



D&D RELATIONSHIPS, THE PARTS AND THE WHOLE

Comments on the state of the game

by Gary Gygax

Not a few D&D enthusiasts are puzzled about what is going on with the game. They are wondering what the 'new "Basic Set" of D&D is, will the **Original** game be around much longer, and what **ADVANCED D&D** is and when it will be available. As briefly as possible, I will attempt to answer all such questions, for we have no desire to confuse DMs and players as to what is taking place.

Before the third supplement (**ELDRITCH WIZARDRY**) was in print, it had been decided that some major steps would have to be taken to unify and clarify the **D&D** game system. This project began then, but such a long and complex task cannot be accomplished quickly if it is to be done right, and if nothing else we were determined to do it right! Organizational work was in progress when correspondence with J. Eric Holmes, professor, author and incidentally a respected neurologist, disclosed that the Good Doctor was interested in undertaking the first stage of the project — the rewriting and editing necessary to extract a beginner's set of **D&D** from the basic set and its supplements. The result of his labors is the "**Basic Set**" of **D&D**.

"**Basic**" **D&D** does not differ greatly from the **Original** except that it is far better structured — thus far more understandable for an individual previously not acquainted with the concept of fantasy role playing. The rules clarify things and are changed in a few minor areas which do not materially affect existing campaigns. There are a few new first and second level spells. It is important to note, however, that the "**Basic Set**" is NOT aimed at the existing group of enthusiasts, **it is designed solely for new players**. It has rules which take players only through the first three experience levels! If they enjoy the game they must then obtain either **AD&D** or **D&D**. As advertisements have boldly proclaimed, the set has everything needed to BEGIN PLAYING **D&D**. Whether or not the work is purchased for purposes of having a complete collection of **D&D** material, IT IS NOT NECESSARY FOR PLAYERS ALREADY ACQUAINTED WITH THE MECHANICS OF **DUNGEONS & DRAGONS**. Well then, what about references in the new work which direct the reader to **ADVANCED DUNGEONS & DRAGONS**? you might well ask.

The "**Basic Set**" was done with care, and it can lead to either the **Original** game or to the new, as yet unfinished, **ADVANCED D&D**. Because of the numerous supplements and articles necessary to make **D&D** a more easily understandable and multifaceted game, we decided that a whole new game was in order. There were too many gray areas in the **Original**, too many different books, too many varying approaches offered. However, the first work will never be done away with, for it offers a system which still attracts many persons. Whether from a nostalgia standpoint, from a desire to collect anything pertaining to **D&D**, or because of the content which will be excluded from the concept of the new game, we at TSR are certain that **Original D&D** will always be in demand. The only part of the system which will be revised to fit into **ADVANCED DUNGEONS & DRAGONS** is **Supplement IV, GODS, DEMI-GODS, & HEROES**. Here is what the new game will consist of:

ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL was anticipated to be ready prior to Christmas. (As usual, there were delays, mainly from the printer and the binder.) I am drafting the final manuscript for the player's book, and a rough outline of the referee's volume is on hand, so work on that can commence as soon as the former is completed. Furthermore, Messrs. Kuntz and Ward are hard at work revising the G, D-G, H supplement so that it will be ready

to go into print late in 1978 or in early '79. The player's and referee's books should be available in the summer of '78. Thus, **A D&D** will consist of four books — three main parts and a supplement. The **MONSTER MANUAL** and **GODS, DEMIGODS, & HEROES** will fit into the **Original** game system with a bit of care on the part of the Dungeon Master, if such is desired. But all-in-all, **ADVANCED DUNGEONS & DRAGONS** is a new game. To state this in terms of existing board-games, for example, **AD&D** and **D&D** will bear the same relationship as **STALINGRAD** does to **RUSSIAN CAMPAIGN**. The former is a truly classic game, but the latter is even better. Nonetheless, devotees will wish to have both! Furthermore, to carry the analogy a bit further, parts of **RUSSIAN CAMPAIGN** can be incorporated into **STALINGRAD** to give the latter new horizons in respect to the strategies and tactics of play. While each game will retain a following which adhere only to one or the other, most players will certainly wish to have both regardless of which they find themselves playing more frequently.

In summation, the "**Basic Set**" of **D&D** is aimed at new players, those persons as yet uninitiated to the wonders of fantasy role playing. While it channels these new adventurers towards the **ADVANCED** game, with its better ordered and more clear rules, it suits such players for play of the **Original** game just as well. Nearly all of the **Original** booklets will remain unchanged and in print, only G, D-G, & H will be revised to fit into **ADVANCED D&D**. The whole of **AD&D** will be a better, cleaner system aimed at improving the understanding of the role playing game system. The first three books, the main part, will be ready in mid-1978 if all goes as expected. I am certain that you will find them worth the wait!

Rust Monster fr pg 19

EPILOGUE

"Idiots never made it, though," my guest said, his voice now somewhat slurred. "The nerds tried to sneak through the audience chamber of the Hobgoblin king while he was sitting in judgement. But they convinced him to spare them and, in return, agreed to undertake a quest. That's when I split. Even if they did lead me out, I didn't want to be seen in their company."

MORAL

When you drink from a public fountain, you never know what you'll get.

Footnotes

1. It has been ascertained from other sources that the party in mention had just ripped-off a giant's trash-masher.
2. Ari the Samurai on the shield had been paralyzed in a previous encounter.
3. Sword of Toshio, looks like an ordinary sword, bent and worn from use, which has been discarded. But in the hands of a samuri it takes on its true appearance as a katana of great power. Extremely lawful. Intelligence of 12, Ego of 3. Has a special purpose. Named for its first owner, Toshio Kubyashi.
4. As reconstructed from my guest's remarks, and other sources. — Author

Robots in M-A fr pg 13

There are several robotic features that are built in. They are: water proofing, three, four foot long tentacles having claw-like fingers at the ends, broadcast power pick-ups, one-way radio transmitter, and an innate resistance to electrical shock.

NOTE: In the case of Anti-gravity system, it is necessary for the unit to push itself in leaps. This causes it to travel at about the same speed as a human.

Examples:

"Forest" PU30 (SP).....	.80 (PP)	Speed 176 KPH
Triple (S-I LS).25 (SP)		
1 Box15 (SP)		
Vision..5 (SP).....	10 (PP)	
Hearing5 (SP).....	10 (PP)	
Power Bolts15 (SP)		
Armor Class (7)20 (SP)		
"Garden" PU20 (SP).....	.60 (PP)	Speed 100 KPH
Dual ILS.20 (SP).....	.30 (PP)	
1 Box15 (SP)		
Heightened Vision10 (SP).....	10 (PP)	
Armor Class 6.25 (SP)		
3 Physical Weapons15 (SP)		
Capture Net10 (SP)		