

**THE GAME WIZARDS**

PRESENT YOUR . . .

**GATEWAY TO ADVENTURE**



**TSR HOBBIES, INC.**

LAKE GENEVA, WI 53147

## ROLE PLAYING GAMES

We introduced this concept to the gaming hobby! In the role playing game it is usual for one individual to act as game referee while the balance of the participants create game personae which then engage in successive game "adventures" in order to gain skill and wealth. Some of these games are DUNGEONS & DRAGONS®, ADVANCED DUNGEONS & DRAGONS™, BOOT HILL, and TOP SECRET™...

## FANTASY & SCIENCE FICTION GAMES

TSR is one of the foremost publishers of fantasy and science fiction games. While many of the role playing games fall into this category, we still offer more. Included are GAMMA WORLD, DUNGEON!, and DIVINE RIGHT, just to mention a few.



## BOARDGAMES

Boardgames cover a large field... from historical to fantasy games, to family games. Some of TSR's more popular games are FIGHT IN THE SKIES, 4th DIMENSION, DIVINE RIGHT, and many more — including the upcoming KNIGHTS OF CAMELOT.

THE GAME WIZARDS



## RULES FOR MINIATURE WARGAMES

TSR started operations as a producer of miniatures rules, and we have not forgotten this aspect of the gaming hobby. A complete list is found later, but these titles encompass history from ancient times (CLASSIC WARFARE) through the Middle Ages (CHAINMAIL), the Revolutionary War (VALLEY FORGE), and many more!

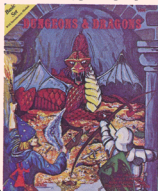
# DUNGEONS & DRAGONS®

## BASIC DUNGEONS & DRAGONS

The BASIC SET of DUNGEONS & DRAGONS provides everything you need to start playing the game of swords and sorcery role playing. 1001

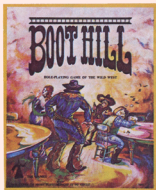
## ORIGINAL DUNGEONS & DRAGONS

ORIGINAL DUNGEONS & DRAGONS is the first game of fantasy role playing. It is a truly unique experience, for each player assumes a game persona who goes from adventure to adventure, growing in power and status. 2002



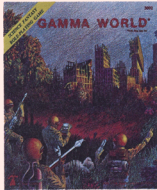
## SUPPLEMENTS

GREYHAWK 2003  
BLACKMOOR 2004  
ELDRITCH  
WIZARDRY 2005  
GODS, DEMI-  
GODS &  
HEROES  
2006



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BOOT HILL is a role playing game set in the legendary Wild West in the latter part of the 19th Century. The players take the parts of all sorts of legendary characters — outlaws, lawmen, bankers, Indians, or whatever — and things don't stay quiet for very long! Almost everyone wears a gun and is ready for action. Be wary, or you may be the next resident of BOOT HILL! 7005



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GAMMA WORLD is science fantasy role playing at its finest. Set on a world devastated by radiation, players must contend with weird mutant creatures, berserk robots, secret societies, and a technology they need but cannot understand. Adventures occur in radiation deserts, vast ruined cities, or in a wilderness of strange vegetation and animal life twisted by mutation.

GAMMA WORLD includes all the basics needed to set up a campaign "world": a 56 page game booklet, a large campaign setting map, and a full set of polyhedra dice, all in a full color box. 3002

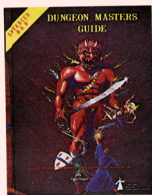


At last, a role playing game of the modern era has arrived! Set in the exciting world of espionage and intrigue, TOP SECRET™ places players in the roles of individual agents, each seeking to further the aims of their "organization" while undertaking all sorts of dangerous missions. The risks are considerable, but the rewards can be great for those few who possess the necessary courage, skill, and resourcefulness. Contemporary real-life settings or the outlandish spy plots of movies and television can provide plenty of action and excitement for every mission. The game comes with 64 page rulebook, introductory module and map folder, and set of percentile dice, all in a full color box. Here's a passport to adventure and intrigue for 3 or more players, ages 12 to adult, and the code word is . . .

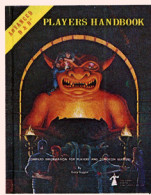
**TOP SECRET™**

# DUNGEON MASTERS GUIDE

# PLAYERS



ISBN 0-935696-02-4



ISBN 0-935696-01-6

The **DUNGEON MASTERS GUIDE**, a hardbound book, is a necessity for all Dungeon Masters. Its 232 pages contain so much, that everyone who reads it will be amazed to see how much information is stored within its covers.

