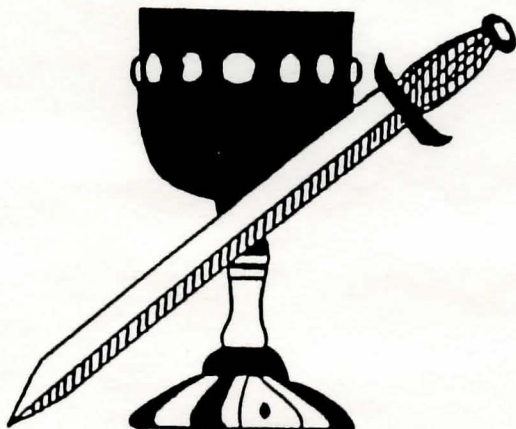


# The Adventure & Strategy Club

17 SHERIDAN ROAD, LONDON E12 6QT

Telephone: 081-470 8563



THE  
REFERENCE BOOK  
OF  
ADVENTURE  
STRATEGY  
SIMULATION  
& ROLE-PLAYING  
GAMES

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GAMES

**INDEX TO SECTIONS**

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- Z - (For future use)



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## PREFACE

\*\*\*\*\*

The Reference Book of Adventure covers four main areas of adventuring:

- ADVENTURE GAMES
- STRATEGY GAMES
- SIMULATION GAMES
- ROLE-PLAYING GAMES

\*\*\*

The Amendment and Update Service enables you to:

- Build up the Reference Book by inserting sheets which contain new, previously unpublished material,
- Cancel obsolete information by replacing old sheets with amended sheets containing updated material.

\*\*\*

The Reference Book consists of 26 sections covering specific subjects (please refer to the Index of Sections for full details). Each sheet, whether amendment or update, should be filed in its appropriate section.

Each sheet bears a reference number such as:

017/D-23

- \* The first three digits relate to the pack number which included this particular sheet (Pack No 17 in our example).
- \* The letter after the / refers to the section where the sheet is to be filed (Section D in our example).
- \* The last digits are the page number of the sheet within its section ( Page 23 of section D in our example).



INDEX

The following book of reference covers four main areas of Adventure:

- ADVENTURE GAMES
- STRATEGY GAMES
- SIMULATION GAMES
- ROLE-PLAYING GAMES

\*\*\*

The following and Update Service enables you to:

- Build up the Reference Book by inserting sheets which contain new, previously unpublished material.
- Cancel obsolete information by replacing old sheets with amended sheets containing updated material.

\*\*\*

The Reference Book consists of 25 sections covering specific subjects listed in the Index at Section 1 (1-10). Each sheet, whether amended or update, should be filed in its appropriate section.

Each sheet bears a reference number such as:

817D-22

- \* The first three digits relate to the page number which indicates this particular sheet (here 817 is our example).
- \* The fourth digit (the 'D') refers to the section where the sheet is to be filed (Section 2 is our example).
- \* The last digit (the '22') is the page number of the sheet within the section (page 22 of section 2 is our example).



## HELP-LINE DETAILS

### \* BY MAIL:

Sue Roseblade will deal with requests for help by mail. Please write to her at 22 Pembroke Avenue, Eynesbury, St Neots, CAMBS PE19 2SW, enclosing a stamped addressed envelope. State the title and version of the game, and details of your query. She will usually reply to you on the day of receipt of your letter. Overseas Members using the Mail Help-Line should enclose an International Reply Coupon (I.R.C.) for a speedy reply.

### \* BY TELEPHONE:

Sue Roseblade can also be contacted by telephone on 0480 471216 at the following times:  
Weekdays between 13.00 and 15.00  
Mondays and Thursdays between 18.30 and 22.00  
For help with all adventures and for further specialised helpline contacts for many other games.

An extensive adventure help-line is run by Joan Pancott on 0305 784155 at the following times:  
Seven days a week between 13.00 and 22.00  
For help with all traditional adventures, especially on the 8-bit formats.

Call Sylvia Parry on 081 870 4641 at the following times:  
Mondays to Fridays between 18.00 and 22.00  
For help with AMIGA and ATARI ST adventures and RPGs.

Call Jacqueline Wright on 061 339 0092 at the following times:  
Seven days a week between 19.00 and 22.00  
For help with a wide range of adventures and RPGs on PC and most other formats.

Call Debbie Lawford on 081 859 8531 at the following times:  
Seven days a week between 19.00 and 23.00  
For help with many of the latest AMIGA adventures and RPGs.

Call Mike Barton on 0423 324917 at the following times:  
Weekdays between 18.00 and 21.00 except Thursdays  
Saturdays and Sundays between 12.00 and 20.00  
For help with AMIGA adventures and RPGs.

Please ALWAYS quote your Membership Number when you contact us.

