

GATEWAY TO



1981
TSR Hobbies Inc.

ADVENTURE

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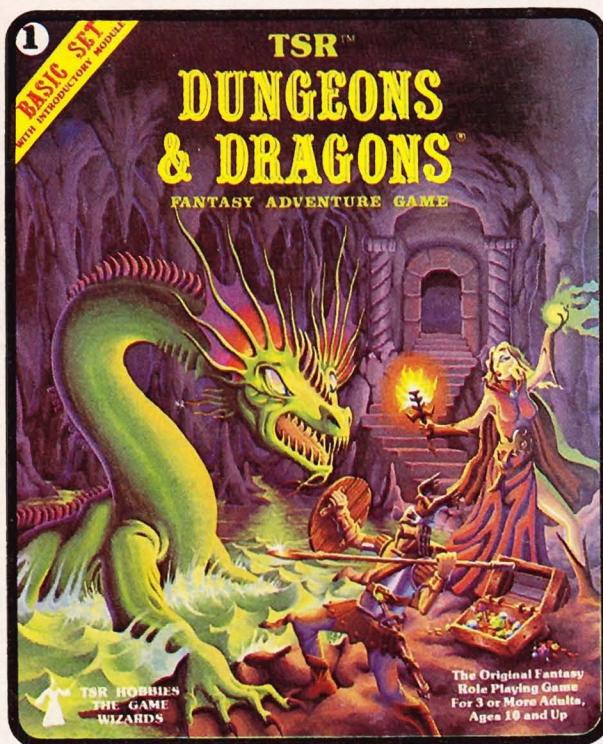
14 T-SHIRT ORDER FORM

DUNGEONS & DRAGONS® BASIC SET

1011

When entering the world of fantasy role playing games, there is no better place to start than with the DUNGEONS & DRAGONS® Basic Set! Now even easier to learn and understand, the Basic Set includes everything players and Dungeon Masters [game-masters] need to begin adventuring. Complete rules, many monsters and treasures, and instructions for moderating and creating a myriad of adventures are all provided. Most importantly, a complete beginners' module — ready to play — is included with the game.

Along with all this is a set of 6 DRAGON DICE™ random number generators. Included are a 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided die to handle all the random number needs of D&D® fantasy adventure game play.

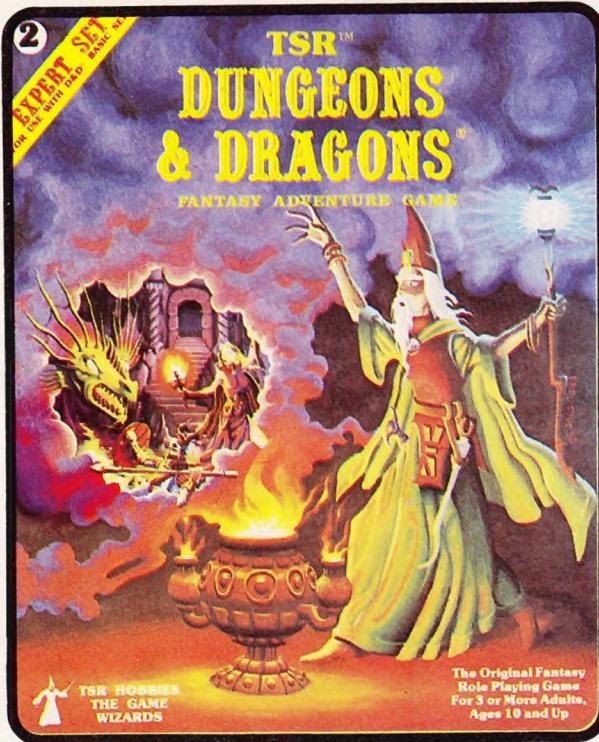


DUNGEONS & DRAGONS® EXPERT SET

1012

The newly-released Expert Set begins where the best-selling DUNGEONS & DRAGONS® Basic Set leaves off. Within the 64-page rule-book and its accompanying module are an assortment of monsters, magic spells, and treasures. The Expert Set expands upon the many possibilities of DUNGEONS & DRAGONS® Basic Set and includes an expanded treatment of wilderness, naval, and aerial adventures — as well as character advancement to greater levels of power and prestige! The game is a must for all those who have played and enjoyed the D&D® Basic Set.

