



The Premier Magazine of Games and Gaming

THE DRAGON has been undergoing a gradual facelift in recent months, and making some policy changes as well. In this issue we have initiated two of the more significant alterations with the introduction of *Cover to Cover*, and the redefining and movement of this column.

In the past, *Rumbles* was the catch-all column for the magazine, containing information concerning the contents of the issue, upcoming plans, policy statements, personal statements and editorials—a rather diverse recipe.

In the future, *Cover to Cover* will deal with the contents of the issue, going into greater detail than was possible in the past. It will highlight the articles themselves, and sometimes tell you about the authors, and where they are coming from, their credentials, or lack thereof, and other information useful to the reader.

Rumbles will remain my place to sound off, make statements regarding policy or policies of TSR Periodicals, ask pointed rhetorical questions, make personal statements, and editorialize.

We have more changes in the works that will be implemented as time allows, and we are able to initiate them. We have completely revised our layout and design policy, and have some graphics changes that will probably manifest themselves in the next two issues. As we grow, we are trying to both look and act somewhat more professional.

Most of these changes have become possible due to the expansion of the staff. While I certainly enjoyed the total control I once exercised over this magazine, it has been much easier to produce a quality product every month since Jake came to work with me, and it got even easier and more enjoyable when Kim Mohan joined us this past summer. John Baillie's contributions to the magazine should improve it even more. I feel fortunate to have assembled such a quality crew for TD. Most importantly, we all enjoy whatever it is that we do. Nearly as important is the fact that all of us are gamers, and never lose sight of that reality. We feel that we are producing a magazine for our peers, and as such one of our most important criteria for selecting material is our own collective interest in the subject matter. Judging from our pleasing growth rate, we must assume that a good many of you share our interests and tastes, most of the time. As evaluating any given game is a very subjective thing, there are bound to be games that some of you feel that we overlook, or areas of gaming that we

slight. Undoubtedly, we have published articles that some readers had no interest in at all. Hopefully, there were enough that were sufficiently interested in any given article to make it worth publishing. It is very difficult to get a handle on how the readership is receiving us when we get so little feedback, and so few letters to the editor commenting on that aspect of our magazine.

If there are games or areas of gaming that you feel that we are neglecting, please write to us and let us know. Contrary to popular misconception, we do read every bit of mail that we receive. (The operative word here is *receive*. If one of the harbingers of the decline of a civilization is the deterioration of the postal system, our civilization is doomed. . . .)

We are never able to process submissions as quickly as we'd like to; right now we're about seven weeks behind our already slow schedule. Both articles and art, particularly the latter, are piling up on us. By the time you read this, we will be caught up again. Magazine publishing is a business of fits and starts of activity.

There are some new areas that we intend to get into in the next few months. We hope to get a column started on gaming with computers, if we can ever line up enough knowledgeable writers and interesting articles that don't sound like gibberish.

Soon we will have a column dealing with gaming and how its done in England. While I don't expect it to be very regular at first, we do have high expectations for it once John Baillie gets established for us.

There are a good number of games that don't get the analysis and coverage that they deserve. There are many games that don't fit the traditional image of "wargames" that we would like to cover. Wargamers play other games besides wargames, and many of them are damned interesting. How many of you have ever heard of a game called *Cartel*? It is one of the more interesting financial strategy games that I have ever played, and taught me a number of economic lessons. How about *ACQUIRE*, the financial strategy game by 3M? When I was overseas on board an aircraft carrier for eleven months, about nine or ten of us *wore out* three sets. I still find it one of the most challenging "parlor" games that I play.

There are games from antiquity that we are looking into, and others more modern as well.

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The Dragon

VOL. IV No. 5

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Convention Schedule 1979-80

WINTERCON VIII (Nov. 16-18, 1979)— The winter version of MichiCon. WinterCon is sponsored by the Metro Detroit Gamers. Has all the usual features. Contact: Metro Detroit Gamers, 2616 Kenwyck, Troy MI 48098.

WINTER FANTASY 4 (Jan. 5-6, 1980)— A mini-convention sponsored by TSR Hobbies, Inc., at the American Legion Hall, 735 Henry St., Lake Geneva WI. No pre-registration necessary, but further information is available from Joe Orłowski, TSR Hobbies, Inc., P.O. Box 756, Lake Geneva WI 53147.

ORCON IV (Jan. 18-20, 1980)— Sponsored by the Armchair Strategists Club at California State University - Fullerton. Contact: The Armchair Strategists Club, c/o University Activities Center, CSU-F, Fullerton CA 92634.

WARCON '80 (Feb. 1-3, 1980)— The largest annual wargaming convention in the Southwest WarCon is sponsored by the Texas A&M University gaming club, GROMETS, and will be held in the Memorial Student Center of Texas A&M University. Contact: WarCon '80, P.O. Box 5718, Texas A&M University, College Station TX 77844.

