

PRODUCTS OF YOUR IMAGINATION™



TSR Hobbies, Inc.



ADVANCED DUNGEONS & DRAGONS™



Exciting plastic figures cast in 3 $\frac{1}{4}$ " scale help children discover the mystery behind the world famous DUNGEONS & DRAGONS® games. These painted men and monsters, inspired by the AD&D™ Monster Manual and FIEND FOLIO™ Tome, feature high action poses to delight ages 4 and up.



Shambling Mound & Treasure Sack

(2 pieces) 5025

Minotaur of the Maze & Crown

(2 pieces) 5026

Odious Ogre & Treasure Chest

(2 pieces) 5027

Terrible Troll & Goblin

(2 pieces) 5028

Ragin Roper

(bendable, not shown) 5020

Deadly Grell

(bendable) 5021

Carrión Crawler

(bendable, not shown) 5022

Fantasy Adventure Figures



Umber Hulk & Dungeon Treasure

(2 pieces) 5029

Bullywugs of the Bog

(2 pieces) 5015

Skeleton Soldiers of Sith

(2 pieces) 5016

Sinister Spectre & Lich

(2 pieces) 5017

Five-Headed Hydra

(bendable, not shown) 5018

Neo-Otyugh

(bendable) 5019

Chimera

(bendable, not shown) 5023

Fire Elemental & Crystal Ball

(2 pieces) 5024

Stalwart Men-At-Arms

(2 pieces) 5006

Steadfast Men-At-Arms

(2 pieces) 5007

Heroic Men-At-Arms

(2 pieces) 5008

Elves of the Woodlands

(2 pieces) 5009

Dwarves of the Mountain King

(3 pieces) 5010

Sarken Mercenaries

(2 pieces) 5011

Orcs of the Broken Bone

(2 pieces) 5012

Troglodyte & Goblin

(2 pieces, not shown) 5013

Bugbear & Goblin

(2 pieces) 5014

DUNGEONS & DRAGONS® Games



DUNGEONS & DRAGONS® Basic Set Revision — 1011

A whole world of fun and imagination can be found in the Basic Set — monsters, treasures, magic and rules for designing dungeons and exciting adventures. Beginning to intermediate players, ages 10 and up.

DUNGEONS & DRAGONS® Expert Set Revision — 1012

Includes an expanded treatment of wilderness, naval and aerial adventures — as well as character advancement to greater levels of power and prestige! Intermediate to advanced players, ages 10 and up.

D&D® Basic Set Modules

- B1 IN SEARCH OF
THE UNKNOWN
9023
- B2 THE KEEP ON
THE
BORDERLANDS
9034
- B3 PALACE OF THE
SILVER PRINCESS
9044
- B4 THE LOST CITY
9049

New Releases

- M1 BLIZZARD PASS
9067

- M2 MAZE OF THE
RIDDLING
MINOTAUR
9060

- 01 GEM & THE
STAFF
9050

D&D® Expert Set Modules

- X1 THE ISLE OF
DREAD
9043
- X2 THE AMBER
CASTLE
9051
- X3 THE CURSE OF
ZANATHON
9056

New Releases

- X4 MASTER OF THE
DESERT NOMADS
9068

- X5 THE TEMPLE OF
DEATH
9069

ADVANCED DUNGEONS & DRAGONS® Games



These hardbound books present the player and the Dungeon Master with complete and detailed information on how to run an ADVANCED DUNGEONS & DRAGONS® fantasy game in dungeon and campaign form.

AD&D™ MONSTER MANUAL — 2009

All New!

