





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





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

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

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 tech-

nology 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.

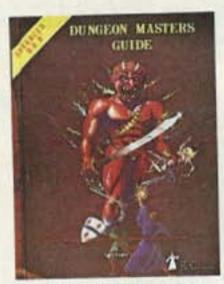
ORLD

At last, a role playing game of the modern era has arrived! Set in the exciting world of espionage and intrigue, TOP SECRETTM 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

2010

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 multiversive ADVANCED **DUNGEONS &** DRAGONSTM.



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 MONSTER MANUAL consists of over 350 monsters covered in

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

more than 100 pages.

SPECIAL "S" SERIES

THE

ROGUES

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

The MONSTER MANUAL, a hardbound book, is a must for every ADVANCED DUNGEONS & DRAGONSTM 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!



ISBN 0-935696-00-8

THE WORLD OF GREYHAWK

THE WORLD OF GREYHAWK (the original fantasy setting for

(DUNGEONS & DRAGONS) provides a complete campaign milieu in which to base charac-

ters, 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 & DRAGONSTM. 9025







DUNGEON MASTERS SCREEN

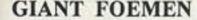
Here's one of the most popular of all AD&D playing aids. Consisting of two large laminated cardstock panels (measuring 11" x 34" and 11" x 17"), the DUNGEON MASTERS SCREEN contains all important charts and tables for easy reference by the Dungeon Master during play. 9024

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.



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 9032 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

R

through a wilderness fraught with such perils as a dragon's lair and a demon maze.

FROM OUTER SPAC

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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 . . .

Here's science fiction

at its craziest! This exciting

two player strategy game features

could STRIKE

AGAIN!



THE AWFUL **GREEN THINGS** FROM **OUTER SPACE**

a hilarious spaceship as its setting, 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.

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 DUN-GEONS & 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 DRAG-ON'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, fullcolor 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 lighthearted. 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.

SNITS REVENGE!

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.

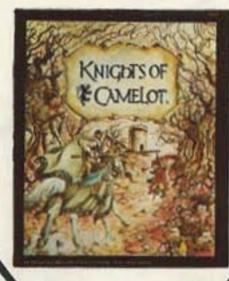
> KNIGHTS OF CAMELOT includes a full color gamebox, die-cut counters, a colorful map of legendary Britain, playing aid charts, and dice.



DIVINE RIGHT is a new multi-player fantasy boardgame that combines combat, diplo-

macy, 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.



1009

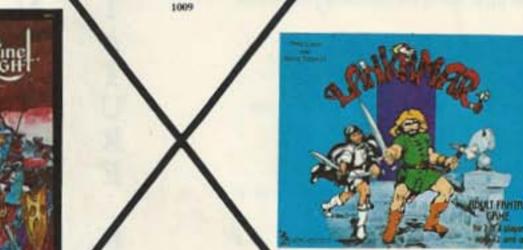
LANKHMAR is a game based on Nehwon, the world of the famous heroes FAFHRD AND THE GRAY MOUSER, as designed by Hugo Award-winning science fiction author Fritz

Leiber and his longtime friend and associate Harry Fischer. For 2 to 4 players 12 years and older. It simulates the fantastic 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 provisions 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.

t the Skies

CHAINMAII

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

ADVANCED DUNGEONS & DRAGONS™ RECORD SHEETS and FOLDER

These three products are designed for various types of record keeping in ADVANCED DUNGEONS & DRAGONSTM, 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 A set of miniature rules based on a figure ratio

CLASSIC WARFARE

SWORDS & SPELLS

of 10:1/1:1 especially for the use with

DUNGEONS & DRAGONS®. 2007

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 version of Rules for science fantasy role-playion the tape the top of chiure abourd a vast, lost spaceshiz never also all appropriately and an analysis of the partial of the chiure and technological transported realism with the radiation-twist Minors at 10 erserk robots, and evil mutants.

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

PLAYER CHARACTER RECORD SHEET M WARRE Metern dille CORDITE ND STEEL E E S TSR Hobbies, Inc POB 756 Lake Geneva, WI

ADVANCED

DUNGCONS & DRAGONS

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.