Swords and Sorcery

Abstract: *Swords and Sorcery* was developed originally by Simulations Publications Inc. (SPI) in the late 1970's in response to the general popularity of the fantasy genre at the time, particularly dungeons and dragons. It uses a traditional wargame hexagon map to depict an original fictional world. The rules set included extensive back stories about the world and its inhabitants that make interesting reading in their own right.

Pros: the application domain is relatively well-defined, since the board game has detailed rules. Swords and Sorcery would benefit extremely from computer implementation, since it is so large and complex that it is hard to manage the physical pieces and remember all the rules.

Cons: Not everyone likes games, or fantasy.

Why We Ought to Do It:

This particular game is a hilarious parody, with many silly references both to our world, historical figures, and popular fantasy and science fiction franchises. There are not one but two "dark lords". There are paladin heroes with magic swords. There are "red orcs" and "white orcs" that have a bloody civil war over communist versus monarchial forms of government. There are crazy cult leaders with names like Unamit Ahazredit. And there are gigantic killer pengiuns.