Afterword

A Glimpse at TSR in 1998

Greetings adventurers! Dave thought it would be a good idea if I wrote a short overview of some of the great stuff we have planned for 1998 and beyond. So here goes!

The ALTERNITY™ Game

Of course we're very excited about the upcoming release of the ALTERNITY game, which will be our big push into science fiction roleplaying. By the time the ALTERNITY game is released in May of 1998, we will have worked on it for nearly three years. This is not something that was slapped together to go after the obvious sci-fi gap in the market. We took our time and even released a preview version of the game to get your feedback before the formal launch. The response has been overwhelmingly positive, and now we're ready to go forward with the full line. We plan to use a product format that's similar to what has worked so well for the AD&D® game, with the ALTERNITY game itself serving as a core set of rules suitable for any modern or science fiction setting, and *Star Drive* will be the first campaign setting that we publish and support. With talent like Bill Slavicsek, Rich Baker, and Kim Mohan on this project, you won't be disappointed with the results.

The Return of Greyhawk

Another exciting release that jumps right off the catalog at you is the return of the GREYHAWK® setting! Yes, the original roleplaying campaign of the great Gary Gygax himself returns to a store near you, starting with *Return of the Eight* in June of 1998. Following immediately thereafter will be the *Player's Guide to Greyhawk*, the primary campaign setting product, in July. Of course there will be a regular release of GREYHAWK support products after that. I want to thank all the GREYHAWK fans who sent me email expressing their support and enthusiasm through their "Save the Oerth!" campaign.

MARVEL® Super Heroes

We are very proud to announce the release of our MARVEL roleplaying game. This will be a completely new treatment of roleplaying in the exciting Marvel universe, this time using the award-winning SAGA® system which has been so successful with our DRAGONLANCE® line. So get ready, it's clobberin' time!

AD&D® Campaigns

Of course, none of this diminishes our enthusiasm for the ongoing efforts in the lines we already have up and running. The FORGOTTEN REALMS® setting will keep growing bigger and better, the RAVENLOFT® setting will become scarier, the BIRTHRIGHT® campaign will be coming back better than ever with a relaunch in the summer, and fans of the DRAGONLANCE setting will watch with anticipation as the next chapter of Krynn begins to unfold. With the core AD&D® line, we will continue to provide exciting adventures suitable for any fantasy roleplaying setting; in particular we're going to try a new concept for the line—a mini-series! The *Island of Jakandor* will be released as a three-part adventure and source book. Check it out, and let us know what you think of this approach.

Electronic Gaming

One of the biggest opportunities for us to make your role-playing experience more exciting is to take advantage of the electronic media. We don't plan on creating computer games ourselves—we'll leave that market for the electronic game companies that know how to do that so well—but we would like to develop some CD ROM products that directly support the true roleplaying experience. The first product in this series was the CD ROM Core Rules product, which was released in 1996. As we've continued to work with this product and use it in our own campaigns, we've started to develop a vision for this product to evolve as the ultimate roleplaying toolbox for Dungeon Masters and players.

There are so many exciting enhancements that can be made to the character generators, map makers, and so on that we don't really see an end in sight to how excellent a tool this can become. So our strategy with this product is to continue to enhance it, releasing new versions on an annual or semi-annual basis according to what you tell us you'd like to see in it. And we'll develop an upgrade program so that when new versions come out, you won't have to pay full price, just as you'd expect with any software application expected to have a long life. You'll see in our product catalog that version 2 of this product is anticipated for summer of '98. If you have ideas for version 3, let us know. We'd love to hear your thoughts!

We have some ideas for some other CD ROM products as well. Wouldn't it be great if there were a FORGOTTEN REALMS atlas and encyclopedia on a CD ROM? Or some great tools for playing RPGs on the internet? Or if we could help you put your campaign on a web site and connect it to ours? While we certainly don't believe that electronic products will ever take the place of face-to-face roleplaying, we do believe a set of well-designed electronic products could add a fascinating dimension to the game.

The RPGA® Network

Last but not least, let's not forget the ROLE PLAYING GAMES ASSOCIATION® (RPGA) Network. As anyone who's familiar with Wizards of the Coast knows, we're big believers in organized play programs. We have huge plans for the Network, including a focus on getting retailers involved. If you're not a member, now's the perfect time to sign up, 'cause we're ready to play!

Stay on target,

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