

ORIGINS

A PICTORIAL ESSAY '78 photos by James Steward

The said it couldn't be done, but Metro Detroit Gamers did it! Consensus: **ORIGINS IV.** was **Great!** The almost 3000 participants were impressed with the excellent organization, the high quality of the exhibits and seminars and other events, and most of all with the efficiency and courtesy of the hundreds of volunteers. We never had it so good', was a comment often heard. Will next year's organizers be able to equal this feat? Strategy and Fantasy World, of **PenCon** fame, will certainly try very hard, and if anyone can do it, they can. We wish them luck!

The Charlies and the Guild Awards

There is good news and bad news for our readers in regard to the Charlies (as the Charles Roberts Awards are irreverently called). The good news is that they went to most deserving recipients. The bad news is that F&M, among the nominees for Best Professional Magazine, didn't make it. So, for us it's once again, 'If You Are Number Two, You Try Harder'. And here is the complete list of nominees and winners:

Best Tactical Game

Air War
Highway to the Reich
October War
Squad Leader (WINNER)
Wacht am Rhein

Best Strategic Game

The Conquerors
Fulda Gap
A Mighty Fortress
Victory in the Pacific (WINNER)
War Between the States

Best Professional Magazine

Campaign
Fire & Movement
The General
Strategy & Tactics (WINNER)

Best Semi-Professional Magazine

Perfidious Albion
Signal
Space Gamer (WINNER)

Best All Time Fantasy Board Game

Dungeons
Lords & Wizards
Sorcerer
War of the Ring (WINNER)
White Bear and Red Moon

Hall of Fame Award

Redmond Simonsen

Congratulations! Also, the Game Designer's Guild presented awards. Here, the nominees and winners were:

Best Movement-Related System

Air War
Battle Fleet Mars
Citadel (WINNER)
Gettysburg '77
Yalu

Best Combat-Related System

Citadel (WINNER)
Squad Leader

Best integration of Game System With a Situation

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The SPI sales booth with their bestsellers **THE NEXT WAR** and **ATLANTIC WALL** in the background.

Air War
Case White (WINNER)
War Between the States

Best New Game Concept

Air War (tied for WINNER)
Battlefleet Mars
Cosmic Encounters
Imperium
Pearl Harbor
Squad Leader
Traveller (tied for WINNER)

Best New Game

Air War
Imperium (WINNER)
Squad Leader
Star Empire
Traveller
War of the Ring

Game Designers' Workshop's sweep was almost complete, with four wins and one tie out of five! It almost looks as though Avalon Hill and SPI were too busy with softball practice to attend the Guild meeting. (Apropos softball: the traditional great AH/SPI confrontation ended in a tie.) F&M's award for best presentation at ORIGINS, by popular acclaim, goes to Redmond Simonsen for an excellent seminar on the artwork that goes into a wargame.

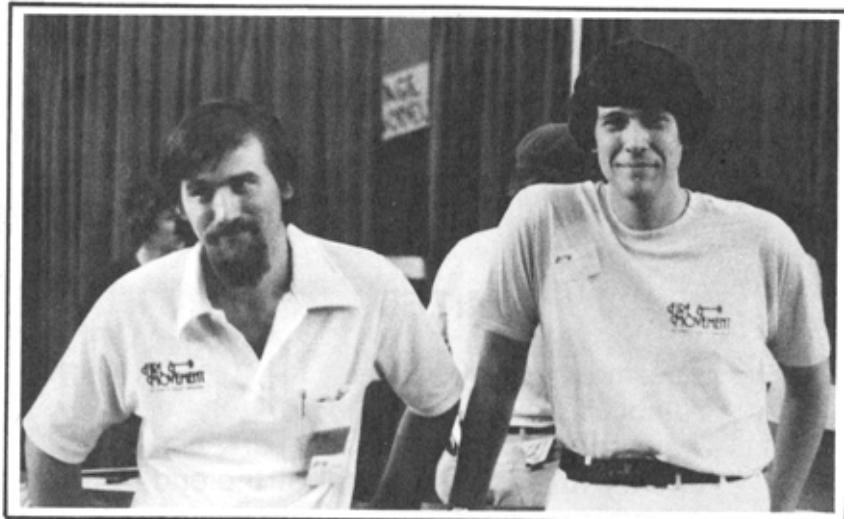
There will be a few changes in organization and procedure with respect to the Charlies. A committee has been formed, of which our Allen Doum is a member. Details will be forthcoming.

Publishers at ORIGINS found their ware in great demand. Among the star attractions were AH's **Cross of Iron**, GDW's **Operation Crusader**, and SPI's **Atlantic Wall**, all of which were quickly sold out. F&M, too, found many new friends and, in addition to stacks of #12, sold out all back issues at hand.

If any trend has become visible at ORIGINS* then it is a rapprochement between the historical and fantasy-science fiction factions of the hobby. 'Classical' wargamers seem to start taking a greater interest in the newer — and better — fantasy and science fiction games, and the latter have been profiting from some of the design concepts developed for historical games. We may expect to see quite a number of new fantasy and science fiction titles released this year. Yet, all this appear to be a broadening of interest rather than a shift; Joe Wargamer shows no sign of becoming tired of historical games and simulations.



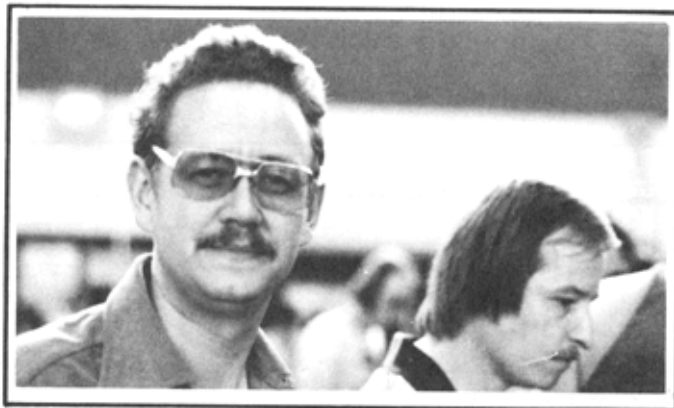
From Left to right, Richard Berg of SPI, Frank Chadwick of GDW, and with his 5-5 Softball T-shirt, Brad Hessel of SPI.



Assistant Editor Roy Schelper (left) and Contributing Editor Phil Kosnett (right) do a little hustling at the F&M booth.



Elise Gygax of TSR 'manning' the booth?



John Mansfield (at left) and unknown gamer at ORIGINS. John is, of course, the publisher of **Signal Magazine**, and the originator of the Charles Roberts Awards.



Much activity at the Avalon Hill booth with **CROSS OF IRON** selling out in four hours!



Marc Miller (foreground) and Scott Renner (background) of GDW photographed during the **TRAVELLER** tournament.