

CHALLENGE™

The Magazine of Science-Fiction Gaming US \$3.50

65

3rd Annual
HORROR
Issue!

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FROM THE MANAGEMENT

HORROR.
TERROR.
FEAR.

Kind of shivers your timbers right there. My first experience of being scared silly and loving it still sticks in my mind. It was 1972, and ABC broadcast a made-for-TV movie called *The Night Stalker* starring Darren McGavin. McGavin was Carl Kolchak, crusading reporter after a vampire in Las Vegas. The whole thing blew my 7-year-old mind, as did the next Kolchak TV movie (*The Night Strangler*) and the subsequent series, *Kolchak, The Night Stalker*. (Side note: The Science Fiction Channel has announced that they'll be running the series.... Cool.)

Since then, I've continued my love affair with horror. Novels, especially the work of H.P. Lovecraft, Clive Barker and Anne Rice, have all broadened my view on the genre. And, of course, fear on film can really lay you out when done right: John Carpenter (*The Thing*, *Prince of Darkness*), Kathryn Bigelow (*Near Dark*) and Ridley Scott (*Alien*) have sent repeated chills down my spine.

As entertaining as all that stuff was, none of it comes close to what Kolchak did. Not that it was *that* great of a show, mind you. It was good, yes, but most of the entertainment, fear and fun came from me and my imagination. I was receptive and eager for adventure. I guess that's what we want to achieve with this issue—for you to turn back the clock, suspend your disbelief and be swept away. So put on some mood music, maybe Orff's *Carmina Burana* (y'know, that eerie chanting from *The Omen*) or Concrete Blonde's *Bloodletting*, turn down the lights, and have some good scary fun.

BOO!

Did I getcha?

— Steve Bryant

WHY IS ICE LEFT OUT IN THE COLD?

One absence I note among the covers of **Challenge** is any coverage of Iron Crown Enterprises' excellent *Space Master* and *Cyberspace* gaming systems. Why? Is it a deliberate ploy, or does no one submit articles on these systems?

In my case, I use both **Mega Traveller** and *Space Master*. From **Mega Traveller** I use the Imperium universe. Currently my campaign is based in subsector District 268 of the Spinward Marches, so **Mega Traveller** is my source material, while I use the *Space Master* system to game with the Imperium. The official *Space Master* universe is about what tech 18 to 20 compared to the Imperium's 15. By taking the appropriate technology levels into account, an entertaining mixture is provided. Does **Challenge** publish hybrids like this **Mega Traveller/Space Master** admixture? If not, why not?

Mark Ryan
Dunedin, New Zealand

We would publish adventures for ICE's science-fiction games like Space Master and Cyberspace but your second theory is correct, we haven't received any submissions.

We also don't publish hybrids because our readers tell us they aren't interested in these types of adventures.

THE FUTURE OF 2300 AD

I am an avid fan of GDW and almost all of its games. I umpire a **Twilight: 2000** campaign and am interested in starting a **2300 AD** group. I am writing to, first, be one among many to tell you that without your games my life would be a very dreary affair and, second, to ask some questions. As I previously mentioned, I am thinking of starting a **2300 AD** group but I am concerned about the lack of literature being published to support the system. I subscribe to **Challenge** and the articles are usually top-notch. However, I would be very reassured if I knew for sure that you will continue to support the system with more modules and sourcebooks. I have also been glancing through the index in **Challenge** #50, and have spotted several interesting articles in previous issues that I don't possess. Do you still have the back copies? If so, which issues? I would like to receive a pilot issue of **Eternal Soldier** and information on how I can subscribe. I saw

your panel about seeking new submissions but I haven't come up with a really good idea yet. I'd like to say again that GDW is the best as far as I'm concerned and I'm eagerly waiting on issue #60 of **Challenge**! Oh yeah! Please tell Bob Larkin that "The Sphinx Prophet" on the cover of issue #59 was... well, awesome! Keep up the good work!

Brad Sweet
New Orleans, LA

GDW is not planning any 2300 modules/sourcebooks at the present. Challenge will support the system.

CYBERPUNK FICTION

The **Journal of the Travellers' Aid Society** and **Challenge** built their reputations on GDW's excellent games: **Traveller**, **Mega Traveller**, **Twilight: 2000** and **2300** to just name the games I own. It is a shame to see you wasting your magazine space on games like *Shadowrun* and *Cyberpunk*. Is it any surprise that in the issue 58 feedback, all the articles on both games were in the lower 50%?

You have published many items of cyberpunk fiction, but I cannot recall you ever publishing any **Traveller/Twilight/2300** style fiction (according to my magazine database: five pieces of cyberpunk, and no other fiction!) As a computer professional (both hardware and software, all levels), I have my own problems with cyberpunk's dream about computing into the future, so I am not unbiased.

I am seriously considering letting my subscription expire. This is a major decision, since I have all the issues back to issue number 7. It would also be the only gaming magazine that had drifted so far away from my interests that I dropped it. You cannot be everything to everybody! Look at TSR's *Dragon* or AH's *General*. They limit themselves to certain genres and succeed admirably.

So, a last plea, return to your roots before you lose your readers!

Scott Romanowski
Wilmington, MA

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