AD&D™ Monster Manual II

AD&D™ PLAYERS HANDBOOK — 2010

**AD&D™ DUNGEON MASTERS GUIDE
2011**

AD&D™ FIEND FOLIO® Tome — 2012

**AD&D™ DEITIES & DEMIGODS™
Cyclopedia — 2013**

**ADVANCED D&D® Modules — Beginner,
Intermediate, Advanced and Special
Levels. (21 modules available)**

New Modules

- | | |
|-----|--|
| I3 | Pharaoh — 9052 |
| I4 | Oasis Of The White Palm — 9053 |
| I5 | Tomb Of Martek — 9054 |
| L2 | Assassin's Knot — 9057 |
| U3 | The Final Enemy — 9076 |
| UK1 | Beyond the Crystal Cave — 9066 |
| T2A | The Temple of Elemental Evil
9070 |
| EX1 | Dungeonland — 9072
Beyond The Magic Mirror — 9073
Ravenloft
Scenario Assortment |
| I2 | Tomb Of The Lizard King — 9055 |

TSR™ Role-Playing Games



GAMMA WORLD® Science Fantasy Game 3002

Players must try to explore this dangerous new world where mutational powers, fragmented technology, and ancient skills contend for superiority. Includes a 56-

page rulebook, campaign map and polyhedra dice.

New Releases

GAMMA WORLD® Revised Edition — 7010

STAR FRONTIERS™ Game 7007

STAR FRONTIERS™ characters set forth into deep space to complete dangerous missions and explore uncharted worlds. They then select skills for their characters and equip them to sur-



vive the unknown perils of interplanetary adventure. Includes rulebooks, introductory module, maps, counters and dice.

New Game!

STAR FRONTIERS™
Knight Hawks Game
7011

DAWN PATROL™ Aerial Combat Role-Playing Game **7008**

Here is an updated, enhanced version of **FIGHT IN THE SKIES™** game, the classic game of WWI dog-fighting. New scenarios, a colorful aerial mapboard and individually designed aircraft counters are combined with an easy-to-read Basic Game.

GANGBUSTERS™ Game **7009**

Players in the **GANGBUSTERS™** game investigate the underworld of Lakefront City — a fictional metropolis of the "Roaring Twenties" and "Troubled Thirties." Includes a 64-page rulebook, a 16-page module, dice, a sheet of counters, and maps of Lakefront City.

BOOT HILL® Wild West Game 7005

The Wild West comes alive as **BOOT HILL®** game players become lawmen, Indians, outlaws or bankers. Historical scenarios are also included, with statistics on 100 of the most famous gun-slingers of the Old West. Includes 36-page rulebook, campaign maps and percentile dice.

TOP SECRET® Espionage Game 7006

TOP SECRET® Espionage Role-Playing Game places players in the roles of individual agents, undertaking dangerous missions. The game comes with 64-page rulebook, introductory module and map folder and a set of percentile dice.

SPI™ Games



JACKSON AT THE CROSSROADS™/THE BATTLE OF CORINTH™ Games 3410

Jackson/Corinth presents two major battles that influenced the course of the Civil War. COMPLEXITY: High. PLAYERS: 2; suitable for solitaire play.

DRAGONQUEST™ Game 3900

This is it! Our great new Second Edition Master Set contains the complete rules for the DRAGONQUEST game, plus an introductory adventure. COMPLEXITY: High. PLAYERS: 3 to 8; not suitable for solitaire play.

SPIES!™ Multi-Player Game of International Intrigue 3420

SPIES! game allows two to five players to guide the destinies of major European nations through the turbulent years of 1933-1939. COMPLEXITY: Low (ages 12 through adult). PLAYERS: 2 to 5; not suitable for solitaire play.

THE SWORD AND THE STARS™ Game — 3340

The Sword and the Stars™ game depicts the dynamics of the creation, expansion, and perpetuation of an empire that stretches across hundreds of light-years. COMPLEXITY: Moderate. PLAYERS: 1 to 5; moderate to high solitaire suitability.

TSR Boardgames and Computer Games



DUNGEON!® Adventure Game — 1010

Game includes tokens, dice, colorful monster and treasure cards as well as a full-color game board. Ages 8 and up.

FANTASY FOREST™ Game — 1014

Game includes a colorful game board, 60 game cards, 4 pawns and basic ingredients for hours of fun for players age 5 to adult.

