

# Wheels Within Wheels: The Making of Traveller

## The Genesis of a Spacefaring Classic

In the annals of role-playing games, few titles hold as much reverence as Traveller. Its groundbreaking science fiction setting, innovative rules system, and enduring legacy have made it a cornerstone of the hobby for over four decades.



## Wheels Within Wheels: The Making of a Traveller

by Dervla Murphy

★★★★☆ 4.4 out of 5

Language : English  
File size : 1837 KB  
Text-to-Speech : Enabled  
Screen Reader : Supported  
Enhanced typesetting : Enabled  
Word Wise : Enabled  
Print length : 240 pages



But how did this beloved game come to be? What were the inspirations behind its creation, and what challenges did its creators face in bringing it to life?

The answers to these questions and more are revealed in "Wheels Within Wheels: The Making of Traveller," a captivating new book that takes readers on a behind-the-scenes journey into the development of this iconic RPG.

## **Unveiling the Creative Process**

In "Wheels Within Wheels," renowned game designer and historian Jon Peterson delves into the intricate tapestry of Traveller's creation, from its embryonic form as a wargame to its metamorphosis into a full-fledged role-playing experience.

Through extensive interviews with the game's original creators, including Marc Miller, Frank Chadwick, and Loren Wiseman, Peterson paints a vivid picture of the creative process. He explores the influences that shaped Traveller's unique vision, including classic science fiction works, historical events, and the personal experiences of its designers.

The book also sheds light on the challenges faced by the Traveller team. From financial constraints to creative differences, Peterson unveils the obstacles they encountered and how they ultimately overcame them.

## **Beyond the Game: A Cultural Impact**

"Wheels Within Wheels" goes beyond the mechanics and history of Traveller to examine its profound impact on the wider world of science fiction and RPGs.

Peterson explores the game's influence on literature, film, television, and other media. He also discusses the role Traveller played in the development of the modern RPG industry, inspiring countless other games and shaping the way we think about role-playing.

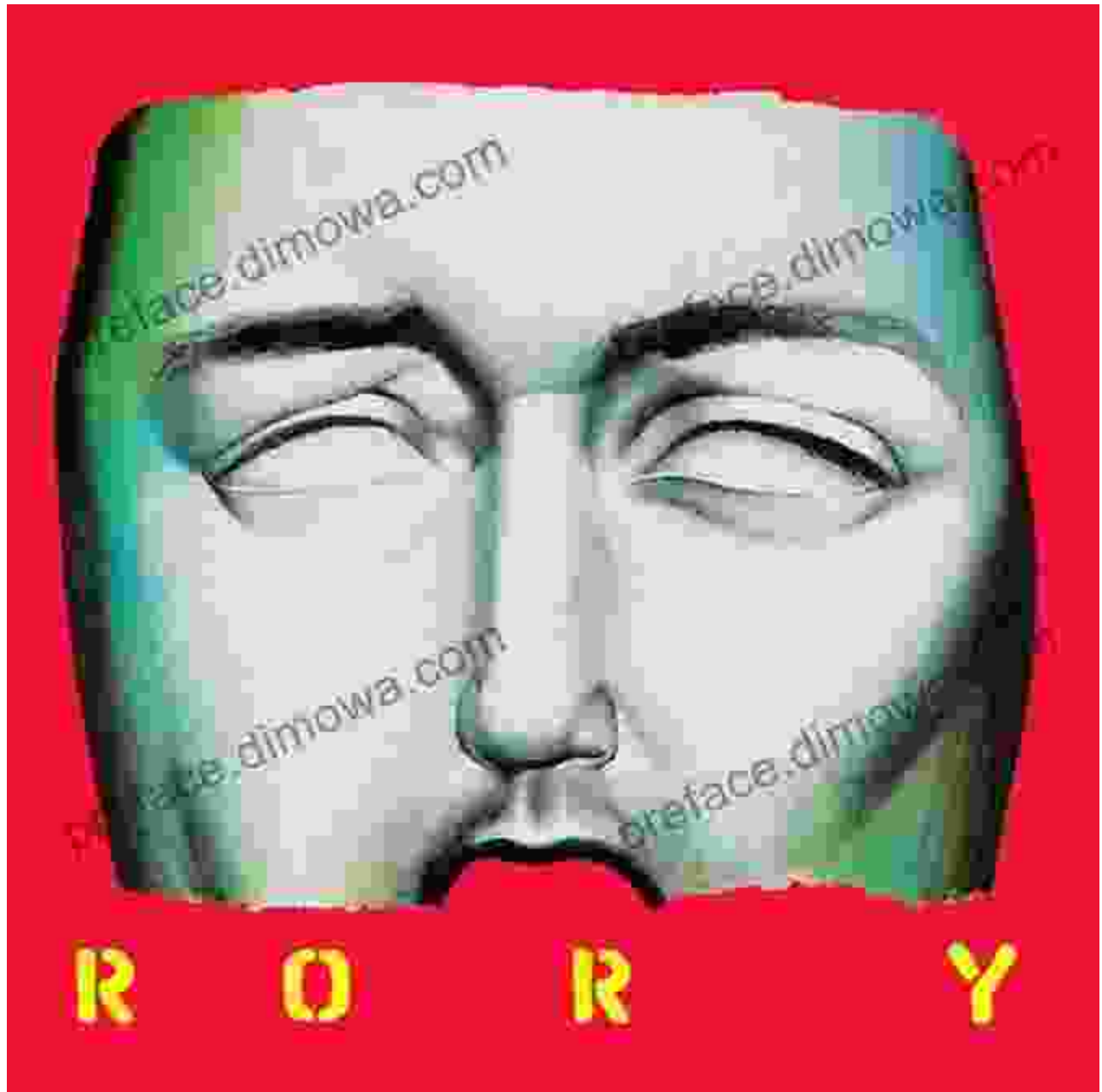
In addition, the book delves into the vibrant fan community that has sustained Traveller for decades. Peterson interviews fans, collectors, and

game masters to uncover the enduring appeal and legacy of this beloved game.

### **A Must-Read for Fans and Historians**

"Wheels Within Wheels: The Making of Traveller" is an essential read for anyone interested in the history and development of role-playing games. It is a treasure trove of information, insights, and anecdotes that will fascinate fans of Traveller and enthusiasts of RPG design alike.

Whether you are a seasoned veteran of the Third Imperium or a newcomer to the wonders of Traveller, "Wheels Within Wheels" is a must-have addition to your library. It is a testament to the creative vision, dedication, and enduring appeal of one of the most influential and beloved RPGs of all time.



## About the Author

Jon Peterson is an award-winning game designer, author, and historian. He has worked on numerous role-playing games, including Traveller, Call of Cthulhu, and RuneQuest. His other books include "Playing at the World: A History of Simulating Wars, People, and History from Napoleonic

Wargames to Role-Playing Games" and "The Elusive Shift: Notes on Writing Role-Playing Games."

Peterson's passion for Traveller and his meticulous research make "Wheels Within Wheels" an indispensable resource for anyone interested in the history and development of this iconic game.

Free Download your copy of "Wheels Within Wheels: The Making of Traveller" today and delve into the fascinating journey behind one of the most influential role-playing games of all time.



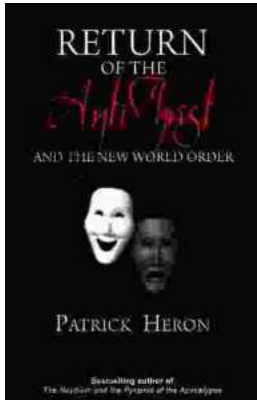
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