The **DUNGEON MASTERS GUIDE** is a compiled volume of information primarily used by **ADVANCED DUNGEONS & DRAGONS™** game referees, including: combat tables with armor classes ranging from 10 to -10, monster lists and encounters (with each monster's experience point value included), treasure and magic tables and descriptions, random dungeon and wilderness terrain generation, suggestions on game-mastering, a glossary of game terms, an index, and much more. This book features a full color cover and many illustrations throughout, with two full page drawings, as well.

2011

The **PLAYERS HANDBOOK**, a hardbound book, is an integral part of the **ADVANCED DUNGEONS & DRAGONS™** series. Every player who wants to be an expert at AD&D will need this book. It explains all aspects of play, including such things as character races, character abilities and classes, equipment and cost, weapons, etc. Also contained are spells and all the information explaining them, including: the classes able to use them (i.e. Clerics, Druids, Illusionists, and Magic-Users), the level of the spell, the casting time, area of effect, method of casting, and components. Appendices include rules for psionic warfare, a graph for character alignment, and a diagram of the many planes of existence in the multi-versive **ADVANCED DUNGEONS & DRAGONS™**.

2010

The **MONSTER MANUAL** consists of over 350 monsters covered in more than 100 pages.

2009

The **MONSTER MANUAL**, covers everything about each monster — the movement, number appearing, armor class, hit dice, magic resistance, etc. Also contained in this book are treasure types and all pertinent information about treasure, including the amount of copper, electrum, silver, gold, and platinum coins, jewelry, gems and their value in gold, and maps and magic and the percentage

chance for each to be in any given treasure. Many monsters are illustrated and most have physical descriptions.

## THE ROGUES GALLERY

This book contains hundreds of pre-rolled game characters of all classes for AD&D. 9031

## DUNGEON & OUTDOOR GEOMORPHS

**GEOMORPHS** are designed to be cut up and shaped to form a variety of maps in minutes. For use with **Original DUNGEONS & DRAGONS®**.

**BASIC DUNGEON (Upper levels)** 9004

**CAVES & CAVERNS** 9005

**LOWER DUNGEONS (Complex)** 9006

**WALLED CITY** 9008

## SPECIAL "S" SERIES

**TOMB OF HORRORS, Module S1** 9022

**WHITE PLUME MOUNTAIN, Module S2** 9027

**EXPEDITION TO THE BARRIER PEAKS, Module S3** 9033

## TEMPLE "T" SERIES

**VILLAGE OF HOMMLET, Module T1** 9026

## BEGINNER'S "B" SERIES

**IN SEARCH OF THE UNKNOWN, Module B1** 9023

For use with **Basic DUNGEONS & DRAGONS®**.



# HANDBOOK

# MONSTER MANUAL



ISBN 0-935696-00-8

The **MONSTER MANUAL**, a hardbound book, is a must for every **ADVANCED DUNGEONS & DRAGONS™** enthusiast. It details every authorized AD&D monster alphabetically, from Aerial Servant to Zombie. It also gives all the information players and Dungeon Masters need to know!

## THE WORLD OF GREYHAWK

### THE WORLD OF GREYHAWK

(the original fantasy setting for **DUNGEONS & DRAGONS**) provides a complete campaign milieu in which to base characters, place dungeons, and so on. It provides a whole range of ready-made historical and geographical information for use by any Dungeon Master who may wish to place his own creations within a larger "world" setting. Dungeon Masters will also find the "Glossary of Portentous Runes and Glyphs" very useful. **THE WORLD OF GREYHAWK** is suitable for use with **ADVANCED DUNGEONS & DRAGONS™**. 9025



## DUNGEON MASTERS SCREEN

Here's one of the most popular of all AD&D playing aids. Consisting of two large laminated cardstock panels (measuring 11" x 34" and 11" x 17"), the **DUNGEON MASTERS SCREEN** contains all important charts and tables for easy reference by the Dungeon Master during play. 9024

## MONSTER & TREASURE ASSORTMENTS

LEVELS ONE-THREE, Set One 9011

LEVELS FOUR-SIX, Set Two 9012

LEVELS SEVEN-NINE, Set Three 9015

For use with Original  
**DUNGEONS & DRAGONS™**

Every TSR module is a ready-to-play adventure setting — that is to say, the locales are populated with appropriate monsters, treasures, tricks, and traps. Also included with most modules are maps, background information, and histories of each place of adventuring. Each individual module is designed to stand alone, while several series are especially made to form a connected progression of adventures.



## GIANT FOEMEN

STEADING OF THE HILL GIANT CHIEF, Module G1 9016

GLACIAL RIFT OF THE FROST GIANT JARL, Module G2 9017

HALL OF THE FIRE GIANT KING, Module G3 9018

## UNDERWORLD OF EVIL ELVES

DESCENT INTO THE DEPTHS OF THE EARTH, Module D1 9019

SHRINE OF THE KUO-TOA, Module D2 9020

VAULT OF THE DROW, Module D3 9021

## COMPETITION "C" SERIES

THE HIDDEN SHRINE OF TAMOACHAN, Module C1 9022

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# DUNGEON!