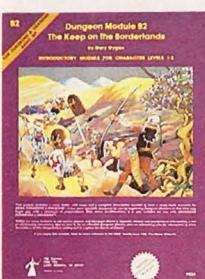
DUNGEONS & DRAGONS® Expert Set is a carefully revised and edited portion of the Collectors Edition of DUNGEONS & DRAGONS® Fantasy Game Rules. Along with the Basic Set, it provides enthusiasts with the essentials of the Collectors Edition plus beginner and expert level modules in an easily read and understood form. The Expert Set includes a full set of DRAGON DICE™ Randomizers.



D&D® BASIC SET MODULES



THE KEEP ON THE BORDERLANDS DUNGEON MODULE B2



9034

THE KEEP ON THE BORDERLANDS, like all B series modules, is designed specifically for first-time Dungeon Masters and players of the D&D® Basic Set. An exciting underground and wilderness setting provides plenty of adventure.

IN SEARCH OF THE UNKNOWN DUNGEON MODULE B1

9023

This is the very first instructional module designed for use with the D&D® Basic Set, filled with plenty of advice for beginning players and DM's.

THE PALACE OF THE SILVER PRINCESS DUNGEON MODULE B3

9044

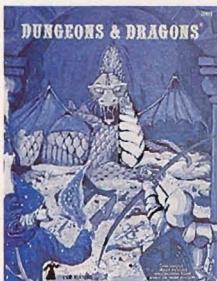
(COMING
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The newest of the instructional settings for the D&D® Basic Set.

D&D® BOOKLETS

DUNGEONS & DRAGONS® BASIC BOOKLET

2014



The DUNGEONS & DRAGONS® Basic Booklet is available separately, providing each prospective player and Dungeon Master with all the rules and guidelines needed to begin playing this ever-popular fantasy game.

DUNGEONS & DRAGONS® EXPERT BOOKLET

2015

The DUNGEONS & DRAGONS® Expert Booklet is available separately, and contains a wealth of game information which builds upon the fantastic possibilities of the D&D® Basic Set. More monsters, more magic, and higher character levels open up new vistas for exploration and adventure.

D&D® EXPERT MODULES

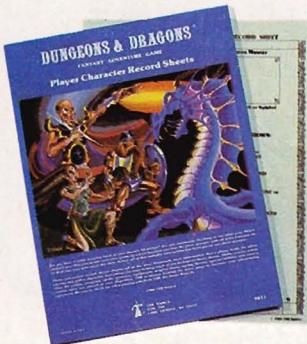
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THE ISLE OF DREAD DUNGEON MODULE X1

9043

Included in the DUNGEONS & DRAGONS® Expert Set [and available separately, as well], module X1 provides a challenging higher level wilderness adventure for players and Dungeon Masters alike. Intrepid adventurers must find the center of a mystical isle and face its unknown guardians, pitting their own knowledge, abilities, and experience against unknown dangers.

D&D® BASIC & EXPERT PLAYING AIDS



DUNGEONS & DRAGONS® PLAYER CHARACTER RECORD SHEETS

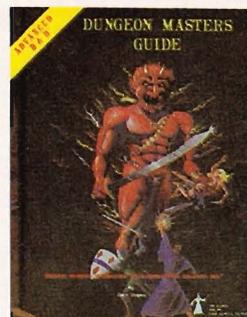
9037

Here is an easy-to-use booklet of character record sheets for players of the DUNGEONS & DRAGONS® Basic and Expert Sets. The sheets are perforated for easy removal, and each is drilled for notebook storage. All the character information needed during play is easily recorded and available for quick reference — a must for all those who actively play D&D® fantasy adventure games.

