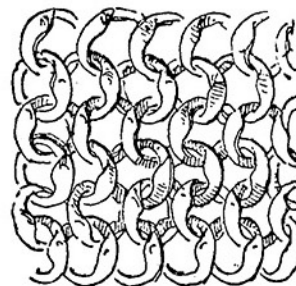


Since this is on the "armorer" as a secondary skill, and not as a profession, after your armor is created, use the chart shown below to see the quality of the work.

**Use percentage Dice**

- 01-20 poor (General rough shape) usable for a month's time before needing replacement
- 21-50 fair (workmanship suspect) usable for up to 3 months
- 51-85 average (adequate armor) usable for 6 months
- 86-100 good (fine quality & workmanship) time limit: up to Referee

Chain mail is composed of rings of metal, that are interlinked together as opposed to the ring mail which is either woven on leather or set in a line over leather armour. On many lead miniatures, I bet you couldn't tell the difference in armour, and I think now from seeing the diagrams on this page, you will be able to tell the definite difference. In creating chain mail, the rings before put together, have the ends, flattened by a hammer, then holes are put in the two flattened pieces, which are placed atop each other, and then riveted. The rivets give the armour that added strength, that improves the armour class in most FRP systems.



# Trivial Pursuit

GAME REVIEW by Gary Harper

- (1) How long did the 100 years War last ?
- (2) In What sport are rocks thrown into a house ?
- (3) Who played the demolition expert in "The Guns of Navarone ?"

Three down, 5997 to go ! Trivial Pursuit ,

already receiving raves from game players everywhere, has managed to combine a simple and easy learn format with one of man's favourite pastimes - trivia (Quick-Grog, who invented the wheel ?)

The game involves moving around the wheel shaped board, in an attempt to land on specialty marked squares and collect a token by answering the question in the appropriate category. The game is won when a player has a token for each of the six categories - History, Geography, Entertainment, Art & Literature, Science & Nature, and Sports & Leisure. Then he or she still hasn't won, for they must return to the start in the centre of the wheel and answer a question selected from your opponent who chooses the category of his or her choice.

In determining movement, a player's turn continues as long as they keep answering questions correctly. Squares on the board are color coded, for each of the categories offering a wide variety in subjects.

The questions range from fairly easy - (What hockey team did Gordie Howe, Alex Delvecchio, and Ted Lindsay play for ?) to extremely difficult - (What was the last line in the movie "Shane"?)

Playing time can range from one to two hours, depending on the number and knowledge of the players. I have found that teams make for a much quicker and more enjoyable game, although hard-core trivia buffs will undoubtedly want to take each other on head to head.

In the groups in which I have play-tested the game, the response has been extremely positive - even by people who are "Not into games" and "Don't know any trivia". It's the latter group, that usually ends up stealing the show! We found the game to be more relaxed and sociable than many, requiring less concentration on mechanics. Example - (If I mortgage Ventnor do I have enough money to put a second house on Boardwalk ?)

I would heartily recommend this game for almost everyone - even for those people who don't think they like games.

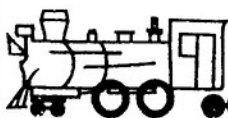
TIME: 1-2 hours # of PLAYERS: 2-12  
COMPLEXITY: Easy to learn, challenging to play

COMPONENTS: Excellent LUCK: Minimal  
PRICE: \$30-35.00 Canadian

By the way, the answers to all the questions are: 115 years, curling, David Niven, Detroit Red Wings and "Come back Shane"

Try the game & Have fun.

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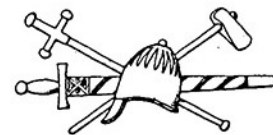
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Have you ever played a... <sup>11</sup>

# Gnome Fighter/Illusionist Trying to Save Your Village?

by Cameron Munn and Kelly Villemaire

The HAVE YOU, which will appear in almost every issue of this magazine, is a quiz designed to test your skill as a Fantasy Role Player, plus to test your knowledge of AD & D Rules, monsters etc, as per the T.S.R. Handbooks. This mini-test, or quiz, offers adventure in various caverns, rooms or wherever, where you are to choose what seems to be the best decision on handling your type of encounter.

In certain cases, your best choice may be one, which will minimize the damage taken, but cannot prevent damage altogether. In every issue (We hope), we will have this Mini-test, using different races, and character classes, where you decide the fate of your player. How to play is simple, pick the best choice for every situation, then check the answer sheet to see what is the result from your choice.

GOOD LUCK !

