24 Perthshire Dr, Peachtree City, GA 30269 404 487 8461 INTRODUCTION SEP.1993

INTRODUCTION

Welcome to the COCO Club designed to support all text and/or graphic adventure players. The Club recognizes some overlap in the different types of games, but only "adventure types" will be REVIEWed - No arcades, simulations, or D&D role-playing types. This Introductory letter includes:

- 1) ADVENTURE SURVIVORS COLLECTION:
 - A list of the adventures we have amassed over the years, with the degree(s) of progress noted. We will talk about those that we do not have a little later. A few of the tape adventures can only play with the controller unplugged. A few will only play on the CoCo 3, but most will play on all CoCo's. King's Quest III requires 512K, & Rogue plays from 128 or 512K, and a few come in program-packs.
- 2) VERBS list: This list is made up from the many adventures that we have played. We will occasionally update the list in the bi-monthly Newsletter. EXAMPLE: Add BLOCK PASS SLASH.
- 3) APPLICATION and ORDER forms. If you wish to join our little Club, clip off, fill in, and return the Application form to us, with your annual dues. Make your check or money order to L.E. Padgett. Make a list of YOUR CHOICES (1-6) for future reviews On the backside of the form. An order form is also provided, if you care to purchase Back-issues, or any adventures we currently sell. More are expected to be available in the FUTURE!

The AIM & POLICY of the Club is:

- To recognize, and abide by copyright laws - NO PIRACY!
- 2) To provide **HELP** for members, and non-members alike, who need help in solving adventure problems.

- Send business envelope, S.A.S.E., state the problem(s), and adventure. These problems, and their solutions, may also appear in the Club Newsletter.
- 3) Publish a bi-monthly Newsletter for the benifit of the Club, and the Membership.
- 4) To operate the Club on a profit basis. The operating cost of the Club will be reviewed each year, and the dues may be adjusted to maintain that goal. Current dues (U.S. dollars) are:

\$6/year - U.S.

\$7/year - Canada & Mexico

\$10/year - All others.

5) Above all else, to have FUN!

The ADVENTURE SURVIVOR's bi-monthly Newsletter will have any, or all of the following:

- 1) **CEO TALK:** Our comments on just about anything under the sun as dictated by need, and space.
- 2) REVIEW and BONUS REVIEW: One or two adventures will be reviewed, solution/information, and map(s) provided in each issue. Donations of INFORMATION by the membership on any adventure we don't have or have not played, will be GREATLY appreciated. Your name will added to the "credits" when, and if the adventure REVIEW is published.
- 3) SWAP SHOPPE: Any member wishing to buy, sell, and swap (originals only, please) any COCO stuff, can place an AD in the Newsletter. We will run your AD for at least two issues. If you wish to re-run or update it, drop us a line. We do not assume any responsibility for any deals made here. We ask all, to keep in mind "AS IS", and "LET THE BUYER BEWARE".

- 4) HELP-PROGRESS column: Questions and answers about problems found in adventures, from members & non members alike. A game in progress may be reported here. Whenever a S.A.S.E. envelope arrives with a request for HELP, a reply will be sent ASAP, If we have the answer. If we don't, your problem will be listed for at least 2 issues. All Members are asked & encouraged to respond to any plea for HELP.
- 5) FUTURE REVIEW LIST: The next six adventures to be reviewed. The 1st one listed each issue, will be reviewed next (if it's finished, and ready). As Choices are added, the last five listed in any issue, may change. We'll add choices to any issue, if there aren't enough from the membership to complete a List.

NEW: A Member may submit a list of 6 Choices for FUTURE REVIEWs, each year he (or she) is a Member.

How the FUTURE REVIEW "Ladder" works.

- a. Choices are placed on the ladder according to Choice number, and "first come, first serve" basis.
- b. Each Choice is given a "weight", based on it's Choice NUMBER.
- c. An adventure CHOSEN by more than one Member WILL move up the list according to it's NEW "weight".
- d. Normally, 2nd 6th Choices WILL NOT move above FIRST Choices already on the Ladder, even though they are Chosen more than once.
- e. Adventures selected as 2nd 6th Choices, AND ALSO selected as a FIRST Choice, WILL advance above other FIRST Choices on the List.
- 6) BACK-ISSUES of the Newsletter can be purchased by new members for an amount based on their annual dues (\$6 current dues - \$1/back-issue). Every back-issue includes the game reviewed for that issue. We DON'T sell solution/information, or maps of any adventure that has not yet been reviewed.

FREE WORKSHEETS: Where In The World Is Carmen Sandiego, Wizard's Castle, Madness And The Minotaur, Interbank Incident, and Keys Of Wizard. Worksheets are normally provided when an adventure is reviewed, if we make up one. Extras are available any time.

FUTURE REVIEW LIST: As of Sep'93.

MEMBERS:

U.S., Territories & APO's\$1.00	ea.
Canada, Mexico\$1.17	
All Others\$1.67	
NON-MEMBERS: U.S.Mailings\$1.50	ea.
Canada, Mexico\$2.00	ea.
All Others\$2.50	ea.
ALL: Buy 5, and get 1 FREE.	

