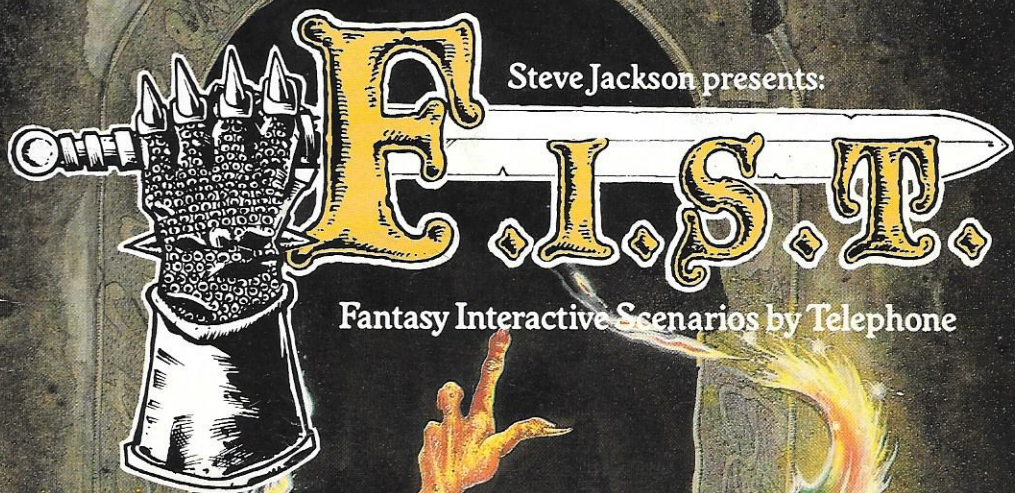


"The Number you have dialed is not of this earth.
You have opened the gateway to an alternative reality.
You are being connected to another world in another time.
Where YOU are another person. Welcome to F.I.S.T."

Steve Jackson presents:



Fantasy Interactive Scenarios by Telephone

A new dimension in fantasy gaming!

WHAT IS... F.I.S.T.?

Pick up your telephone. Dial the FIST number and you are immediately connected to a medieval fantasy world of magic, monsters and great riches to be plundered. A world where YOU are a heroic adventurer embarking on a quest for fame and fortune... if you are skillful enough to survive.

The world of Castle Mammon – Lair of the Demon Prince – created by the fertile imagination of gamesmaster **Steve Jackson** is brought to you through the state-of-the-art computer wizardry of **Computerdial Ltd.** The creatures and deadly traps which await you in Castle Mammon are brought to life with dramatic sound effects and new gaming techniques. You can *hear* the *Roar* of the Flesh Eater as your sword bites; the *Sizzle* of the Fireball bursting towards you, the *chinking* of the many Gold Pieces you will find hidden in the Demon Prince's underground dungeon.

YOU make the decisions which direct your adventure, simply by using your telephone to dial the number which represents your choice.

And, much more than that, FIST is destined to develop into a complete fantasy gaming world!. Watch out for these additional features planned to be included:

Visit the **Black Claw Tavern** where you will be able to talk to other adventurers calling in at the same time, to discuss winning strategies and exchange stories.

Visit the **Adventurer's Academy** where you can practice your swordplay techniques before entering the adventure.

Join the **Adventurer's Guild**, FIST's very own player's club.

And enter the **Monthly Competitions** – where the most skillful adventurers will win **REAL GOLD PIECES!** Further details in the free Adventurer's Pack

WANT TO KNOW MORE?

Then send a SAE today for your FIST Adventurer's Pack.
Or dial the FIST number given on the back page of this leaflet.



A new dimension in fantasy gaming!

ADVENTURER'S PACK

Our free FIST starter pack contains all sorts of goodies, including:

- A description of the background to **Castle Mammon**, the first FIST adventure
- The game rules (as much as we'll let you know!) with hints and strategies
- A membership form for **The Adventurer's Guild**, The FIST Player's Club
- How to get yourself a **Tone Dialler** (helps speed up the adventure) if your phone is not DTMF compatible
- News of latest FIST developments
- *Just send your name and address on an A5-sized stamped, addressed, envelope to:*

F.I.S.T. c/o Computerdial Ltd, P.O. Box 530, Kensington High St, London W8 5NP





THE WORLD OF F.I.S.T.