Kelly P. Villemaire

NAME:Warren Grinchmoor  
CLASS:Fighter/Illusionists  
RACE:Gnome SEX:Male  
ARMOUR:None A.C.:6  
SUPPLIES:Food,torches,belladonna  
STRENGTH:16 INTELLIGENCE:15 WISDOM:12  
CHARISMA:13 CONSTITUTION:15 DEXTERITY:18  
LEVEL:6/7

WEAPONS:Dart

Silver Dagger

+1 Mace

+2 Short Sword

MAGIC ITEMS:Ring of Lightning  
(does 7-42 dam. to opp.)  
Staff of Fear  
( Saving Throw)

VISION:Infravision

ALIGNMENT:Neutral Good

ILLUSIONISTS SPELLS-Levels

1st

Audible Glamour

Change Self

Color Spray <sup>✓</sup>

2nd

Improved Phantasmal Force

Invisibility

Blur

3rd

Suggestion <sup>✓</sup>

Dispel Illusion <sup>-</sup>

SPELLS FROM SCROLLS;Paralyzation -

Dispel Illusion

LANGUAGES KNOWN:Gnome,Common,Dwarven,  
Burrowing Animals

HINT FOR SUCCESS:Read Story Carefully

HIT POINTS:50

The village of Moriq was a peaceful and prosperous place to grow up in for you. This was largely due to the Lawful Good cleric Cedric the wise, who made many converts and friends in the area with humans,gnomes, and animals. In later years, Cedric became overloaded with his work, and decided to create a Clay Golem to assist him. Because of the people's trust in Cedric, they soon grew accustomed to this figure of clay. All was fine, until an evil illusionist named Maximius, infiltrated the cleric's abode,killing Cedric in his sleep and somehow gaining control over the golem, which he used to rape and pillage the village.

After recovering from their initial fear, the villagers started sending out hunting parties to seek out Maximius' new nearby home in order to destroy the golem.

One party managed to return with great success, bringing with them, the dead body of Maximius along with many bodies of men from the party who died fighting the golem. Garth, the leader of the party, told the villagers, that the lair is filled with many false illusions created by Maximius, but the golem still inhabits the building and kills any living thing that it comes across. The only way to destroy the golem, is not by having a large party, but, by one person alone, so as not to attract attention.

You, Warren Grinchmoor are perhaps unfortunate as to be the most likely candidate to succeed because of your practices in the art of illusions. Your job...destroy the golem, to insure the safety of your village.

Garth gave you a map directing you to the location of the golem, a mere half days travel. He warned you about the illusions which seem deadly, in fact so deadly, that not even nearby Kobold,orc, or gnomish tribe members, will approach within one mile of the area.

To insure secrecy, you decide to leave at night, by the light of the full moon,as your infravision should pick up any heat radiating creatures, crossing your path. Your travels, taking you through the Oilth forest, goes smoothly until about ½ mile from the entrance of the late Maximius' lair. With your infravision, you see about fifty feet away to your left, a large husky creature, approaching, making a ferocious grunting noise. Just then you remember that Garth had told you about a wereboar sited in the area. You decide to:

- A1-Attack immediately with silver dagger
- A2-Attack immediately with short sword
- A3-Use DISPEL ILLUSION on scroll or cast the spell for it, at this obvious illusion, then walk by with mace
- A4-Use PARALYZATION scroll, if it fails attack with a dart, then attack with mace
- A5-Cast INVISIBILITY, then run past it immediately with mace in hand
- A6-Cast CHANGE SELF into human form, then approach it, talking in common, with sword ready for defense
- A7-Attack with Ring of LIGHTNING immediately, then attack with dagger
- A8-Use BLUR Spell, then attack it with mace
- A9-Cast SUGGESTION on it to "LEAVE OR BE HARMED", speaking in common, having dagger ready for defense
- A10-Take a bite of belladonna, then attack with dagger

As you proceed toward the late Maximus' lair, you see a giant animal blocking your path. As you get closer, you see it is a giant porcupine eating something. You only have a few seconds to decide what to do before the beast sees you. You:

- B1-CHANGE SELF into dwarf, then approach it, with sword ready for defense, walking slowly past it
- B2-Use BLUR Spell, then run past it into the entrance
- B3-Use Ring of LIGHTNING on it, then attack with sword
- B4-Cast DISPEL ILLUSION at this obvious illusion, then walk past it with sword in hand
- B5-Slowly walk past it, talking to it in burrowing animals, with dagger ready for defense.
- B6-Run up to it cast PARALYZATION using scroll, then run into entrance with dagger in hand
- B7-Attack immediately with mace
- B8-Cast INVISIBILITY, then walk past it with mace handy
- B9-Use staff of FEAR on it, then enter entrance with dagger ready for defense if it fails
- B10-Attack immediately with sword

Finally you reach the entrance to Maximus' lair, yet no door can be seen in the solid rock face you are at. Lucky for you, Garth told you about the secret door which must be opened by a sequence of taps on the stone. Slowly a door comes in view and creaks open to reveal an empty entry chamber in which you walk into. As you proceed, the chamber narrows to a 10' wide corridor going South. After lighting a torch, you see that there is an opening from the right, about thirty feet down the corridor. As you cautiously walk up, you suddenly hear something running around the corner towards you! Into view pops about a dozen Kobolds, screaming at you "Kill, Kill the the invader" in common.

