

## Designer's Notes

Ares NR12, January 1982, p.18 (with ad from p.38)

### DragonQuest

In a recent staff meeting we discussed the future of *DragonQuest* products. We are well aware that the *DQ* playing public is clamoring for more material, and we are trying to work new products into our crowded schedule for the upcoming year. After much discussion we did decide several things:

1. Steve Jackson (of Steve Jackson Games) has finished the *DQ* World Generation project which will be published next summer for one of the conventions. It will most likely appear as a softbound book approximately 128 pages long.
2. Sometime next year *DragonQuest* Adventure #4 will see the light of day. Tentatively, I am scheduled to design it.
3. We plan to contract an individual (or group of individuals) to design a complete city supplement/adventure to be published during the summer convention season.
4. A combined Advanced Skills/Monsters supplement is planned for the HIA show in early 1983, which I will design with the assistance of playtesting groups around the country. Also, at the show will appear *DQ* Adventure #5, and there may be a surprise with this one, so stay tuned!
5. Planned, but not scheduled, is a *DQ* army combat game, allowing characters to lead armies into battle and provide systems for the resolution of those combats. This game may or may not appear in *Ares*.
6. The future of the Alusia map series is uncertain. Sales so far have not justified the continuance of the project, but we feel a debt to those who await the rest of the maps. One possible solution is to use *Ares*; instead of the normal issue game, we would publish an Alusia map along with an adventure game using a simplified version of the *DQ* role-playing system that would be played on the map.
7. Starting with issue nr. 13 of *Ares*, we will publish a capsule role-playing adventure in each issue, and the entire role-playing section of the magazine will be expanded to include more supplemental rules material and playing aids. This section will cover both *DQ* and *Universe* and will be a sort of "magazine within a magazine." We are currently soliciting adventures; if you are interested, please send me a query letter (include a self-addressed, stamped envelope), but do not send an unsolicited manuscript (they will be returned immediately, unread).

We are anxious to hear your comments on the above suggestions and your ideas for new products. Also, we would like to hear from groups interested in playtesting new adventures and supplements. We are further interested in sponsoring readers who would be willing to GM *DQ* adventures at conventions, and we would provide prizes and support; please contact me directly if you are interested in such an endeavor.

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The *DragonQuest* Second Edition book has just arrived from the printer and it is gorgeous. It should be available now at your retailer, and I expect you'll agree with me that it is the best looking role-playing rules book on the market, bar none. Meanwhile, back to my laboratory to work on *Arcane Wisdom*.

Gerry Klug