

... Steve Jackson, designer of *Ogre* and *The Fantasy Trip*, has now formed his own games company, *Steve Jackson Games*. Initial releases are *Kung Fu 2100*, a tongue-in-cheek martial arts game first introduced in *The Space Gamer No.30*; *One-Page Bulge* is a fast-moving simulation of the Ardennes offensive of 1944; *Raid on Iran* gives you the opportunity to free the American hostages from the embassy; and *Cardboard Heroes* is a line of fantasy miniatures -- in cardboard ...

... *Chaosium* are active again with the release of the boxed edition of *RuneQuest* which includes the rulebook, a revised *Apple Lane* scenario booklet, *Fangs* a starter set of pre-rolled monsters and NPC's, character and monster sheets, a booklet on general role-playing, and six polyhedral dice. Just out are two *RuneQuest* supplements: *Plunder* is a book of treasure, and *Runemasters* is a book of strong role-playing characters such as *Rune Lords* and *Rune Priests*. In the pipeline is *Griffin Mountain*, a large *RuneQuest* scenario pack; the *Thieves' World*; and three *Elric* games: *Soul-Stealer* a *RuneQuest* variant for *Elric* role-play, *White Wolf* miniature rules, and a complete re-casting of the *Elric* boardgame. The patient are also to be rewarded with the news that *White Bear & Red Moon* is soon to be re-released in a boxed version under the title of *Dragon Pass* ...

... *Games Workshop* have been granted the official UK licence to produce both "official" and "approved for use with" *Traveller* material by *Games Designers' Workshop*. First official title to be released is *Leviathan, Adventure 4*. This is an adventure aboard the merchant cruiser *Leviathan* in the Out-Rim Void and was written by our own Bob McWilliams, editor of *Starbase* and creator of *The Sable Rose Affair (WD17)* and *Survival! (WD21)*. ... *Judges Guild* have released *Wildlands of the Fantastic Reaches* approved for use with D&D and concerns the south east of the City States; *Tancred and Darthanon Queen* are two adventures approved for use with *Traveller* ...

... *Metagaming* have released *Grailquest, Microquest 3* for the *Fantasy Trip* ...

... *Task Force Games* have released *Starfire II* following the success of *Starfire*, and *Spellbinder* in which warlock generals lead their armies into battle. ...

... *TSR* continue to add to their range of AD&D Modules with A1 -- *Slave Pits of the Undercity* ...

... *FGU* are now boxing more products with *Space Opera*, science fiction role-play, and *Land of the Rising Sun*, role-play in the age of the Samurai being their new releases. ...

... *Group One* are a new American company with a licence from *GDW* to produce "approved for use with" *Traveller* items. First releases are *Encounters in the Ventura Quadrant*, *Encounters in the Corelian Quadrant* and *Mission to Zephor* ...

... under licence from *Kalmbach Books, MAP* have brought out *Famous Spaceships of Fact and Fantasy*, a guide to modelling craft from *Star Trek*, *Galactica*, *Star Wars*, *Space 1999*, and the *Apollo Programme*. .



Molten Magic looks at some of the new science fiction and fantasy figures available. The code letters and numbers on the photographs are for identification and are not those used by the manufacturers. The manufacturers' code is shown in brackets after the title of each individual figure.

A. Citadel Miniatures Ltd..

1. 'Sheridan' Class Battle Cruiser (SCP6)
2. 'Bismarck' Class Fleet Battle Cruiser (SCP7)
3. 'Niregyhaza' Type Pursuit Cruiser (SCL5)
4. Giant Boar (FF67)
5. Monk with Staff (FA7)
6. Moneylender (FS64)
7. Gnoll Chieftain (FTG4)
8. Storekeeper (FS63)
9. Serving Wench (FS59)

10. Skeleton Rider on Horse of Hell (FF66)
11. Little Old Man (FS55)

B. Asgard Miniatures

1. Giant Troll (FM66)
2. Ogre Scratching Head (FM63)

C. Ral Partha

1. Elven Personalities (ES76)
2. Caveman Attacking (ES78b)
3. Caveman Advancing (ES78a)
4. Female Demon (1 of ES77)



An eager crowd awaits the opening ceremony.

... On 4th October 1980 *Games Workshop* opened its new branch in Manchester. It was officially opened by *White Dwarf* editor Ian Livingstone with a little help from a dragon, a wookiee, and a star patrolman. To take advantage of the opening



Ian Livingstone and *The Games Workshop's* friends cut the ribbon. security guard.

offers, many people queued all the previous night, but first through the door was David Wood who snapped up a bargain copy of *Traveller*. Dave was followed by Mark Browne and Dave Annis. . .