- C1-Attack them immediately with silver dagger
- C2-Use staff of FEAR on them with dagger ready in other hand
- C3-Attack immediately with short sword
- C4-CHANGE SELF into Kobold quickly, then walk up to them saying "Ho, friend" in common with dagger ready if this plan to get out of this, fails
- C5-Cast COLOUR SPRAY on them, with dagger ready if spell fails on them
- C6-Cast DISPEL ILLUSION or read scroll of same spell, at this obvious illusion, then walk past them with mace ready in hand, in case it fails
- C7-Cast INVISIBILITY then run past them with mace in hand, just in case
- C8-Cast INVISIBILITY, then slowly and quietly try to go around them, with dagger ready, in case of...
- C9-Cast AUDIBLE GLAMOUR and make noise of many Gnomes coming from the chamber, pulling out mace for yourself for defense
- C10-Use staff of FEAR on them, then attack with sword

After your last ordeal things go fairly smoothly. You notice that you are slowly going deeper into the mountain. The walls are very rough dirt, the corridors never uniform in width. Sometimes 10', 15'

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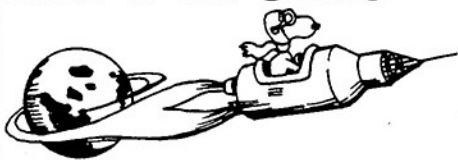
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had found the quickest way to where the Golem should be. As you turn down a side passage, you are startled to see a Bugbear standing at the entrance of a chamber with his back toward you. Inside the chamber is another Bugbear sharpening his axe on a stone. You also see a door on the other side of this chamber, through which you must go. You decide to;

E1-Cast COLOR SPRAY which should blind them both, then attack them with your sword  
 E2-CHANGE SELF into Bugbear, then attempt to walk past them, with sword within reach and pointing in the direction you came from, although keeping mute  
 E3-Cast INVISIBILITY on self, then walk past them as quiet as possible, with sword ready just in case  
 E4-Use staff of FEAR on the one near the entrance, and attack the other with your mace  
 E5-Attack immediately with sword, knowing these creatures are oofs and clumsy  
 E6-Read PARALYZATION Scroll at them, if it fails, attack with sword  
 E7-Read DISPEL ILLUSION Scroll or cast spell at this obvious illusion, if it fails attack with sword  
 E8-Cast BLUR spell on self, then attack immediately with your sword  
 E9-Cast IMPROVED PHANTASMAL FORCE spell creating an illusion of the walls and ceiling falling in on the Bugbears to kill them  
 E10-Use Ring of LIGHTNING on one near entrance and attack the other with mace

varying right down to 5' in width. As you travel along a corridor, it narrows suddenly to 5' in width and as you proceed, you see a Giant Badger shambling straight at you. You:

- D1-Attack immediately using Ring of LIGHTNING on it first, with sword ready, if it fails
- D2-Use PARALYZATION spell, on scroll on it, then run past it with sword in hand, in case it fails
- D3-Cast DISPEL ILLUSION spell or use scroll of the same spell at this obvious illusion, then run past it with dagger in hand
- D4-Use BLUR spell on yourself, then attack this creature with your mace
- D5-Cast SUGGESTION on it to "LEAVE OR BE HARMED" speaking in burrowing animal, holding dagger ready in case the spell fails
- D6-Attack creature immediately with silver dagger
- D7-Cast INVISIBILITY, then walk past creature with dagger in hand
- D8-Cast INVISIBILITY then attack creature with mace
- D9-Cast COLOR SPRAY on it, then walk past it with mace in hand, just in case...


You finish with the Giant Badger and start on your task once again, travelling down the dirt walled corridor which turns this way and that with many side passages. Luckily most of these are soon eliminated from choice as Garth had already searched these and



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You get the door open and proceed down the corridor. Again you notice the many entryways and side passages along the route. Here and there, the odd door is thrown in your path or alongside the corridor. You travel along with no problems, until up ahead you see what seems to be a puddle seeping from under a door on the side of the corridor. That seems odd since this lair has at least seemed fairly dry. You then realize that it is gray ooze which is slowly covering your path and route of escape. You decide to:

- F1-Attack immediately with sword  
 F2-Use Ring of LIGHTNING on it, with dagger ready in case it fails  
 F3-Cast INVISIBILITY, then attack it with mace  
 F4-Use BLUR Spell on self, then attack with mace  
 F5-Cast DISPEL ILLUSION on this obvious Illusion, then walk past with dagger in hand  
 F6-Cast COLOR SPRAY on it, then kill it with sword  
 F7-Use Ring of LIGHTNING on it, then attack with mace

After escaping the Gray Ooze you reach a room about 30' x 30'. There is a door at either end of it. There you decide to rest for a bit, to recover your strength and to clear your mind of how to get rid of the Golem. As you sit and think, you hear a strange rumbling coming towards your room. Suddenly you see a huge claw rip right through the wall in front of you. You see it is a Umberhulk. With only seconds before it is through the wall, you know you won't be able to open a door and escape in time, so you decide to;

- G1-CHANGE SELF into human form and walk up to it, talking to it in burrowing animal, making sure to avert it's eyes  
 G2-Use Ring of Lightning on it, then attack it with short sword, averting it's eyes  
 G3-Cast DISPEL ILLUSION or Use scroll of same spell on this obvious illusion, then walk by with a dagger in hand just in case.



