

# THE GAMER & COMPUTER GAMER

THE PREMIER MAGAZINE FOR ALL GAMESPLAYERS

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\*GAMESVIEW \*WARLOCK \*NICKY PALMER

And Featuring

## COMPUTER GAMER

The first issue of our brand new supplement  
catering for the Computer hobbyist.



FREE GAME INSIDE



# THE GAMER & COMPUTER

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GAMERS

Happy Birthday! *The Gamer* is one year old this issue and you will detect one or two changes. David Pritchard, the distinguished and long-standing editor of the magazine and its predecessor *Games & Puzzles*, is leaving in order to work on a number of books on games. He will continue as editor of our sister magazine, *Top Puzzles*. The editorship will now be in the hands of the undersigned. We will devote every effort to maintaining the high standards which David has established.

We intend to continue comprehensive coverage of all table-top games, expanding to include new areas as they develop. An important innovation will be an increasing frequency of games included within the covers of the magazine. Here again the watchword will be variety. Readers interested in submitting their own designs will find details in this issue of how to go about it.

We are delighted to announce the return of Richard Sharp, whose *Bedbug Island* series was one of the most popular ever printed in *Games & Puzzles*: author of numerous books on every kind of game and former National Scrabble Champion, Richard is the incarnation of the word 'Gamer'. Another new feature series is 'The state of the art of . . .', in which practitioners of various well-known games talk about how often they are actually played, whether strategies are developing or static, and where you can find opponents. Francis Roads starts

the ball rolling with an assessment of Go.

Computers have been with us for many years now and, like it or not, they have a considerable impact on all our lives. However, a new development has been the precipitous drop in the price of microcomputers, bringing them within reach of large numbers of people. Sinclair have sold 350,000 in two years, while their major rivals, Acorn, expect to have sold 75,000 BBC computers alone by the end of 1982. Game companies have not been slow to plunge into this market. Here at *The Gamer* we have been receiving letters on the subject which fall into two categories: 'Why is there not more coverage of computer games?' and 'Please cut out the computer games!' So we are going to accommodate both sides. There will be no computer games in the *Gamer*. But inside the covers will be a separate free supplement, *Computer Gamer*. In accordance with our standard policy of employing recognized authorities the editor of *Computer Gamer* is Mike Costello, editor of *The War Machine*.

Nicky Palmer

John Lamshead

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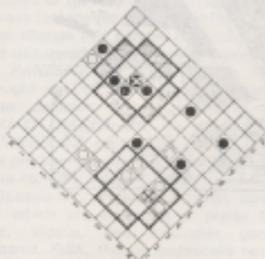
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is advisable. All matter should be sent to The Editor, 23a George St, Luton, Bedfordshire.

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## CHAD PUZZLE COMPETITION

We apologise to readers for the failure to print the Chad problem in issue 6. Here is (White to move and mate in 13 moves or less):



A signed Chad set (as shown in issue 6) will be sent to the sender of the first correct entry received.

Admirers of Christian Freeling's systematic design methods will be glad to know that a successor to the game called Hex Chad will be discussed by him in one of the next issues.

## GAMES!

THE *Gamer* intends to publish more free games so we are interested in acquiring original game designs. We are looking for abstract games, family games, role playing games, war games, etc., etc. Such games must be suitable for inclusion in the magazine without requiring special or large numbers of components.

All published games will be paid for at our usual rates. The inventor retains the copyright, we purchase only the right to publish.

To avoid disappointment and wasted effort please send us a letter describing the main points of your game before sending the game itself: we will let you know whether it potentially meets our needs and if it does will invite you to submit the design for detailed study and testing. A stamped addressed envelope is always appreciated, particularly if you are sending materials to be returned.

While on the subject of writing may we remind readers that we are always interested in game-related articles.

## FREE GAME OFFER: for readers of *The Gamer*.

To introduce you to "Railway Rivals", one of the best value board games on the market, The "Gamer" has arranged a special offer for our readers with Rosierne Games. You can have a FREE map and copy of the rules! Just send a 12/6p stamp for postage (overseas: 2 IRCs) together with this coupon to:

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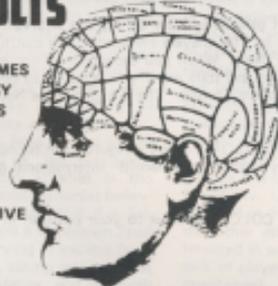
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