

games, Redmond Simonsen on graphics and production, and there will be an SPI Roast and an SPI-AH softball game. Frank Chadwick and Arnold Hendrick will be giving seminars. Operational Studies Group is to have a panel on the Future of Simulations. I shall be making a presentation on sense, style

and simulation in wargames. There are many possibilities. Most importantly, on Saturday night there is an open meeting to discuss the future of the present awards system. Whatever tournaments, discussions, and adventures we engage in we should work so as to look ahead to a decade of Origins. ■■

**Table I. ORIGINS CONVENTIONS**

Title	Dates	Site	Attendance	Ehibitors
Origins I	25-27 July 1975	Johns Hopkins U. Baltimore	1500	24
Origins II	23-25 July 1976	Johns Hopkins U. Baltimore	2200	24
Origins '77	22-24 July 1977	Wagner College Staten Island	2300	40
Origins '78	13-16 July 1978	U. of Michigan Ann Arbor	3400	45
Origins '79	22-24 June 1979	Widener College Chester, PA	NA	NA

**Table II. EVENTS PRESENTED AT ORIGINS**

	Origins I	Origins II	Origins '77	Origins '78
Panels	-	4	4	20
Seminars	-	3	12	18
Tournaments	16	21	28	73
Demonstrations	-	6	1	18
Scheduled Meetings	1	3	2	6

**Table III. CHARLES ROBERTS AWARD WINNERS**

Year	Category	Winner
1974	Hall of Fame	Charles Roberts, Don Turnbull
	Best Professional Game	<i>Third Reich</i>
	Best Amateur Game	<i>Manassas</i>
	Best Professional Magazine	<i>Strategy &amp; Tactics</i>
1975	Best Amateur Magazine	<i>Albion</i>
	Hall of Fame	James Dunnigan
	Best Professional Game	<i>Kingmaker</i>
	Best Amateur Game	<i>Bataille de la Moskowa</i>
1976	Best Professional Magazine	<i>Strategy &amp; Tactics</i>
	Best Amateur Magazine	<i>Jagdpanther</i>
	Hall of Fame	Tom Shaw
	Best Strategic Game	<i>Russian Campaign</i>
	Best Tactical Game	<i>Terrible Swift Sword</i>
	Best Professional Magazine	<i>Strategy &amp; Tactics</i>
1977	Best Amateur Magazine	<i>Jagdpanther</i>
	Best Graphics	<i>Avalanche</i>
	Hall of Fame	Redmond A. Simonsen
	Best Strategic Game	<i>Victory in the Pacific</i>
	Best Tactical/Operational Game	<i>Squad Leader</i>
	Best Fantasy Board Game	<i>War of the Rings</i>
	Best Professional Magazine	<i>Strategy &amp; Tactics</i>
Best Semi-Professional Magazine	<i>The Space Gamer</i>	

## Requests from the SPIRIT World

Brad Hessel would like to hear from accomplished players of the *BattleFleet Mars* tactical system, in order that he can compile a list of potential blind-testers for *Against Four Worlds*, the s-f game concerning a concerted attack by extraterrestrials against humanity. The combat in that game will utilize a modified BFM system.

John Butterfield is looking for playtesters for his new *Arnhem Bridge* Time Capsule. Please note that this is a relatively simple, fast-moving game, not the "Arnhem Bridge" *Sniper*-system game that was proposed some years back! Joe Perez is recruiting people interested in testing his Time Capsule, *Eben Emael*.

Are you a member of a group that has been looking for a new multi-player game? SPI's *Medieval* game is nearly ready for blindtesting, and Ajax Buccini would be glad to hear from you if you are interested.

Write to Jim Dunnigan if you are intrigued by *Demons*, his new Magic Capsule game. The game does include a spell to summon a naked female, but no illustrated counters are provided (at least, not in the blindtest sets).

The Staff is considering several Time Capsules that have been designed by freelancers on spec, and we would like to get several of them tested for balance. We currently have (or expect to have) manuscripts in hand for *Drive on Leningrad*, *Blenheim*, *Omaha Beach*, and *The Bulge* (the last actually being an in-house effort). The games would need an intensive workout, as balance and "interest" are critical factors in evaluating the acceptability of Capsule Games. If you are interested, write to Brad Hessel and indicate a first and second choice.

We are still recruiting for *World War 3* and *Global War*. These two games suffer from unfinished development, but remain on the bestseller list. We would like to update these games by giving them a thorough overhaul. Therefore, we are looking for a serious individual willing to rewrite the rules and change the system so that the games will be playable and balanced. The counters and the map may not be changed, but some charts may. This will require a substantial commitment of time on the part of the person(s) who accepts this task, but there will be cash remuneration. *World War 3* has priority over *Global War*, so if the respondent is undecided, he should go with *World War 3*. Write to "World War 3" or "Global War" in care of SPIRIT.

**Game Questions and Errata.** To apply for the position of answer man, write SPI and mark it Attention: Eric Goldberg to determine whether the game you wish to work on is available. If the game of your choice is listed below (or you are informed that we need a person for the position), a sample errata should be collated so the Editor can determine your ability. Remuneration is in the form of game credit. *War in Europe/East/West* and *War Between the States* are in need of answer men. ■■