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- G4-Use staff of Fear on it, if it fails attack it with mace, averting it's eyes  
 G5-Cast BLUR Spell then attack it immediately with sword, averting it's eyes  
 G6-Cast IMPROVED PHANTASMAL FORCE of walls and ceiling falling on it, then run past it, through exit with dagger in hand  
 G7-Cast INVISIBILITY then walk past it slowly, averting it's eyes with dagger in hand  
 G8-Cast COLOR SPRAY on it, then attack it with sword  
 G9-Cast COLOR SPRAY, then attack it with mace  
 G10-Cast SUGGESTION that it leave or be harmed, talking to it calmly in burrowing animal, having sword handy, in case this ploy fails

You continue on your mission when up ahead through the corridor you see another large chamber. In the chamber dead bodies and skeleton bones are seen throughout the room. You notice that the dead bodies are those of Garth's party, when all of a sudden, the skeletons pop up to life. It's five against one. Will You:

- H1-Quickly Cast BLUR spell on self, then attack them with a dagger in one hand, sword in other  
 H2-Cast INVISIBILITY, then run past quickly with sword  
 H3-Cast IMPROVED PHANTASMAL FORCE of Giant Holy Symbol and then turn them, holding dagger ready  
 H4-Attack immediately with silver dagger  
 H5-CHANGE SELF into Halfling form, then attack with mace  
 H6-Attack immediately with mace  
 H7-Attack immediately with sword  
 H8-Cast COLOR SPRAY on them, then attack with mace

You are now nearing the place where Garth met the Clay Golem. You proceed up the corridor, but something seems strange to you. Suddenly you notice a transparent blob, sliding up towards you. A Gelatinous Cube with nothing inside it, oddly enough. You:

- J1-Use PARALYZATION Scroll on it, then attack with mace  
 J2-Use staff of FEAR on it, then if it fails, attack with dagger  
 J3-Attack immediately with mace  
 J4-Cast DISPEL ILLUSION or use scroll at this obvious illusion, then walk by with dagger in hand  
 J5-Cast BLUR spell, then attack with sword  
 J6-Stand back, throw dart, then dagger, then attack with sword  
 J7-Cast COLOR SPRAY on it, then kill it with sword  
 J8-Stand back, throw dart, then attack with dagger  
 J9-Use Ring of LIGHTNING on it, then attack with sword  
 J10-Use Ring of LIGHTNING on it, then attack with dagger in one hand, sword in other

After getting by the Gelatinous Cube, you know by your map, that the Clay Golem should be right up ahead beyond the next door. You think to yourself that there must be another way into that room, as Garth didn't have much success against the Golem that way. Surprise is the key to defeating the creature, you think. A four way intersection is right before you. Straight ahead - the Golem behind the door; to the left a dead end; to the right... a small creature appears flying towards you. About two feet in diameter, this thing appears as a hairy ball with two bulbous eyes, small horns and a three foot long tail. It simply floats toward you. You remember, Garth told you about these Volts which killed three members of his party, just before he reached the Golem. You decide to:

K1-Attack immediately with sword

- K2-Use Ring of LIGHTNING on it, then attack with a dagger  
 K3-Cast INVISIBILITY and run past it with mace in hand  
 K4-Use PARALYZATION scroll on it, then run around it to door, to Golem, with sword in hand, just in case



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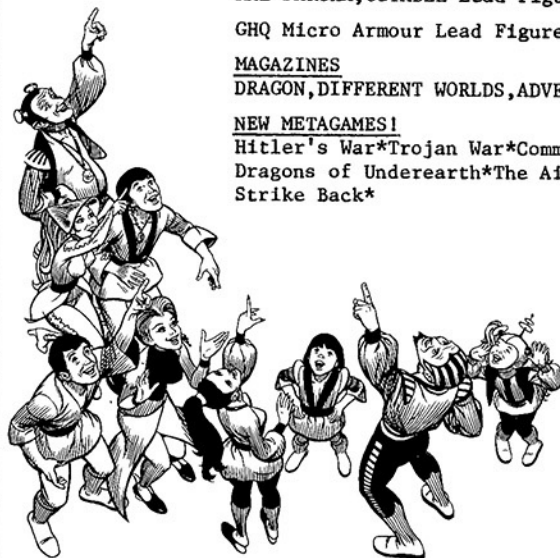
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- K5-Cast DISPEL ILLUSION or use scroll with same spell  
 on this obvious illusion, that killed Garth's men,  
 then walk towards door to Golem, with dagger in hand  
 K6-Cast COLOR SPRAY on it, then kill it with sword  
 K7-Use Ring of LIGHTNING on it, then attack with mace  
 K8-Use Ring of LIGHTNING on it, then attack with dagger  
 K9-Throw dart at it, then attack with sword

You continue on your mission up to the door at the end of the corridor which leads to the Golem. You get the door opened with no problems and see what looks like what used to be Maximus' chamber. It looks totally ruined with furniture overturned, blood stains on the floor, rancid food lying on a nearby table, and broken weapons scattered along the floor. This 40 x 40' wide chamber has a door directly across from where you entered the room, and you fear the Clay Golem awaits behind it. As you sit there and ponder your method of attack, you notice this funny looking creature running towards you on two powerfully clawed legs. It must have come out of the rubble and heard you. It is a red globe about three feet in diameter, with a small mouth and six eyestalks on top of it's head.