GENCON SOUTH (Feb. 15-17, 1980)— The event is scheduled to be held at the Ramada Inn in Jacksonville Beach, Fla. Contact: GenCon South, 5333 Santa Monica Blvd. North, Jacksonville FL 32207.

DUNDRACON 5 (Feb. 16-18, 1980)— To be held in the newly expanded Villa Hotel in San Mateo, Calif. For general information, contact DunDraCon V, 386 Alcatraz, Oakland CA 94618. For room reservations: Villa Hotel, 400 South El Camino Real, San Mateo CA 94403.

WISCON 4 (March 7-9, 1980)— Organized by the Society for the Furtherance and Study of Fantasy and Science Fiction (SF²), in conjunction with the University of Wisconsin Extension. Information is available from SP, Box 1624, Madison WI 53701.

COASTCON '80 (March 14-16, 1980)— To be held in Biloxi, Miss. For information, contact Larry W. Reese, Corresponding Secretary, Coastcon, Inc., P.O. Box 6025, Biloxi MS 39532.

Cover to Cover

(Continued from page 1)

By the way, some of you may be wondering where the answers to **Dragon Quiz #3—Name That Author and/or Title**. You say you didn't know about the quiz? Did we forget to print that too? Seriously, though, we (the TSR Periodicals staff and our printer—we'll share the blame this month) inadvertently dropped a title and a couple of bylines for articles that appeared in THE DRAGON #29. Our apologies. Now, here's your chance to play editor: Take out your #2 robin's-egg blue editing pencil and open your copy of TD #29 to pages 4 and 5—Craig Bakey's article—pick a clear spot in the art and in big block letters write "Of The Gods." That's the title that should have been there. Circle it and spec it for 48 point Souvenir Bold type. See how easy it is? Now turn to page 6. Underneath the title and just above "Editor's Note," write in "by Deidre Evans," spec it 18 pt and underline it with a squiggly line (the squiggly line means bold face). Ready for another one? Turn to page 24 and the piece on Inns and Taverns. Want to try this one yourself? The by-line should be: "by I. Marc Carlson." All done? Looks good!

That's about it for this month. In closing, for those of you who keep writing to us asking about the irregular appearance of **Finieous Fingers**, please be patient J.D., the artist who does Finieous, is in the Navy and has recently had much of his time taken up with flight school. THE DRAGON is not quite big enough yet to tell the government to give him more free time, so bear with us. Finieous will be back soon, we promise.

Rumbles

(cont. from page 2)

As most of you know by now, the Egbert incident has been happily resolved, and James was found in good health.

I find it curious that a story that generated such publicity while he was missing should die so suddenly and quietly when he was found. It was as if a blanket was cast over the entire affair, after getting everyone excited and involved. No facts were released, although we do know that D&D was not involved in any fashion. The accounts that I was given indicate that the alleged map had been a red herring, and not a map at all.

The spinoff publicity has been enormous, and can only serve to help the hobby as a whole. But there were too many incidents of sensational and inaccurate reporting to simply let it go. The most ridiculous example that I saw appeared in one of the gauzy-official service publications known by many of its readers for its right-wing distortions and selective printing. In it, all of the most bizarre elements of the whole unfortunate Egbert affair were linked together in the most sensational and irresponsible manner. This is indeed unfortunate, as many servicemen and women play D&D or other games of our genre. Some of these persons hold positions of great responsibility and trust, requiring high level clearances. I can only hope that their CO's have more common sense and intelligence than to be influenced by the ignorant editor responsible for that piece of garbage, a newspaper story that was so firmly rooted in ignorance.

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Editor

A "Best Of" Boo-boo

The article entitled "Solo Dungeons & Dragons Adventures" on pages 66-67 in "Best of The Dragon" is incomplete. Because of an error during the reprinting of the article, the first section of Table V does not appear.

Following is the missing section. It should be inserted after Table IV and before the sub-table entitled "Unusual Shape and Size," which was actually the second section of Table V in the original article, published in The Strategic Review, Vol. 1, No 1:

TABLE V. CHAMBERS AND ROOMS: (Roll for Shape and Size, Shape and Size: then Exits, then Contents)

Die	Chamber Shape and Area	Room Shape and Area
1	Square, 20' x 20'	Square, 10' x 10'
2-4	Square, 20' x 20'	Square, 20' x 20'
5	Square, 30' x 30'	Square, 30' x 30'
6	Square, 40' x 40'	Square, 40' x 40'
7	Rectangular, 20' x 30'	Rectangular, 10' x 20'
8,9	Rectangular, 20' x 30'	Rectangular, 20' x 30'
10	Rectangular, 30' x 50'	Rectangular, 20' x 40'
11	Rectangular, 40' x 60'	Rectangular, 30' x 40'
12	Unusual Shape and Area; see sub-table below—	