\*\*\*

## PUBLICATION DATES

15th September, 15th November, 15th January,  
15th March, 15th May, 15th July.

**BACK ISSUES OF PACKS OF AMENDMENT AND UPDATE SHEETS**  
\*\*\*\*\*

The Reference Book of Adventure is constantly amended and updated, but you should make sure that you do not miss out on reference material previously published.

Packs 1 to 10 were published by the Adventurers Club Ltd, and we are able to supply these as follows:

\* **MEMBERS' PACKS Nos 1 to 4**

Price: U.K.....: £1.50 per Pack.  
Europe (Air Mail).....: £2.00 per Pack.  
Rest of the World.....: £3.00 per Pack.

\* **MEMBERS' PACKS Nos 5 to 10**

Price: U.K.....: £2.25 per Pack.  
Europe (Air Mail).....: £2.75 per Pack.  
Rest of the World.....: £4.00 per Pack.

\* **MEMBERS' PACK No 11 ONWARDS**

Price: U.K.....: £4.00 per Pack.  
Europe (Air Mail).....: £4.75 per Pack.  
Rest of the World.....: £6.25 per Pack.

\*\*\*\*\*

**ACL MEMBERS' DOSSIERS TO COMPLETE YOUR COLLECTION**  
\*\*\*\*\*

Prior to producing the Reference Book of Adventure, the Adventurers Club Ltd published 38 Members' Dossiers which you may wish to purchase. Since 1985, these magazines have included reviews of 248 adventures, complete solutions and mini-solutions to 33 adventures, interviews, guest writers, hints and tips, basic adventuring and many other features.

PLEASE NOTE: Dossiers numbers 5/6, 11/12, 17/18 and 21 to 38 (incl) are double issues, and therefore count as TWO DOSSIERS EACH.

**MEMBERS' DOSSIERS Nos 1 to 13**

U.K.....: £2.50 per dossier.  
Europe.....: £3.00 per dossier.  
Rest of the World (Air mail).....: £4.00 per dossier.

**MEMBERS' DOSSIERS Nos 14 to 38**

U.K.....: £1.50 per dossier.  
Europe.....: £2.00 per dossier.  
Rest of the World (Air mail).....: £3.00 per dossier.

\* PLEASE REFER TO PAGE A-3 FOR SPECIAL DISCOUNTS !!!

**IMPORTANT:** Special discounts can no longer apply with respect to Dossiers 1 to 13, due to the increased costs of reprinting.



**THE ADVENTURE & STRATEGY CLUB REFERENCE BOOK BINDER**  
\*\*\*\*\*

The Adventure & Strategy Club produce a high quality, durable deluxe ring binder for the Reference Book of Adventure. Prices are as follows:

U.K.....: £ 7.95  
Europe.....: £ 9.45  
Rest of the World .....: £10.45

\*\*\*\*\*

**BINDERS FOR YOUR COMPLETE COLLECTION**  
\*\*\*\*\*

These specially designed binders will keep your Members' Dossiers in mint condition and will allow easy reference and access to your complete collection. There are two different kinds of binders to allow for the different format of the earlier dossiers, but they are similar in appearance to the binder used for the Reference Book of Adventure, and will thus blend together to form a continuous collection of volumes.

Five binders will hold the complete collection, as follows:

Volume No 1 (ring binder).....MDS 1 to 12  
Volume No 2 (ring binder).....MDS 13 to 20  
Volume No 3 (strip binder).....MDS 21 to 32  
Volume No 4 (strip binder).....MDS 33 to 38

Volume No 5 (ring binder).....Reference Book of Adventure  
(For details see above)

Please specify the volume number required when ordering.

Price per binder: (Nos 1 to 4)

U.K.....: £ 5.95  
Europe .....: £ 7.45  
Rest of the World .....: £ 8.45

Indices are included free with each binder.

\*\*\*\*\*

**SPECIAL DISCOUNT PRICES !!!**  
\*\*\*\*\*

- \* Order 7 to 12 Members' Packs and/or Dossiers and you may deduct 15% from your total payment.
- \* Order more than 12 Members' Packs and/or Dossiers and you may deduct 25% from your total payment.
- \* Order more than 12 Members' Dossiers, and you may deduct 25% from the price of binders (No 1 to 4), while existing stocks last.

**MEMBERSHIP NUMBER**

\*\*\*\*\*

Your MEMBERSHIP NUMBER is printed above your name and address on the envelopes containing the packs of Amendment and Update Sheets. Please make a careful note of it, as it must be used in all correspondence with us, and it also gives you the current status of your subscription.

All Membership Numbers are under the following format:

3611/23042

- \* The first two digits represent the number of the LAST Pack which you will receive under your current subscription.
- \* The next two digits represent the number of the FIRST Pack which you received under your original subscription.
- \* The last 5 digits form the remainder of your Membership Number.