You know it is now a Gorbel. The Gorbel is about 10 feet away, yet rapidly approaching. You decide to:

- L1-Attack it immediately with mace  
 L2-Use staff of FEAR to scare it away, having dagger ready for melee in case it fails  
 L3-Throw dagger then hide behind nearby table with sword ready for melee.  
 L4-Use Ring of LIGHTNING on it, with sword ready if it fails, or if the creature survives it.  
 L5-Cast DISPEL ILLUSION at this obvious illusion, using scroll or by casting, then walk by with dagger in hand just in case.  
 L6-Cast IMPROVED PHANTASMAL FORCE of walls and ceiling falling in on this creature, if it fails attack it immediately with sword in one hand, dagger in other  
 L7-Throw dart at it, then jump behind nearby table, waiting for melee with it, with short sword in hand  
 L8-Cast SUGGESTION for it to "Leave or be harmed", if it fails, attack immediately with sword.  
 L9-Cast INVISIBILITY, then attack it with sword  
 L10-CHANGE SELF into Elf and approach it, friendly looking, telling it in Alignment you mean it no harm, having dagger ready, just in case it attacks

You now decide the faster you get this over with the better, so you approach the door to where the Clay Golem should be. You listen at the door, yet hear nothing. Quietly you open the final door. Luckily it is silent and swings open easily. The room you now enter is about 40' x 50' and very lavishly furnished with nice tapestries hanging on the walls, oak furniture, rugs, a huge bed, desks, bookcases, wine racks, etc. Boy did this Maximus live in style, even inside a mountain.

But where is the Golem? After a thorough search of the room, you discover, no other exits or entry ways from this room. Well, No Golem...no problem, you did the best you could. You decide to leave, but when

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you turn around, standing in front of you at the doorway, is a huge 8' tall creature made of clay, THE YOU KNOW WHAT! You notice the gold medallion around the thing's neck as it really contrasts from the rest of it's body of dirt or clay or whatever. It seems to be missing an arm, probably damaged by Garth's party. It still looks tough enough though, and it appears to slowly approach you. You decide to:

- M1-Attack it immediately with your dagger
- M2-Use staff of FEAR on it, if it fails, attack it with sword, if it works run out and forget the mission
- M3-Use Ring of LIGHTNING on it first, then attack with sword
- M4-Cast COLOR SPRAY on it, then attack it with sword
- M5-Attack it immediately with mace
- M6-Cast PARALYZATION on it, then attack with mace
- M7-Cast IMPROVED PHANTASMAL FORCE of walls and ceiling falling on it, if it fails attack with sword
- M8-Cast DISPEL ILLUSION at this obvious illusion, if it fails, then attack with dagger and sword in hands
- M9-Cast BLUR spell, then attack it with mace
- M10-Throw a dart at it, step back, throw a dagger, then attack immediately with sword
- M11-Cast invisibility, then attack with mace

After defeating the Clay Golem, you have an uneventful venture back to the village with the head of the Clay Golem in hand and the medallion, which you figured out, kept the creature active even after the death of Maximus.

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# SPACE OPERA

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GAME REVIEW: SPACE OPERA by Jeff Mehain

Rising in popularity over the last few months is, "Fantasy Games Unlimited"'s SPACE OPERA; a role playing game set in a science-fiction-future based Universe. This game is somewhat similar to Traveller, and represents a departure in game mechanics for the average role player of D & D, AD & D, etc. Before we discuss these items, however, let's examine the game components.

Space Opera comes "complete" in a box with graphics, that somehow remind one of Buck Rogers, Star Trek and Star Wars all at the same time. For roughly \$28.00 (Canadian), you get two soft cover text books and four light cardboard sheets printed on both sides with a "Character record sheet", a "Starship data sheet" and various other oft-used reference sheets and charts. Permission to photocopy these, is given in the text. You must provide your own dice, in this case 6, 10 and 20 sided.

One of the objectives of the manufacturers was to create a game that would not need the usually innumerable supplements to it's rules, and they have gone a long way towards achieving that objective. The rules themselves are comprehensive and well organized. War gamers will be familiar with the system, with the rules being divided into sections and sub-sections; (ie. Rule 8.1, 8.2, 8.3). A particular rule is easy to locate, which is good considering the sheer volume of rulings, charts and tables contained within the texts. There is, however, no appendix to provide topical location. If you don't know a rule number, you must run down the table of contents. The rules cover character generation, planet/sector generation, melee and starship combat, starship generation, equipment malfunction and repair, player character background, loans, military and para-military organizations and rank, effects of high/low gravity or dense/thin atmosphere; in fact, you name it and there's probably a ruling on it.

While the rules were very well done, the proof reading was not. Typographical errors abound, almost so that you begin to suspect they were done purposely. Spelling errors are common, incomplete sentences and those with a word missing from the middle are common. In at least one case, a whole rule has been left out. Because of this, you will occasionally have to search for clues to figure out what the writers are trying to convey.

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A player character does not advance in levels or accumulate experience points in Space Opera. Skills acquired are gained through study and spending money ("credits") for necessary tutoring. The large number of available skills range anywhere from "Armaments Engineering" to "Temporal Physics" to Bribery. These are chosen by the player and are upgraded or added to during the game. No skills are restricted to a particular class character, of which there are several, such as Armsmen, Astronaut, or Physician, but players will "Major" in area that pertain to their class. The skills section of the texts reads very similar to a university course calendar.