THESEUS AND THE MINOTAUR™

Computer Fantasy Game 3501

DUNGEON!™ Computer Adventure Game 3502



DAWN PATROL™ Computer Aerial Combat Game 3503

Games intended for use with the APPLE® II or II+ computer with 48K and DOS3.3.

Our Two Latest Computer Games for the ATARI® 400, 800, or 1200XL Computer with 48K.

ORDEAL OF MAGIC™

Computer Fantasy Game

ALIEN CONQUEST™

Computer Strategy Game

*These products are manufactured for the ATARI® 400, 800, and 1200XL are trademarks of Atari, Inc. TSR Hobbies, Inc. is not affiliated with Atari, Inc.

*APPLE is a registered trademark of Apple Computer, Inc.

Gaming Accessories

ADVANCED DUNGEONS & DRAGONS®

Player Character Folder And Adventure Records 9029

ADVANCED DUNGEONS & DRAGONS®

Non-Player Character Records 9030

THE ROGUES GALLERY 9031

THE ROGUES GALLERY is a 48-page booklet presenting hundreds of pre-rolled characters for use in AD&D™ fantasy games.

DUNGEON MASTERS LOG 9036

Dungeon Masters can now organize the details and statistics of each group of players on three-hole drilled sheets for easy reference.

The Revised WORLD OF GREYHAWK™ Fantasy World Setting 1015

HEX BOOKS 8007

Approximately 60 sheets of quarter inch hexes allow plenty of room for mapping fantasy worlds.

DUNGEON MASTERS SCREEN 9024

The game master can shield his materials from the players and have the most important information at a glance.

DUNGEON GEOMORPHS I, II, III 9048

Entire dungeons can be created in minutes with DUNGEON GEOMORPHS, a booklet of ready to use map sections.

DRAGON DICE® Percentage Generators 8004-L

A set of four ten-sided DRAGON DICE® generators with marker in a special carrying case, used to generate numbers from one to one hundred.



DRAGON DICE® Random Number Generators 8005-L

BASIC Player Character Record Sheets 9037

AD&D™ Player Character Record Sheets 9028

MONSTER & TREASURE BOOK I, II, III 9047



**AD&D™ MONSTER CARDS
8009, 8010, 8011, 8012**

**REFEREE SCREENS AND
MINI-MODULES**

The screens are valuable playing aids that contain the charts, tables and general information most commonly used by Game Masters. The packages include:

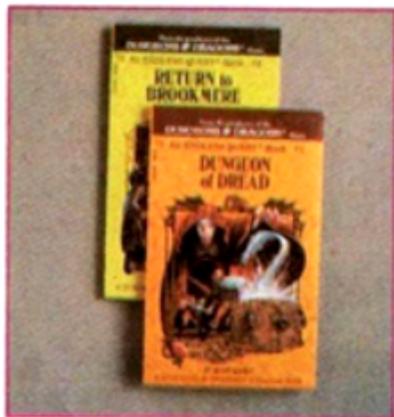
**STARFRONTIERS™ Referee Screen and Mini-Module,
Assault on the Starship
Omnicron 6801**

**GAMMA WORLD® Referee Screen and Mini-Module
Albuquerque Starport 6501**

**TOP SECRET® Adminis-
trator's Screen and Mini-Module
Operation: Exec One 6601**

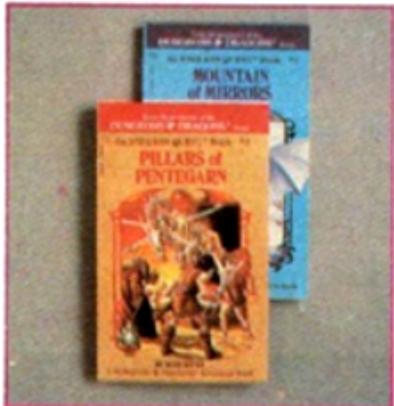
**BOOTHILL® Referee Screen and Mini-Module: Shootout
In Northfield and Other Famous Gunfights 6701**

TSR Publishing



DUNGEONS & DRAGONS™ ENDLESS QUEST™ BOOKS

The reader chooses the course of his/her fantasy adventure by making a series of programmed choices. Each book is targeted for a middle school or older audience with a reading level of age 12.