1) Aug'90MADNESS - MINOTAURT,D
2) Sep'90WORLD-CARMEND3
SIR RANDOLPH - MOORST,D
3) Oct'90DUNGEONS-DAGGORATHPgmpk
DAGGORPATCHD
4) Nov'90PYRAMID-T,D, BEDLAMT,D
5) Dec'90LANSFORD-D, ONE ROOMT,D
6) Jan'91WIZARD'S CASTLED
7) Mar'91WILDWEST-D3, SILVERTON-T,D
8) May'91RAAKATU-T,D, SANDS-EGYPT-D
9) Jul'91INTERBANK INCIDENTD
10) Sep'91DALLAS QUESTD
SIR RANDOLPH RETURNST
11) Nov'91KEYS OF THE WIZARDT,D
12) Jan'92KING'S QUEST III -512K,D3
13) Mar'92RIDDLE OF THE RINGD
BLACKBEARD'S ISLANDD
14) May'92THE CONTROLLERST3,D3
MAGIC OF ZANTHD3
15) Jul'92WISHBRINGERD
HALL OF THE KING IIID
16) Sep'92HITCHHICKERS-GUIDED
HALL OF THE KINGD
17) Nov'92 <i>CALADURIL 2</i> D3
18) Jan'93TO PRESERVE QUANDICD
HALL OF THE KING IID
19) Mar'93MARTIAN CRYPTD
CALIXTO ISLANDD
20) May'93 <i>CALADURIL</i> D
21) Jul'93 QUEST OF STAR LORD D3
WHITE FIRE OF ETERNITY -D

DRAGONBLADE -----D

22) Sep'93..ADVS.IN WONDER LAND --T,D

SURVIVORS COLLECTION OF ADVENTURES

RAINBOW Magazine: Missing these back issues: 5/82, 7-12/82, 5/83, 1 & 2/84.

GROUP 1: All have been REVIEWed in Back-issues of our Newsletter.

Madness And The Minotaur Interbank Incident Calixto Island Bedlam Carmen Sandiego-World Hall of the King 3 Dallas Ouest Controllers Dungeons Of Daggorath Hall of the King 2 Sands of Egypt Raaka-Tu Sir Randolph of the Moors Hall of the King Magic of Zanth One Room Sir Randolph Returns Keys Of the wizard Wizards Castle Wild West Riddle of The Ring Lansford Mansion Martian Crypt Silverton Hitchhikers Guide-Galaxy Blackbeards Island Wishbringer Pyramid 2000 In Quest of the Star Lord Dragonblade To Preserve Quandic Caladuril Adventure in Wonder Land King's Quest III White Fire-Eternity

GROUP 2: Most adventures in these packages have been completed.

Rainbow Adventures (1,2,3,4) Spectral Associates Adventure Pac
T&D Adventure Package (1,2) T&D Adventures (1,2 - Public Domain)

GROUP 3: All of these have been completed.

Power Stones of ARD Castle of Death Seastalker The Beast Power Stones of ARD II Espionage Island Shenanigans Omniverse Planetfall Diamond in the Rough Tomb of T'ien Coco Zone Koronis Rift Castle Of The Creator Zork (1, 2, 3) Alcatraz Maze of Moycullen Fool's Crossing Enchanter Infidel Rescue On Alpha II Vortex Factor Ballyhoo Witness Escape 2012 Mickey's Space Adventure Graphic Pyramid Seaguest Adventure In Mythology Kingdom of Bashan Black Sanctum Atlantis Karrak (1,2,3,4)Treasure Of The Aztecs Major Istar Trekboer Leisure Suit Larry 4 Mile Island Pyramid 3000 Marooned

Group 4: STUCK (*), and/or have not begun. War of the Worlds I Night - Living Dead * Paladins Legacy Mr. Corey * Saga-Sorcerers Curse Castle of Tharoggad Winnie the Pooh Syzygy * Plateau of the Past Valley of Magi Maui Vice Misadventures of Eddie Mission of Vengeance Nuke the Love Boat Seventh Link Rogue Goofy Covers Government D. Duck's Playground Sam Sleuth

SWAP SHOPPE

We SELL these early text adventures by Norm Shelton (OWLS NEST SOFTWARE). All CoCo's, Disk versions, Un-protected, Save feature (except Cube), and 32K required.

MEMBER PRICES: Any Single Program - \$4.

ADVANCED COMBO: Kingdom of Bashan A

ADVANCED COMBO: Kingdom of Bashan Atlantis Alcatraz - - - \$11.

MEDIUM COMBO: Espionage Island 4 Mile Island Cube Adventure - \$11.

STARTER COMBO: Snakes Alive (arcade) My House Adv. Pirates Adv. - - \$11.

DATA MANAGEMENT PACK: Label III FILE III Program File - - \$11.

NON-MEMBER PRICES: Single Program - \$5. COMBO's, add \$2 to above prices.

Two graphic adventures by Scott Settembre (VALKYRIE SOFTWARE) are also available. Tomb of T'ien, Mr. Corey: PROTECTED, disk, SAVE, all CoCos, 64K, CMP --- \$8 each. Honor Quest: CoCo 3 only, 2-sides, CMP or RGB, SAVE, Joystick ------- \$10. Non-Members: T'ien or Corey -- \$10 each. Honor Quest -- \$12.

FREE with any above software ORDER: CASTLE OF THE CREATOR, by Glen & Bret Dahlgren Early text adventure, mentioned in Rainbow's First Adventure Contest, but never published. Has a colorful screen (TV or RGB), but no SAVE feature.

<u>S&H COST</u>: Software - \$2/order (\$3, Canada). Back-Issues - 1-4, \$1. 5 or more, \$2 U.S.DOLLARS ONLY. Money Order or Check to L.E. Padgett.

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MEMBERSHIPS: U.S., Territories, APO's - \$6/yr. Canada, Mexico - \$7/yr. All others - \$10/yr. Check or Money Order (U.S.Dollars) L.E. Padgett										
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