Because furthering a character's interests do not depend upon beating several hapless "Monsters" to death, and because there is no alignment restrictions, the game is highly conducive to actual role play, allowing players to react naturally to a situation as it occurs. Thinking players will enjoy this game tremendously, while those players who enjoy games where they can solve all by fighting will be sorely disappointed. Space Opera is definitely a "Thinking Man's" game, and can not be played or moderated-in a careless, offhand fashion.

Playing Tips: It is necessary for the S.M. (Starmaster) to read through the rules several times and become completely familiar with the rules sections, if not the rules themselves. Perhaps tabbing the texts for quick reference and using a highlighter is your best bet. Make no mistake, Space Opera is not an easy game to moderate, and S.M.'s should be ready for anything.

Character generation is a lengthy process, and the rules themselves recommend that players have at least five characters pre-rolled because of this. I think seven is a better number for new players.

As a player, you want to use your character's abilities, and your brains. The key is co-operation, since most players will be specialists in their chosen fields. Play can, and probably will, range from a "First Encounter" (pun intended) with a civilization on a newly discovered planet, to political or industrial espionage or anything in between, plus remember, that a "Blaster" can Kill anyone, anytime.

In conclusion, Space Opera is highly playable-role playing at its best. Though the volume of rules and charts are intimidating, they are well organized and should present little problem for the competent game moderator. There is a Whole Universe to experience, so grab your light-sabre and climb aboard.

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# For DM'S ...only!

by CAM MUNN

## on EXPERIENCE POINTS

The practice of giving out experience points has never, in my view, been perfectly explained. How do you as the DM give out experience points? First of all one has to define the word experience in order to understand exactly the points are being awarded for.

EXPERIENCE is: knowledge gained through the act of personally undergoing or encountering a given situation.

Experience points can be given out in virtually any manner so long as it is consistently used throughout a campaign.

Some of the suggested ways of giving out x.p. are; for killing monsters, for finding monetary treasure, and for finding magic items. I've found that when x.p. are given for solely these purposes some controversies occur. If we look back to the definition of experience such things as the amount of treasure or the type of magic item gained become totally irrelevant. For example, Player A travels through a dungeon and runs into the same number of obstacles, (monsters, traps, etc.) as Player B. But unfortunately for Player A he misses a secret door which Player B finds. Why should B gain the extra x.p. for doing the same thing as A? The treasure that B found is reward enough.

The next problem I find is with magic items. Example: Player B also found in the horde a +1 Ring of Protection worth 2000 x.p. What happens if he then loses the ring? Should he not be penalized and lose the 2000 x.p. for his mistake? Just a thought.

Because of these various problems I use a different system. Normal x.p. are given for overcoming monsters as this action falls under the definition of experience. Instead of giving x.p. for treasure, BONUS X.P. are given for completing missions. From 1000 to 5000 x.p. are awarded for each surviving player depending on the severity of the mission. A party of 3rd level adventurers are hired to go into a goblin lair and kill the king. A rough task but not impossible so from 1500 to 2500 x.p. are awarded. The same group trying to rid the area of an ancient red dragon would receive 5000 x.p. for their troubles. A tough job but the survivors will be rewarded with x.p. and the dragon's great treasure!

Another little incentive to players is to give out small x.p. bonuses for doing certain feats which require the use of the character's specific class.

Any Class gains 10-100 x.p. for rolling a natural 20 in combat.

MU&ILLUSIONIST gain 10-40 x.p. for using spells which help the party or himself.

CLERICS gain 10-60 x.p. for using his spells as the MU or for using his turning capabilities. 250 x.p. are awarded for the Cleric who gains a new convert to his god.

THIEVES gain 10-60 x.p. for each of his separate abilities as well as a successful backstab.

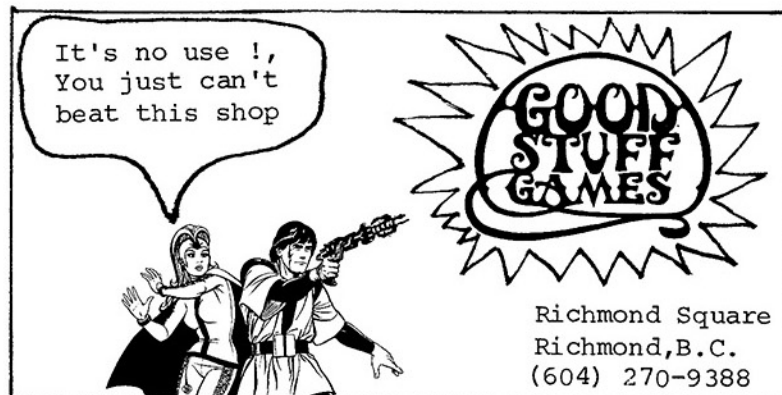
Any subclass character should receive x.p. for doing a feat unique to that class, (RANGER- tracking, DRUID- finding food, etc.)

Furthermore any character who: plays alignment exactly in a given situation (i.e. the PALADIN); who shows leadership; or generally any character who uses his head to figure out some situation instead of the old 'hack & slash' routine should be rewarded with x.p. for he is gaining exactly that: EXPERIENCE!!