ADVANCED D&D™ BOOKS

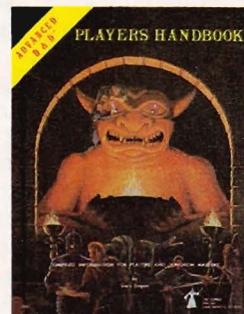
DUNGEON MASTERS GUIDE 2011

This 240 page hardbound book presents the Dungeon Master with complete and detailed information on how to run an ADVANCED DUNGEONS & DRAGONS™ fantasy game in dungeon and campaign form. It is a cornucopia of information on all the aspects of AD&D™ fantasy games, and includes combat tables, monster lists and encounters, treasure and magic item tables and descriptions, random dungeon generation, suggestions on game-mastering, a glossary of game terms, an index, and much, much more. Like all of TSR's hardbound books, this volume features a full color cover, illustrations throughout, and the most durable binding available. It is truly a landmark work on the art of fantasy gaming.



PLAYERS HANDBOOK 2010

No player of ADVANCED DUNGEONS & DRAGONS™ fantasy games should be without a copy of PLAYERS HANDBOOK, an integral part of the AD&D™ series. Here within 128 hardbound pages is a wealth of information on all aspects of the game, written for the use of the players. All the important information needed during play is outlined and explained, including the generation of characters, their classes and abilities, equipment and weapons costs, and a complete descriptive treatment of over 300 magic spells used in the game.



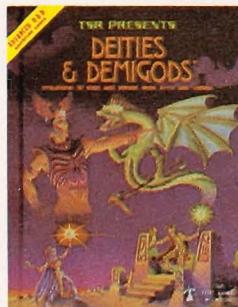
MONSTER MANUAL 2009

The hundreds of monsters which are a part of the world of ADVANCED DUNGEONS & DRAGONS™ fantasy games come to life within the 112 hardbound pages of the MONSTER MANUAL! Here within one alphabetical volume are over 300 creatures of every conceivable type — from aerial servants to zombies. Each is described in an individual narrative, which appears along with a full listing of game abilities. Most of the monsters are illustrated in addition, giving a visual representation to players and Dungeon Masters.



DEITIES & DEMIGODS™ CYCLOPEDIA 2013

The newest ADVANCED DUNGEONS & DRAGONS™ fantasy game hardbound volume is the DEITIES & DEMIGODS™ cyclopedia, burgeoning with details on the gods, heroes, and monsters of myth and legend. Over 15 different pantheons are presented to provide every Dungeon Master with game statistics and background information for use in all kinds of AD&D™ campaigns. The book lists such legendary figures as Zeus, Poseidon, Thor, and a host of lesser names — all ready to make an appearance in an AD&D™ fantasy game setting, with game statistics and an illustration accompanying each description.



ADVANCED D&D™ PLAYING AIDS



DUNGEON MASTERS SCREEN 9024

The highly useful DUNGEON MASTERS SCREEN is a set of durable card-stock folders which present both players and Dungeon Masters with the full assortment of commonly-used AD&D™ fantasy game charts and tables for quick reference during play. All the most important information is easily at hand, from combat tables to experience levels, and considerably more. With the DUNGEON MASTERS SCREEN, the gamemaster can shield his materials from the players and have the most important information at a glance. Less time paging through the books means less wear and tear on materials and more time to play — no wonder this is one of our most popular accessories!

ADVANCED DUNGEONS & DRAGONS™ PLAYER CHARACTER RECORD SHEETS 9028



Every AD&D™ fantasy game player has plenty of characters. This booklet is filled with blank perforated forms for every character type to allow easy reference and record-keeping.

ADVANCED DUNGEONS & DRAGONS™ PLAYER CHARACTER FOLDER AND ADVENTURE RECORDS 9029

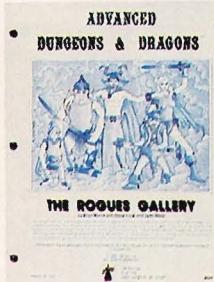
This product is actually two playing aids in one package — 16 record sheets for listing the details of a character's game adventures, and a permanent folder to record all the details of the character's life. Together they provide a total character information packet that no AD&D™ fantasy game aficionado will want to be without.

DUNGEON MASTERS LOG 9036

Effective Dungeon Mastering requires good organization, and that's where the DUNGEON MASTERS ADVENTURE LOG comes in handy. This three-hole drilled booklet contains a ready supply of standard sheets for recording the details of each group of players. Not only is this a quick reference aid during play, but a permanent record is then on hand for future reference. Additional information for Dungeon Masters is also given, including weapons and armor information and several additional charts.

