

Hyborian War is a play-by-mail game set during Robert E. Howard's Hyborian Age in the world of Conan the Barbarian. The Origins Award–winning game, published by Reality Simulations, Inc., has been continuously available for play since 1985. The game's genre is heroic fantasy, also known as sword and sorcery. Conan appears as a wandering hero whom players can employ until fortune takes him elsewhere. The game designer wove multiple aspects of Howard's stories into *Hyborian War* including diverse landscapes and cultures, grand armies, large-scale battles, powerful wizards, and courageous and heroic deeds. Gameplay is multifaceted and complex. Players choose from 36 kingdoms of small, medium, and large sizes, each with different victory conditions. A central focus of the game is conquest and expansion through military action and diplomacy. Intrigue, magic, and other tools of statecraft in a fantasy setting are available to players. The game retains an active player base in the 21st century. (**Full article...**)