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by Gary Harper

MATTEL ELECTRONICS®

# INTELLIVISION®

# UTOPIA™

Intellivision's most complex game cartridge is also among the best. UTOPIA gives each player, an island, 100 units of gold, and a population of 1000 people who need to be housed, fed, and educated. Thrown in are the variables of hurricanes, tropical storms, pirate ships and enemy rebels. Points are awarded on the basis of the population's happiness.

In the two player version, each player must take his opponent into account, for it is all too easy for an "arms race" to begin, with funds being diverted from crops, and housing into PT boats, forts, and infiltrating rebels. Even peace-time strategies may vary from agriculture (keeps the peasants happy, but offers slow growth) to Stalinists (heavy industrialization, light on housing and feeding the discontent population). Fishing can be rewarding-but watch out for pirates!

The graphics and playability are excellent, although it may take a time or two to get familiar with the many options available.

Because every game is unique, you will not soon tire of UTOPIA, and on that basis, I would highly recommend it.



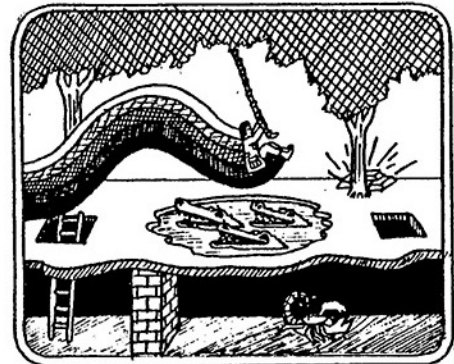
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## ACTIVISION®

# PITFALL!™



Another winner by ACTIVISION.

ACTIVISION'S latest entry into the video-sweepstakes, lets you (Pitfall Harry) race through a jungle seeking treasure. But, first you must avoid pits, quicksand, rolling logs, scorpions, cobras, fires and the deadly crocodiles.

Mechanically, Harry is operated in a manner similar to Donkey Kong—he may run left or right, or by pressing the red button, jump either straight up or up in either direction. There are often vines that he can swing on to avoid hazard, but if his timing is off—curtains!

Harry begins with 2,000 points (Hit Points?) 3 lives, and 20 minutes of time. He loses points when he falls in a pit or is hit by a rolling log. He loses a life, every time he touches a Cobra, fire or falls in a crocodile pool. (The time limit hasn't been relevant yet, as everyone has always died in the first 10 minutes)

As Harry obtains the treasures along the route, he receives bonus points, which add to his original 2,000. The game, therefore features a combination of speed and accuracy, for your final score is the number of points Harry has after 20 minutes. Damage that he takes along the way, reduces that final score. But forget the scoring—when you start playing you'll only worry about getting across the crocodile pool. HINT: a good strategy is to rest on the head of the second crocodile.

The graphics as usual, are excellent with the result that PITFALL is almost as much fun to watch as it is to play. It never fails to get a laugh, when Harry jumps up to grab a vine and finds it no longer there, or has some other disaster befall him.

This game has won rave reviews for wives and girlfriends of Atari owners—and offers a refreshing change from saving the world from alien invaders.

# ANSWERS to the Mini-Adventure

- A1-Killed it, but take 7 hp dam. in melee  
 A2-Killed it, but take 4 hp dam. in melee  
 A3-Take 12 hp dam., before killing this Real Wereboar  
 A4-It works, no damage  
 A5-It works, no damage  
 A6-spell works, but no good against this foe, it attacks take 8 hp damage  
 A7-It works, take 2 hp damage from melee afterwards  
 A8-Spell helps, but still take 4 hp dam. in melee  
 A9-It doesn't work, take 10 hp dam., before killing it  
 A10-Take 14 hp damage, before killing it.
- B1-It throws quills at you, take 4 hp dam., before getting by  
 B2-It works, no damage  
 B3-Lightning injures it, though in melee take 2 hp damage  
 B4-This Real creature, threw quills, take 5 hp damage, you get by  
 B5-Take 3 hp dam. from non burrowing animal that throws quills  
 B6-It works, although before getting to it, take 4 hp damage from flying quills  
 B7-You kill it, but take 7 hp damage in melee  
 B8-It works, no damage  
 B9-It works, it runs in Fear, no damage  
 B10-Kill it, but take 6 hp damage in melee
- C1-You kill these illusionary kobolds, but take 2 hp damage in melee with them  
 C2-Spell has no effect on illusionary kobolds, take 3 hp damage from melee with them  
 C3-You kill these illusionary kobolds, but take 1 hp damage  
 C4-These illusionary kobolds do not greet you, you however take 4 hp damage in melee  
 C5-this spell does not work on illusionary kobolds, you however take 3 hp damage in melee  
 C6-spell works, this obvious illusion dissappears  
 C7-These illusionary kobolds do not see you, cause you don't think they would.  
 C8-Same as C7  
 C9-No effect on illusionary kobolds, take 1 hp damage  
 C10-staff doesn't work on illusionary kobolds, take 2 hp damage in melee with them

