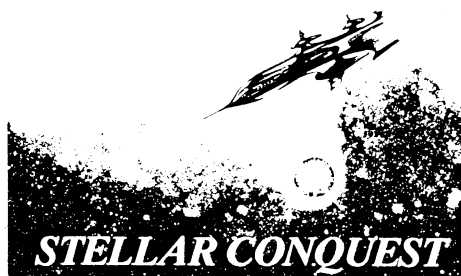


SCIENCE FICTION AND FANTASY

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Already recognized as a classic of science-fiction gaming, *Stellar Conquest* is a game of exploration, production, and combat. As the players fight for control of a globular cluster, victory will go to the one who makes best use of the available resources to outbuild and outguess his (or her) rivals.

Components include 17" by 22" six-color plastic map; 400 ship counters; 20-page rule booklet; 4 spare data sheets; 78 "star cards," and a supply of record sheets.

For 2, 3, or 4 players; playing time 3 to 5 hours.

Designed by Howard Thompson; booklet cover by Kelly Freas.

Stellar Conquest sells for \$9 — \$8 for subscribers to Metagaming's magazine, *The Space Gamer*.

MONSTERS! MONSTERS!

A fantasy game for the *bad* guys. *Monsters! Monsters!* is a role-playing game with a difference. Instead of becoming a hero and confronting the forces of evil, you



become a *monster* — and the more evil deeds you do, the better.

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Monsters! Monsters! can be played by any number, and may last from a couple of hours to forever.

Designed by Ken St. Andre; edited by Steve Jackson; illustrated by Liz Danforth.

Monsters! Monsters! sells for \$5. Discount price for *The Space Gamer* subscribers — \$4.50.

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Godsfire is two games in one. The basic version is a battle game, with space fleets and ground forces fighting for control of fifteen planets. A totally new system for movement makes *true three-dimensional maneuver* easy.

The advanced game adds diplomacy, subversion, politics — and the chance of Armageddon. Before you go to war, you'll have to gain the support of internal political and economic interests (by fair treatment, negotiation, bribery, or force) — or face revolution.

Components include two giant 22" by 34" strategic maps; 15 System Sheets; 6 National Government Sheets; 1,008 unit counters; 616 Gigabuck counters; 6 Data Sheets; and the 16-page, 8½" by 11" rule book with full-color cover.

Godsfire can be played solitaire or by 2 to 15 players; counters are supplied for 6. Playing time varies from two hours to all day, depending on the scenario chosen.

Designed by Lynn Willis; edited by Steve Jackson; illustrated by Elladan Elrohir.

Godsfire sells for \$15. *TSG* subscriber price: \$12.50.

Metagaming's new MicroGames sell for \$2.95 each (\$2.50 for *TSG* subscribers). They're fast-moving and easy to learn — basic versions play in an hour or less.

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THE SPACE GAMER

the science fiction and fantasy game magazine

The Space Gamer is a bimonthly zine devoted to all aspects of science fiction and fantasy gaming. Features include articles on gaming, game-oriented fiction and stories based on actual game situations, reviews of new games, original art, reader-voted game ratings, letters, and more.

TSG subscribers also receive special discounts on Metagaming products.

The Space Gamer appears bi-monthly. A six-issue subscription is \$5.00; twelve issues, \$9.00. Subscriptions begin with the current issue.

METAGAMING

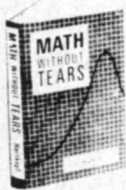
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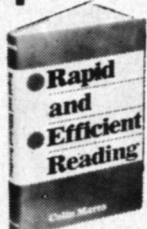
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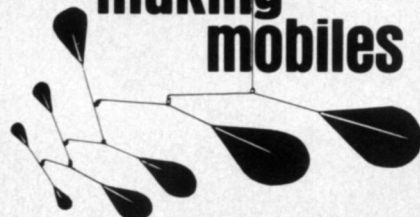
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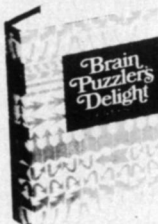
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