- THE DUNGEON OF DREAD 8501
THE MOUNTAIN OF MIRRORS 8502
PILLARS OF PENTAGARN 8503
RETURN TO BROOKMERE 8504
REVOLT OF THE DWARVES 8505
REVENGE OF THE RAINBOW DRAGONS — 8506



CIRCUS OF FEAR — 8510
STAR FRONTIERS™
ENDLESS QUEST™ BOOKS
VILLAINS OF VOLTURNUS — 8508

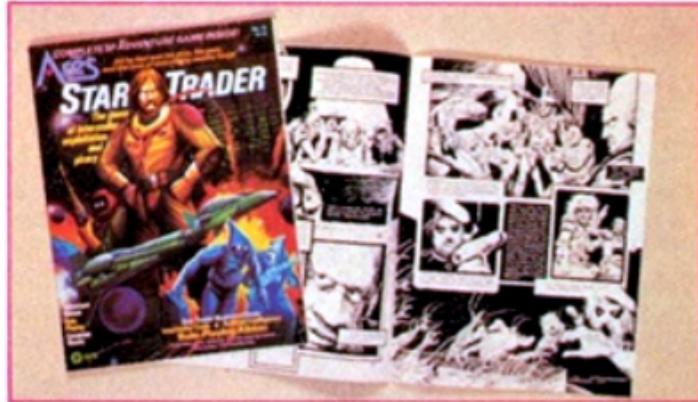
TOP SECRET™
ENDLESS QUEST™ BOOKS
THE HERO OF WASHINGTON SQUARE
8507
ROBBERS & ROBOTS
8509

ENDLESS QUEST™ Gift Set
Get the first six books in a colorful
gift pack!

ARES™ Magazine

ARES™ Magazine is the only science fiction magazine with a game in it. Though concentrating on science fiction primarily, ARES Magazine will cover the realm of imaginative fiction and will offer an occasional fantasy boardgame and fantasy fiction.

STRATEGY & TACTICS® Magazine
Published quarterly, STRATEGY & TACTICS Magazine includes a ready-to-play game, two historical articles and inside news for the hobby enthusiast.





1984 REALMS OF WONDER FANTASY ART CALENDAR

Realms of Wonder Calendar is one of TSR's most colorful offerings. Each four-color spread portrays another great D&D® scenario ranging in appearance from the beautiful to the terrifying.



AMAZING™ Science Fiction Stories

AMAZING™ Science Fiction Stories is the oldest magazine of its kind. The magazine was founded in 1926 by Hugo Gernsback, "the father of science fiction," and throughout its history has served as a showplace for the best established SF and fantasy authors as well as the most promising of the newcomers to the field.

DRAGON® Magazine

The Monthly Adventure Role-Playing Aid

Each issue contains a complete game or playing accessory designed for use with one or more of the most popular role-playing game systems on the market today. The magazine also includes historical articles, fantasy and adventure fiction, coverage of miniature figures, book and game reviews, and full-color comic strips.

Official AD&D™ Metal Miniatures

TSR now offers hobby and gaming enthusiasts intricate metal miniatures to add a new dimension to the best-selling games. These finely sculpted 25 mm figures come in sets and are ready for painting or AD&D™ play. For ages 14 and up.



Set 1

Magic Users & Illusionists



Set 2

Monks, Bards & Thieves



Set 3

Fighters, Rangers & Paladins



Set 4

Clerics & Druids

FREE POSTER!

**For Your FREE Full-Color Poster
Send This To:**
TSR Hobbies, Inc.
P.O. Box 756,
Lake Geneva, WI 53147

Name _____ **Age** _____

Address _____

City _____ **State** _____ **Zip** _____