Thus, in our example, the Member started with Pack No 11 and his/her current subscription will end with Pack No 36.

\*\*\*\*\*

**BUY - SELL - SWAP**

\*\*\*\*\*

Members have the opportunity to BUY, SELL or SWAP computer-related products through the Club.

Please write to us with details of the Hardware or Software items (originals only) which you wish to trade. These details will be published in Section S (Notice Board) of the Reference Book of Adventure. This service is FREE to all Members.

(Please note that we are not responsible nor liable for any consequence arising from this service).

\*\*\*\*\*

**SATISFACTION GUARANTEED**

\*\*\*\*\*

Your Member's Packs should reach you in mint condition as we always ensure a quality control at our end.

However, should the content of your Member's Packs be flawed in ANY way (ink stains, creases, blemishes, etc.), then please return to us the relevant sheet(s) (NOT the full Pack) for a FREE replacement.

**REVIEW MARKS**

\*\*\*\*\*

- \* **ATMOSPHERE:** This mark reflects attention to detail, the quality of the text, and the general "feel" of the game.
  - \* **GRAPHICS:** They are marked for their visual appeal, and also whether they add anything to the adventure itself.
  - \* **PLAYABILITY:** Covers the instructions of game-play, and the user-friendliness (or not) of accessing and using the various options offered to the player.
  - \* **PUZZLES:** Indicates the number, design, originality, logic, and entertainment value of the puzzles.
  - \* **REALISM:** This mark assesses the realism of SIMULATION GAMES, as well as the implementation and conversion of "real-life" situations within the context of a computer game.
  - \* **STRATEGY:** This mark assesses the elements of strategy and the overall "balance" of the game.  
**ROLE-PLAYING GAMES:** The quality of the combat routines, the way in which progress is achieved, and the manner in which attributes and experience points are handled.  
**SIMULATION & STRATEGY GAMES:** The logic behind the game-play, and the thought-process and strategy needed in order to make progress.
  - \* **VOCABULARY:** This relates to the user-friendliness (or not) of the parser, the number of words recognised by the programme, the way input-commands have to be entered, etc...
  - \* **PSR:** The Personal Subjective Rating of the reviewer. This is not based on the average of the other marks but reflects the overall enjoyment of the reviewer who played the game.
  - \* **STAR RATING:**
- \*\*\*: A must in your collection
  - \*\* : Highly Recommended
  - \* : Recommended
  - ? : According to your taste
  - 0 : Not recommended

Review marks are assigned as follows:

<u>Adventures</u>	<u>Role-Playing Games</u>	<u>Strategy Games</u>	<u>Simulations</u>
ATMOSPHERE	ATMOSPHERE	ATMOSPHERE	ATMOSPHERE
GRAPHICS	STRATEGY	STRATEGY	STRATEGY
VOCABULARY	PLAYABILITY	PLAYABILITY	PLAYABILITY
PUZZLES	PUZZLES	PUZZLES	REALISM



**CLASSIFICATIONS USED IN THE REFERENCE BOOK OF ADVENTURE**

\*\*\*\*\*

**ADVENTURE:** A generic term which covers any game where the player is placed in a simulated environment and must interact with his surroundings by using his computer to act as his eyes, ears, hands, etc. Instructions to perform specific actions are normally entered in English sentences (of varying degrees of sophistication) using a keyboard, joystick, or mouse. The player must normally complete a quest in order to finish the game. Adventures may be text-only, or may incorporate graphics. Examples: COLOSSAL ADVENTURE, THE PAWN, LEISURE SUIT LARRY.

**ROLE-PLAYING GAME:** An adventure game (see above) in which the player normally controls a party of characters with variable attributes. Those attributes generally include experience points which control and affect many aspects of the game (difficulty level, type of problems faced, etc.). As a rule, RPG's also include sophisticated combat routines.  
Examples: DUNGEON MASTER, ULTIMA series, MIGHT & MAGIC.

**SIMULATION:** A game providing a computerised simulation of a real-life situation. The Club only covers simulations that feature substantial elements of strategy and logic.  
Examples: SIM CITY, YES CHANCELLOR.

**STRATEGY:** A game featuring elements of reasoning, strategy and logic, which are all needed to achieve a given goal. Examples: POPULOUS, STARFLIGHT, and any war-game.

\*\*\*\*\*

**REVIEWS**

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Section D of the Reference Book of Adventure is devoted to reviews of adventures, role-playing games, strategy games and simulations.

We pride ourselves on our team of reviewers, and we suggest that you should follow their recommendations carefully. Whilst a degree of subjectivity must obviously be present in reviews and marks, all our reviewers are experienced adventurers who normally complete all the games that they review. (Our reviewers are under instructions to complete at least 75% of each game before submitting their reviews.)

Our reviewers stake their reputation and credibility on their reviews and on the marks that they award, and they will always endeavour to protect YOUR interests.