ADVANCED DUNGEONS & DRAGONS™ NON-PLAYER CHARACTER RECORDS 9030

In any ADVANCED DUNGEONS & DRAGONS™ fantasy game campaign, non-player characters abound. Keeping all of them close at hand is easy with the AD&D™ NON-PLAYER CHARACTER RECORDS. This booklet, like the other playing aids, is three-hole drilled for easy storage, and the individual sheets can be used for all types of characters. Tens of thousands of Dungeon Masters can't be wrong . . .



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. All character class types are covered, with a large assortment of random listings which give all the necessary information on abilities and special characteristics of each. Other commonly encountered groups are included, such as bandits, caravans, dungeon parties, and the like. An additional bonus is a section of detailed character vignettes which show players and Dungeon Masters how characters can develop, and provide some interesting possibilities for cameo appearances.

ADVANCED D&D™ MODULES

BEGINNING MODULES

THE VILLAGE OF HOMMLET DUNGEON MODULE T1 9026



Every TSR™ module is a ready-to-play adventure setting. This popular module for beginners features a village and nearby dungeon for exploration, with maps and descriptive information.

G SERIES

G1-2-3 AGAINST THE GIANTS 9058

The G module presents a series of exciting adventures which can lead all the way through the D modules to Q1, if desired. The strongholds of hill, frost, and fire giants must be penetrated and ravaged to find clues to the greater mystery which threatens mankind.

D SERIES

D1-2 DESCENT TO THE DEPTHS OF THE EARTH 9059

The D series stands alone, or as a sequel to the G module. Players probe the deep chambers of the earth to combat the evil Drow and the strange Kuo-Toa.

D3 VAULT OF THE DROW 9021

THE VAULT OF THE DROW brings the quest against evil to its very heart — the underground city where the dark elves coordinate their campaign against humanity.

Q SERIES

DUNGEON MODULE Q1 QUEEN OF THE DEMONWEB PITS 9035



Q1 stands alone or as a sequel to the G and D modules. The campaign against evil reaches its conclusion in a strange place on another plane that demands the utmost in adventurers' skill and daring.

COMPETITION SERIES

C1 THE HIDDEN SHRINE OF TAMOACHAN 9032

An ancient temple is the locale for this challenging test of players' skill — the scenario which was the AD&D™ fantasy game tournament at Origins '79. Includes a special illustrated booklet for use during play.

C2 THE GHOST TOWER OF INVERNESS 9038

The stolen Soul Gem within haunted Inverness Castle is the objective in this official tournament module from Wintercon VII.

SPECIAL SERIES

S1 TOMB OF HORRORS 9022

Here's one of TSR's best-selling — and most challenging — modules, a foray into a deadly wizard's crypt. Includes an 8-page illustration booklet.

S2 WHITE PLUME MOUNTAIN 9027

WHITE PLUME MOUNTAIN takes a party of intrepid adventurers inside an active volcano on a dangerous search for missing magic items.

S3 EXPEDITION TO THE BARRIER PEAKS 9033

TSR's most deluxe module brings adventurers face-to-face with science fantasy. Includes numerous maps and a 36-page illustration booklet, with color.

S4 DWELLERS OF THE FORBIDDEN CITY COMING IN 1981

The dreaded Forbidden City is the setting for module S4, as adventurers try to prevent the Yuan-Ti from unleashing their hordes upon an unsuspecting world.

SLAVERS SERIES

A1 SLAVE PITS OF THE UNDERCITY 9039

This module, the first in a series, starts a quest to end the evil actions of a ring of treacherous slave lords.

A2 SECRET OF THE SLAVERS STOCKADE 9040

A3 ASSAULT ON THE AERIE OF THE SLAVELORDS 9041

COMING IN 1981

A4 THE DUNGEONS OF THE SLAVELORDS 9042

The A2, A3, and A4 adventures continue the quest which began with A1 and which together comprise the official AD&D™ fantasy game tournament from GenCon® XIII. The objective is to penetrate the citadel of the slave lords, solve the mystery of their actions, and put an end to their evil once and for all.