DUNGEON! is the family game where each player chooses to play an elf, hero, superhero, or wizard — each possessing special abilities as well as certain disadvantages. It's a different game every time it's played.

DUNGEON! comes complete with a huge playing board, 186 monster, treasure, and wizard's spell cards, 12 playing pieces, and a detailed rules booklet.

**WARLOCKS & WARRIORS** is the second release in TSR's "FAMOUS AUTHORS SERIES". It is an action-packed, introductory level fantasy game for 2 to 6 players, ages 8 years and up, designed by Gardner F. Fox. Each player opts to take the role of a warlock or a warrior in order to successfully escort a rescued princess through a wilderness fraught with such perils as a dragon's lair and a demon maze.



1002



**SUSPICION** is the ultimate game of murder mystery for 3 to 6 players, 12 years and older.

It is midnight; your host has been found in his private study . . . murdered! You and the other players are

the only guests in his home. One of you is guilty; the others must find out who

is the guilty suspect. Be careful, for the murderer can cover his tracks . . . could leave at dawn . . . could STRIKE AGAIN!

5001

## THE AWFUL GREEN THINGS FROM OUTER SPACE



with hordes of alien monsters (The Awful Green Things) trying to devour the crew.

One player takes the part of the Green Things, the other the crew who fight back with fire extinguishers, cans of space food, and even a robot (of course!). This spoof on every science fiction movie is wacky, but requires skill and strategy, and is challenging fun for players of all ages, 8 and up. The big colorful box contains a cartooned instruction booklet, color counter playing pieces which are laminated for durability, five dice, and a mounted spaceship playing board.

5007

Here's science fiction at its craziest! This exciting two player strategy game features a hilarious spaceship as its setting,

**THE DRAGON** is a special kind of magazine for a special kind of reader. It's a monthly playing accessory, chock full of information and opinions to embellish DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS™ campaigns, as well as a host of other articles in every 72-page issue, covering dozens of other popular games and topics of interest to the people who play them. Also within THE DRAGON's pages are found complete games, modules and other playing aids which are available only to owners of the magazine. The magazine also features top-quality fantasy/adventure fiction, columns by some of the most renowned writers in the gaming hobby, full-color art, and much, much more.

THE DRAGON is available from TSR Periodicals, P. O. Box 110, Lake Geneva, WI 53147.

**4TH DIMENSION** is the exciting game of pure strategy from TSR. Originating in Britain (where it was a smash success), 4D is easier to learn than chess, but with the same complex strategies. A circular playing board provides a novel twist, and the "Time Warp" feature allows a piece to be brought back later — up to 2 moves away . . .



5004



**SNIT'S REVENGE!** is a game for two players, young and old, serious or light-hearted. If ever a game was fun or funny, SNIT'S REVENGE! is it. Even the rules are introduced with a cartoon telling how these little creatures, SNITs, came into being, and how they seek revenge against the gigantic BOLOTOMI. Having suffered too long at the mercies of the Bolotomi, the SNITs now infest them — much as disease bacteria attack the human body. Of course, the victim sends little RUNNUNGITMS (white corpuscles) to counter-attack the invading Snits, before they manage to get the "Spark of Life" of the Bolotomus.

## SNIT'S REVENGE!

5006

WARLOCKS & WARRIORS

SUSPICION

THE DRAGON



# KNIGHTS OF CAMELOT

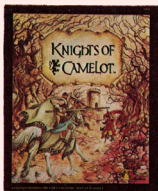
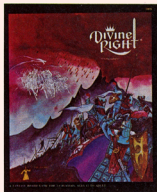
KNIGHTS OF CAMELOT is a multi-player boardgame of legendary Britain in the times of King Arthur. Players take the role of individual knights, adventuring across the land to further the cause of virtue, chivalry, and courage. Fledgling knights seek to make themselves worthy of King Arthur in order to earn the title of "Arthur Knight", then travel across the land and sea to do their knightly deeds, seeking someday to be virtuous enough to seize the legendary Holy Grail. But the road to the prestigious Round Table and its glory is beset with difficulty — troublesome rivalries, unpredictable ladies, and dangerous monsters. The result is an enjoyable quest of fantasy gaming for two to six players, ages 12 and up.

KNIGHTS OF CAMELOT includes a full color gamebox, die-cut counters, a colorful map of legendary Britain, playing aid charts, and dice.



