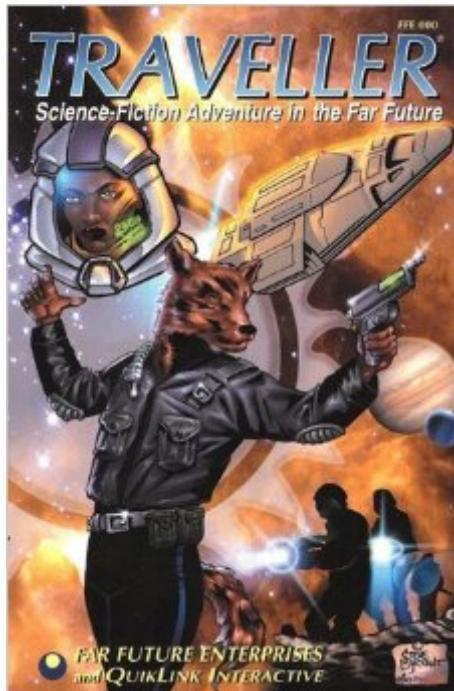


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Classic Traveller Reprint: The Basic Books (1-3)



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Customer Reviews

Back in the day (I assume, as these games were born a few years before I was), there were only two real contenders in the RPG arena. At the beginning, the two 20-ton gorillas in the room were Gary Gygax and Dave Arneson's Dungeons & Dragons family of games (including OD&D, AD&D, and even the D&D-derived Gamma World), and Marc Miller's Traveller. Of the two, AD&D has not been reprinted, instead being suffered to be repurposed into edition after edition taking it further from the parent game. Traveller was undergoing the same fate until the current rightsholder, Far Future Enterprises, realized something: There do exist people who want to play the original game as it was originally presented. And thus, they went about re-publishing the original three booklets (what old-timers apparently call the "LBB"s or "Little Black Books") of the original Traveller game as published in 1977 in a convenient one-volume book. What do you get? A slim book with a newly-commissioned cover (I've seen the original Traveller covers, and I prefer them for their minimalism) that holds reprint copies of the three original booklets, plus a new short story and some rather crowing sales figures (if I'd had my druthers, I'd have jettisoned the publishing figures, as 99% of the audience is probably not going to care overmuch). Book 1 is the basic character creation and personal combat rules. Character creation is a game in and of itself -- your character actually starts play with at least one and usually more terms of military or merchant-marine service under his belt, that is if he doesn't die in character creation. Yes, it's one of the rare games where you can have your character be killed, and not had a chance to play him.

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