BOXED FANTASY GAMES

 TSR
The Game Wizards
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DUNGEON!™

ADVENTURE GAME

1010

TSR's best-selling family fantasy game now has a whole new look! A big, brand new box holds the mounted gameboard and a colorful assortment of monster and treasure cards. Dice, markers and playing pieces are also included, along with a rules folder that is easy to read and learn. This is truly a game for all ages (8 and up), as children and adults alike enjoy its fast action and subtle strategies. Playable by up to 8 players, or solitaire.



WARLOCKS & WARRIORS™

FANTASY GAME

1003

WARLOCKS & WARRIORSTM fantasy game is an action-packed introductory level fantasy game for two to six players, ages 8 and up. Each player opts to take the role of a warlock or warrior in order to successfully escort a rescued princess through a wilderness fraught with peril. Beware the dragon's lair and demon maze!



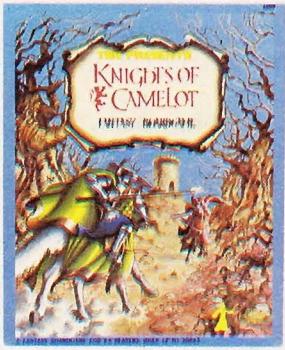
TM

FANTASY GAME

fate often intervenes at will. It all adds up to an exciting and unpredictable game where the outcome is ever in doubt. Includes full color map, over 250 counters, rulebook, cards, and dice.

1008

DIVINE RIGHT™ Fantasy Boardgame is a multi-player design that combines combat, diplomacy, and role playing. Each player attempts to build and hold together a fragile alliance long enough to defeat the others and win the game. But diplomatic treachery, powerful magic, and the fickleness of



KNIGHTS OF CAMELOT™

ADVENTURE GAME

1009

KNIGHTS OF CAMELOT™ Fantasy Boardgame is a multi-player design based on legendary Britain in the times of King Arthur. Player knights travel over land and sea to further the cause of virtue, chivalry, and courage — hoping to win the favor of King Arthur and a seat at his prestigious Round Table. Troublesome rivalries, unpredictable ladies, and dangerous monsters make the task a challenging but exciting one. Includes full color map, rulebook, cards, playing aid charts, and dice. For two to six players, ages 12 and up.



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BOXED GAMES

TOP SECRET™

7006

ESPIONAGE
GAME

Set in the exciting modern world of espionage and intrigue, TOP SECRET™ Espionage Role Playing Game 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 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 game box.

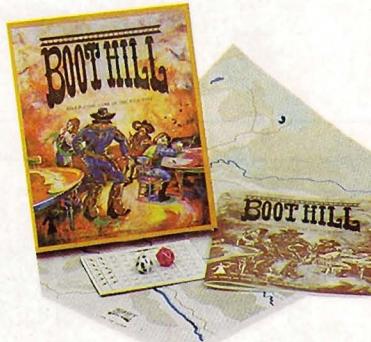


BOOT HILL™

7005

WILD
WEST
GAME

BOOT HILL™ Role Playing Game is TSR's popular game of the Wild West. Players become all sorts of legendary characters: lawmen, Indians, outlaws, bankers, or any other of the many possibilities. The action is fast and furious, with stagecoach robberies, cattle rustling, shoot-em-ups, and barroom brawls aplenty. Historical scenarios are also included for possible play, and a lengthy section gives game information for 100 of the most famous gunslingers of the Old West. Includes 36-page rulebook, campaign maps, and percentile dice.

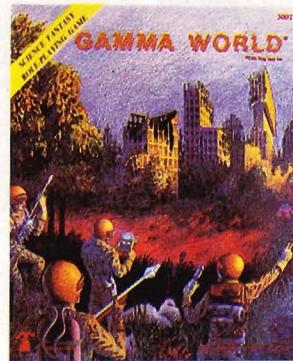


GAMMA WORLD™

SCIENCE FANTASY GAME

3002

The devastated Earth of the far future is the setting for the GAMMA WORLD™ Science Fantasy Role Playing Game. Players are thrust into a world gone mad, as barbaric societies and mutated plants and animals threaten survival at every turn. Using their own wits and unique abilities, players must try to explore this dangerous new world where mutational powers and fragmented technology contend for superiority. It is a fascinating journey that will excite and challenge every player. GAMMA WORLD™ Science Fantasy Game includes a 56-page rulebook, campaign map, and polyhedra dice.