DIVINE RIGHT is a new multi-player fantasy boardgame that combines combat, diplomacy, and role playing. It is a fast-paced game in which each player attempts to build and hold together an alliance of kings long enough to defeat the other players and win the game. Kingdoms of humans, elves, goblins, dwarves, and trolls form alliances that are built and destroyed by clever ambassadors. Assassination and backstabbing are common diplomatic tools, and magic also plays a part, as powerful sorcerers may take a hand in events.

1008



1009



LANKMAR is a game based on Nehwon, the world of the famous heroes FAFHRD AND THE GRAY MOUSER, as designed by Hugo Award-winning science fiction author Fritz

Leiber and his long-time friend and associate Harry Fischer. For 2 to 4 players 12 years and older. It simulates the fantastical medieval warfare of Nehwon on a tactical scale with an abstract system of battles which actually reflect individual weapons. The heroes lead their troops, while sorcerers and magical quests complicate the matter as players compete in a chess-like game of skill to attempt to capture their opponents' citadels. Boxed with a full color map and dozens of playing pieces, plus rule booklet and die.



1004



FIGHT IN THE SKIES is the exciting and realistic game which places each player in the cockpit of one of the famous aircraft of World War I. Players match their skills against adversaries in a uniquely personal duel which could range from treetop level to thousands of feet above the ground. FIGHT IN THE SKIES is many games in one package — for any number of players from 2 to 12 (or more). Besides suggestions for setting up games, there are 15 different scenarios for up to 8 players. Also included are unique suggestions for random combat which combine numerous varying factors to allow for an infinite number of possible game situations! Because of its variety and flexibility with any number of players, FIGHT IN THE SKIES has an unusual appeal that makes it more than an everyday game.

# Fight in the Skies

7003

## ADVANCED DUNGEONS & DRAGONS™ RECORD SHEETS and FOLDER

These three products are designed for various types of record keeping in ADVANCED DUNGEONS & DRAGONS™, and are made for the convenience of player and Dungeon Master alike. Each is designed for maximum utility in recording details of various types of characters, and all are three-hole drilled for easy notebook storage.

These three products are:

- ADVANCED DUNGEONS & DRAGONS CHARACTER RECORD SHEETS
- ADVANCED DUNGEONS & DRAGONS NON-PLAYER CHARACTER RECORD SHEETS
- ADVANCED DUNGEONS & DRAGONS PERMANENT CHARACTER FOLDER & ADVENTURE RECORD SHEETS

## CHAINMAIL

Rules for Medieval and Fantasy combat, based on a 1:20 or 1:1 figure ratio. 6002

## SWORDS & SPELLS

A set of miniature rules based on a figure ratio of 10:1/1:1 especially for the use with DUNGEONS & DRAGONS®. 2007

## CLASSIC WARFARE

Rules for ancient warfare based on a figure ratio of 1:30, containing an extensive historical section. 6001

## DON'T GIVE UP THE SHIP!

Rules for the age of fighting sail (1770-1814) in 1:1200 scale. 6006

## CORDITE AND STEEL

Naval miniature rules for the great age of the battleship (1890-1920) in 1:2400 scale. 6009

## MODERN ARMOR

A set of rules for modern tank battles in 1/285 or 1/76 scales. 6014

## BIO ONE

Accurate hit location and damage rules for gunpowder combat on a man-to-man scale. Usable with many other rules sets. 6013

## PANZER WARFARE

Miniature rules for World War II armor and infantry combat. Intended for micro-scale tanks at a platoon scale. 6011

## METAMORPHOSIS ALPHA

Rules for science fantasy role-playing miniatures for 19th century aboard a vast, lost spaceship. Includes rules for mutants, mutated humans, or strange creatures. Includes rules for mutants seeking knowledge and technological treasure. Includes rules for mutants with radiation-twisted monster, berserk robots, and evil mutants.

*Check to the coming version of METAMORPHOSIS ALPHA, to be compatible with GAMMA WORLD.*

## VALLEY FORGE

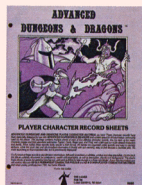
Wargame rules for the Revolutionary War based on a 1:30 figure ratio. 6005

## TRACTICS

Miniature rules for all aspects of battles with armor, infantry, and artillery on a 1:1 ratio. 6012

9028  
9030  
9029

# MINIATURE RULES



TSR Hobbies, Inc.  
POB 756  
Lake Geneva, WI  
53147

If you have enjoyed this TSR game, then you will want to obtain these other fine products.

## WHERE YOU WILL FIND THE TSR GAME LINE

Because the gaming hobby is growing in popularity so rapidly, more and more outlets carry the TSR game line. Our nationally advertised products will be found in better hobby shops, book stores, adult game sections of department stores, and in variety and discount stores as well. If your favorite dealer does not have the TSR line, please show him this brochure and ask if he will get in touch with us for details of how he can order. TSR will supply dealers with the name of the nearest distributor.