

FREEDOM IN THE GALAXY (SPI); \$20. Designed by Howard Barasch and John H. Butterfield. Boxed, with 32-page 8½" x 11" rulebook, 12-page 8½" x 11" Galactic Guide, one 22" x 23" game map, 400 die-cut counters, two four-page sets of charts, and tables, 140 play cards, compartmentalized tray and two six-sided dice. Two players; ½ hour to 30 hours or more. Published 1979.

The easiest way to describe **FREEDOM IN THE GALAXY** is Star Wars on a board. Rebels seek to win the support of local planet populations, raise armies and overthrow the oppressive Galactic Empire. The Empire must seek out and destroy rebel leaders and strongholds without losing its iron grip on its subjects. Both sides are represented by characters, such as the young rebel Adam Starlight and the Imperial Knight Redjac, and by large military units. Characters can act individually, in groups, or as military leaders. Planets can be controlled diplomatically or militarily. The rules cover personal and military land and space combat, alien environments, monsters, planetary defense bases, blockades, assassinations, subversion, sabotage, rebellion, rescue missions, spying, torture, oppressive taxation and planet-crushing weapons.

FITG is a big game with a lot of variety and many player options. The map, depicting 51 planets in 25 star systems, is a work of genius. Although the game is immense, almost all book-keeping can be done on the map. There are six different types of Imperial units, from the lowly Militia to the dreaded Elite Navy, and 26 types of rebel units, varying by strength and native environment. The rulebook is divided into three sections of increasing complexity. Early scenarios deal with only one star system, moving up to a province and finally the whole empire.

FITG's sheer size means the rules can't cover every possible situation. There are numerous typographical errors, and two rule sections which talk about column shifts to the right when they obviously mean column shifts to the left. Space battles can stretch on for months, and separate space engagements around one planet are resolved as one battle. The game is fast-paced, but the full campaign can take 30 hours or more.

FITG is not for people who like simple games — it is long and complex — but it's a good investment in terms of fun dollars spent, and a must for anyone with \$20 and a handful of Star Wars ticket stubs in their jeans.

—Steve Winter

JOURNEY (Grenadier Models); \$10.00. Boxed, with a 16" x 16" map, a sixteen-page 5" x 7" rulebook, four ship status cards, twenty uncut counters, eighty punch-out cards, and two dice. Two to four players; playing time about forty minutes. Published 1980.

JOURNEY is one of Grenadier Models' new "Great Little Game Line," a series of "midi-games" attractively packaged in a narrow box, with nice cover art. The game's somewhat-hokey rationale is that ships from two to four contending worlds are competing to get to the Epsilon Cygni II system to pick up a supply of much-needed plinthium magnate. The game map depicts the galaxy, more or less, with a series of five concentric circles, each with nineteen spaces. Players move around these circles by die roll, subtracting the number of squares moved from a fuel allotment chart on the status sheet for each ship. Most of the squares are occupied by a symbol of some

sort, and most of these require a card draw from the appropriate pile of either "alien raiders," "galactic disturbances," "unexplored planets," or "black holes."

JOURNEY has some nice ideas. The use of cards adds to the game in allowing some random events and varied encounters to occur. The quality of the components is generally good, save that one would have hoped for die-cut counters with a \$10 price tag.

JOURNEY is set up and plays like a parlor game. While not exactly an interstellar *Candy Land*, **JOURNEY** will probably bore most wargamers rather quickly. Movement by die roll means players don't have much control; the major decision is when to stop for refueling. Players can attack one another only after one of the participants has loaded with the precious mineral. Generally players are competing against the cards rather than their opponents, and this makes for a somewhat dull game where the players themselves make few important decisions.

Despite the interesting use of cards, I can't find much to recommend in this game. Most gamers will tire of it quickly, and the price of \$10 would be much better spent, in terms of play value, in picking up two or three of the various *Micros* and capsule-format games on the market.

—Tony Watson

MYTHOLOGY (Yaquinto); \$14.00. Designed by Steve Peek. Boxed, with 24" x 38" mapsheet, 1-page rulesheet for basic game, 12-page rulebook for advanced game, pad of record sheets, 10 god cards, 54 playing cards, about 200 counters, two dice. Two to eight players; playing time two hours up. Published 1980.

MYTHOLOGY simulates the events of ancient Greek mythology, when "Gods and Goddesses ruled supreme." Each player takes the role of a god or goddess, killing monsters (or heroes!), capturing prizes and racking up glory points. He may hinder the other gods with plague, pestilence, earthquake, famine, and worst of all, the occasional feast (which causes other gods to lose their turns).

First the good points. The mapsheet is beautiful: bright colors, well-drawn, and on card stock instead of paper. The counters are heavy and nicely done in three sizes and several colors. There are plenty of log sheets, which are well-designed and very helpful.

Unfortunately, typos abound on the counters, and I found a few beauties in the rules. The plastic tray has no lid and the large counters fit poorly, so you can rely on the counters getting scrambled. The basic and advanced

games have little in common except for the components; they are two different games. The basic game is simple-minded and static. The advanced game is overly complex and almost unplayable (at least with four players; I am told play is more fluid with six). The rules are hard to read, hard to understand, and hard to explain to a new player.

The game had promise, but it failed to deliver. I do not recommend it.

—John Strohm

ODYSSEUS, LEGENDRY & MYTHOLOGY (Fantasy Games Unlimited); \$5.50. Designed by Marshall T. Rose. 32-page 8½" x 11" booklet, one character reference sheet, 36 cards to cut apart, and two ship plans, all on heavy paper. Two or more players; playing time indefinite. Published 1980. (Not included, but necessary for play: six-sided and percentile dice.)

ODYSSEUS is a system of "role-play for the Homeric age." It includes character generation rules, ships, combat, maps, matrices, descriptions of the gods, and explains how to set up and run a campaign. All in one book!


Rarely has there been such organization in a book of this kind. Many things that could happen to ships and people are explained and charted. Combat and weapons descriptions simulate the Greek style of fighting well. There is even a section, "Rules Check," provided to let you see how well you understood the rules up to that point.

The character generation rules are a little skimpy at times, and some of the numerous tables are difficult to figure out. But a few minutes' perusal will straighten out most of the problems. The combat system is a bit strange: each character takes a card, figures out the percentage to hit, then rolls dice. (Sample calculation of hit probability: $45 + 10 - 15 + 0 - 03 = 37$.)

As new RP systems go, this one is above average. Only one book, and it is well-designed. Historical gamers specializing in the classic period, this is for you.

—Elisabeth Barrington

SPACE FUTURE (Family Pastimes, RR4, Perth, Ontario, Canada K7H 3C6 — available through World Future Society, 4916 St. Elmo Ave., Washington D.C. 20014); \$9.50. Designed by Jim Deacove. Five page 8½" x 14" booklet, 17" x 25" map, 40 die-cut fuel tokens, 25 plastic mission tokens, 15 equipment cards, 45 experience cards, and four spacecraft control charts; packaged in a cardboard box. For 2-4 players; playing time varies with the scenario.



TAQ

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