Fight in the Skies™

7003

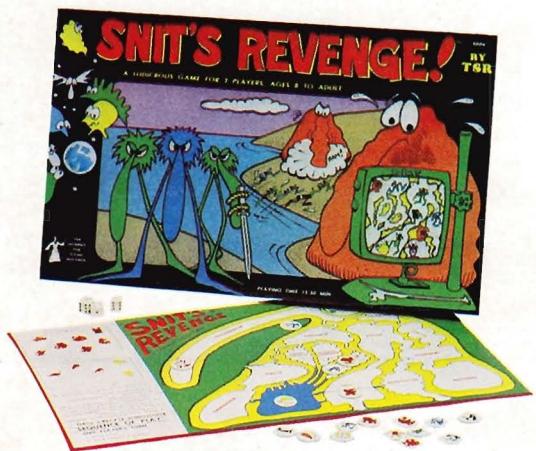
AERIAL
COMBAT
GAME

The FIGHT IN THE SKIES™ boardgame allows you to bring all the excitement of a World War I dogfight right into your living room. Players take the roles of individual pilots and fly in any one of the many famous aircraft of the First World War, matching their skills in aerial battles which can range from treetop height to thousands of feet above the ground. Almost any number — from two on up — can play, and unique provisions for random combat allow for an infinite number of possible game situations. Players take their pilots through the rigors of combat in an effort to survive and gain the "kills" which will earn them the title of Ace. Do you have what it takes to match wits with the Red Baron? Includes game map, rulebook, aircraft data, maneuver cards, playing aid charts, and dice.



BOXED GAMES

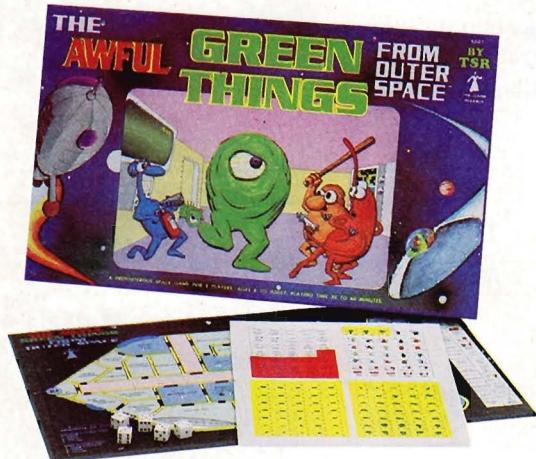
 TSR
The Game Wizards
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SNIT'S REVENGE!™

BOARDGAME
5006

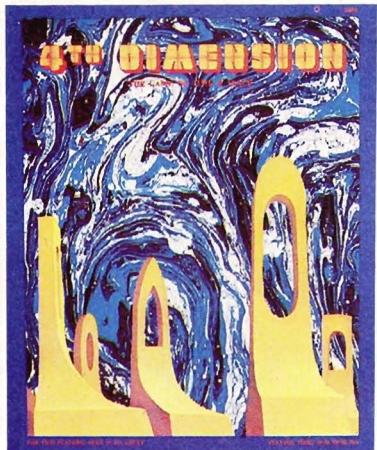
What a **crazy** idea! The SNITS REVENGE™ game is quite unlike any other you've ever played. It starts with its own cartoon, explaining the zany situation which leads to the game — the ongoing battle between the two-legged Snits and their arch-enemies, the Bolotomi. Since the Bolotomi love to smash Snits, the endangered creatures have found a way to fight back by invading the bodies of their bulbous adversaries in search of the elusive "spark of life". It's all more than a little preposterous, but subtle strategies make this more than just a simple game for kids [though they love it, too]. Includes mounted gameboard, laminated playing counters, rules folder, and dice.