- D1-The ring kills it, no damage on you  
 D2-It works, no damage  
 D3-no good, this is not an illusion, take 5 hp damage in melee  
 D4-take 2 hp damage only in melee, spell helps  
 D5-it works, take no damage  
 D6-kill it, but take 3 hp damage in melee  
 D7-No problem, no damage  
 D8-after initially hitting it with mace, you then become visible, take 2 hp damage in following melee rounds  
 D9-It works, take no damage
- E1-spell works better than you thought, it puts them unconscious  
 E2-They run over to see what you're running from, great move  
 E3-No problem  
 E4-staff works on one near entrance other attacks, take 2 hp damage  
 E5-Kill them, but take 4 hp damage in melee  
 E6-Works on one, take 3 hp damage from melee with other one  
 E7-this is no illusion, take 6 hp damage from melee  
 E8-Kill them, but take only 3 hp damage, because Blur helps  
 E9-the one in the chamber dies, however other one sees you, you pull out sword and take 2 hp damage in following melee  
 E10-Kill first one, other gives you 3 hp damage in melee
- F1-Kill it, but take 6 hp damage, plus sword useless-it crumbles  
 F2-Kills it, take no damage  
 F3-after initially hitting it with mace, you become visible, take 2 unlucky points of damage, and Mace crumbles  
 F4-spell no good for defense against this creature, take 10 hp damage plus mace crumbles  
 F5-this Real creature attacks, take 17 hp damage, dagger no good now  
 F6-spell doesn't work on it, take 8 hp damage, before killing it plus sword corrodes and is no longer usable  
 F7-Lightning kills it, take no damage
- G1-This creature eats humans, and tries to eat you, take out sword for defense, take 22 hp damage before killing it  
 G2-Lightning does damage, in melee with sword take 12 hp dam.  
 G3-This Real creature delivers 34 hp dam. before you kill it  
 G4-It doesn't work unfortunately, take 25 hp damage in melee  
 G5-Blur spell helps, take only 17 hp damage in melee  
 G6-It works, take no damage  
 G7-It works, no damage  
 G8-This spell blinds the creature, you kill it, but take 12 hp dam.  
 G9-Same as G8 except take 15 hp damage  
 G10-Nice try, but it doesn't work (doesn't understand language) take 20 hp damage from following battle

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H1-Blur spell has no effect on undead, take 7 hp damage in melee  
 H2-It works, no damage  
 H3-spell doesn't work on undead plus you're not a cleric, take 10 hp damage from melee  
 H4-destroy them, but take 8 hp damage from fight  
 H5-spell doesn't matter to creatures, take 3 hp damage  
 H6-Great choice, take 1 hp damage from fight  
 H7-destroy them, but take 4 hp damage  
 H8- spell has no effect, take 3 hp damage from fight  
 J1-no effect on creature, you get paralyzed and die from this creature  
 J2-no effect on non intelligent creature, you get paralyzed and die from this illusion  
 J3-you hit it, it hits you, you get paralyzed then die from this illusory Gelatinous Cube  
 J4-Same as J1  
 J5-Same as J1  
 J6- You kill it, take no damage  
 J7-Same as J1  
 J8-Same as J3  
 J9-Lightning does no good, it hits you once, and you get paralyzed from this illusion and die  
 J10-Same as J9

K1-Kill it after taking 4 hp damage  
 K2-Lightning has no effect, take 15 hp damage before killing it  
 K3-It works, no damage  
 K4-Same as K3  
 K5-this Real creature does 13 hp damage before you kill it  
 K6-creature blinded, you kill it and take no damage  
 K7-Lightning doesn't work, take 8 hp damage after it bites you before you kill it  
 K8-Same as K7 except take 10 hp damage  
 K9-dart misses and you kill it after taking 3 hp damage from bite

L1-it grabs you with claws, mace no effect on it so take 10 hp damage from clawing before hitting with sword which causes it to explode giving you another 4 hp damage  
 L2-doesn't work, take 3 hp damage from claws, and 2 hp damage from explosion after stabbing it  
 L3-dagger hits, it explodes, take only 1 hp damage  
 L4-Lightning works, it explodes, take 3 hp damage

L5-it grabs you, claws you, you take 2 hp damage. After you stab it you take 4 hp damage from explosion  
 L6-No effect on non intelligent creature, it claws you for 3 hp damage then after you stab it, it explodes and you take 2 hp damage  
 L7-dart misses, take 4 hp damage from explosion, after hitting it first  
 L8-spell has no effect, claw does 3 hp following explosion 3 hp damage  
 L9-you appear after hitting it first; take 1 hp damage from explosion  
 L10-it doesn't work, damage same as L8

M1-dagger has no effect, take much damage; too much; you die  
 M2-Fear has no effect on non-intelligent golem, same with sword; no effect-You die from 50 hit points damage  
 M3-ring has no effect; Die from 50 hp damage  
 M4-spell doesn't work, you die from not using magical blunt weapon  
 M5-You kill it, after taking 35 hp damage  
 M6-spell doesn't work; take 46 hp damage from melee  
 M7-spell fails, and sword is no use against creature; take 50 hp damage  
 M8-this Real golem kills you, as sword and dagger has no effect on this creature  
 M9-spell fails, take 40 hp damage from fight before killing it  
 M10-You Die; all sharp weapons have no effect on creature  
 M11-spell works, you attack with a good first hit on it, after appearing it delivers 31 hp damage, before you kill it



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