When you dial the FIST number, you will be offered the choice of either starting the adventure immediately or choosing other options. An easy-to-follow system of menus will guide you through the options currently available. Simply listen to the instructions and dial your choice.

The world of FIST will be in a constant state of development, so not all features will be available from the start, but current development plans include:

Background – To the Castle Mammon adventure (5 mins) [NB: The text of both these options are provided free in the Adventurer's Pack]

Monthly Competition – The FIST Challenge! Find the dungeon exit and register your plundered Gold Pieces at the Adventurer's Guild. REAL GOLD PIECES to be won every month!


The Black Claw Tavern – A group discussion line which will connect you with other adventurers calling at the time.

The Adventurer's Guild – Details of how to join the FIST Player's Club

The Adventurer's Academy – A fast-moving 'monster bash' designed to increase your combat skills

General Store – The village shop where you may 'buy' magical weapons, armour, potions and charms with your Gold Pieces to help you in the adventure.

COMBAT SYSTEM



You start each adventure with a pre-set level of stamina which reduces in battles when you are hit. You fight monsters by dialing in your combat strategy. Experienced FIST players will be better swordsmen than novices through the ingenious combat system which allows players to *learn* the best ways to tackle different monsters. Can you crack its secrets?

HINTS ON PLAY

Kee a pencil and paper by the telephone to track your choices. Keep a map! Dial 0 to repeat the previous message (useful for repeating options). Dial 9 to hear your Character Status (inventory, provisions, stamina and option to store your character on the computer for your next visit). Dial known options during text to skip out through familiar areas of the dungeon into uncharted regions (not all phones can use this facility). Send for the Adventurer's Pack (see below) *today!*

Characters in Limbo

Want to *save* your character? Send him into LIMBO before you hang up. If you call again within four weeks you can retrieve him from the FIST computer and continue where you left off. No frustrating "forced restart". Limbo saves time. And money!





ADVENTURE 1:

CASTLE MAMMON

Lair of the Demon Prince

Written, Produced and Directed by STEVE JACKSON

Tn days long ago, when the gods of law and chaos clashed in their eternal struggle for celestial supremacy, the world was their battleground. When the tide turned against the gods of chaos, they retaliated by sending seven Demon Princes to destroy the forces of good.

One such Prince was **Kaddis-Ra** who founded his empire beneath the ruins of Castle Mammon. Kaddis-Ra's plan was to undermine the very foundations of the forces of good by tempting youthful nobles into his underworld. These young warriors and adventurers, destined to be the future generals and rulers of the lawful lands, were particularly vulnerable. He played on the qualities of youth: their spirits of adventure, driving ambition and their zeal for excitement, fame and fortune. Many young adventurers entered his dungeons; very few returned.

Those few that survived became heroes of legend. But for each hero who emerged with plundered riches, dozens more would flock to Castle Mammon to try their own luck.

And since so few escaped his clutches, Kaddis-Ra's plan was working. In a generation or two, the forces of good would have no more than a meagre supply of champions of sufficient calibre to command armies and rule kingdoms.

"He became obsessed with his own underworld, devising fiendish traps and tempting adventurers with greater and greater riches. The rewards for success were great fame and fortune. And the bravest of adventurers relished the prospect of the ultimate prize – the chance to face Kaddis-Ra himself and rid the world of the Demon Prince forever."

Do you dare try your luck in this deadly PlunderQuest in Kaddis-Ra's underworld? There are great riches to be discovered (including REAL GOLD PIECES from our monthly competitions), but beware the Demon Prince's undead legions and deadly traps. In order to succeed you must enter the dungeons, gather as much treasure as you are able to discover, find the Escape Route and return to the Adventurer's Guild in Beckbridge to register your score of Gold Pieces.

DIAL
0898 800 876

Lines open 1 March 1988

Or send a stamped addressed envelope for further details to:
F.I.S.T. c/o Computerdial Ltd., P.O. Box 530, Kensington High St, London W8 5NP

CHARGES

Calls are charged at 38p per minute at peak and standard times, or 25p per minute between 6pm-9am and weekends. We realise premium rate calls are not cheap but rates are set by BT, not us. To overcome this

Computerdial is currently looking into a cheaper alternative for the caller.

We have built into the system as many time-savers as we could think of (some phones need a 'Tone Dialer' to take advantage of these). At this stage we feel that the FIST system is too good not to offer it immediately. We hope you will agree.