THE AWFUL GREEN THINGS FROM OUTER SPACE™

BOARDGAME
5007

If you've ever watched "The Late Movie", you'll certainly identify with THE AWFUL GREEN THINGS FROM OUTER SPACE!™ game. This wacky spoof of science fiction films pits a desperate crew — with fire extinguishers, pool cues, and cans of space food — against the growing horde of mysterious Green Things which threaten to take over their spaceship. There's even a robot caught up in the excitement! It all adds up to a game which requires skill and strategy, providing challenging fun for players of all ages, 8 and up. The big colorful box includes a cartooned instruction booklet, laminated playing counters, dice, and a mounted spaceship gameboard.



4TH DIMENSION

5004

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 possesses the same complex strategies. A circular playing board provides a novel twist for the battles between Rangers, Guardians, and the all-important Time Lord. But the most unique feature is the ability to "Time Warp", taking a piece out of play and bringing it back later — up to two moves away. This game could well be a future classic! Includes gameboard, specially molded plastic pieces, and rules folder.

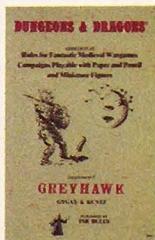
COLLECTORS EDITION

DUNGEONS & DRAGONS® COLLECTORS EDITION 2002

The three books comprising the Collectors Edition of DUNGEONS & DRAGONS® Fantasy Game Rules provide a complete set of rules for the D&D® player. Included in the trilogy are information on men and magic, invaluable material concerning monsters and treasures, and details necessary for the proper construction of underworld and wilderness adventures. The DUNGEONS & DRAGONS® Collectors Edition is specially suited to those players who prefer more freedom in the construction of their fantasy campaigns.



COLLECTORS EDITION SUPPLEMENTS

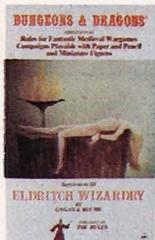


GREYHAWK 2003

GREYHAWK is an extremely useful supplement to the DUNGEONS & DRAGONS® Collectors Edition, expanding and detailing combat systems and monster descriptions for use with the game.

BLACKMOOR 2004

A follow-up to GREYHAWK, BLACKMOOR lists the monk and assassin character classes for D&D® fantasy games, and includes a sample dungeon, the Temple of the Frog.



ELDRITCH WIZARDRY 2005

Introducing the druid class, psionics, and super powerful magic relics, ELDRITCH WIZARDRY has long been one of the most popular supplements to D&D® fantasy games.

GODS, DEMIGODS & HEROES 2006

This DUNGEONS & DRAGONS® fantasy game playing aid lists the gods and heroes of the world's greatest mythologies. The Dungeon Master will find a full assortment of ten pantheons for use in campaigns.



SWORDS & SPELLS 2007

SWORDS & SPELLS is a set of rules for large scale fantasy miniatures battles compatible with D&D® fantasy games. The elements of melee, magic, morale, and monsters are all scaled for tabletop actions where fantasy armies clash.

CHAINMAIL 6002

CHAINMAIL, with its fantasy supplement, is the forerunner of D&D® fantasy games and all such games on the market today. This popular booklet outlines rules for tabletop medieval warfare with miniatures, harkening back to the days of knights in armor.



FANTASY GAME PLAYING AIDS



WORLD OF GREYHAWK™ FANTASY WORLD SETTING **9025**

All of the modules and playing aids for AD&D™ fantasy games take on new meaning when they come to life as a part of THE WORLD OF GREYHAWK™ Fantasy World Setting. Now players and DM's can visualize the geographic locations of their adventures on two large, colorful maps. The 32-page booklet of background history and geographical information together with the gigantic maps create a complete fantasy world in which to base an endless variety of AD&D™ fantasy game campaigns.

DRAGON DICE™ AIDS **8004-8005**

Random number generation of any kind becomes easy with DRAGON DICE™ aids, TSR's new sets of dice for all sorts of gaming! The polyhedra set [8005] is a collection of six different multi-sided dice most commonly used in role playing games like AD&D™ fantasy games, and the percentile set [8004] is a pair of ten-sided dice for many game applications. Both sets feature high impact durability and a special miniature storage and carrying case.

MONSTER & TREASURE BOOK **9047**

The MONSTER & TREASURE BOOK puts 900 monsters and 900 treasures for D&D® fantasy games into an easy-to-use format for Dungeon Masters. Nine dungeon levels are given, with appropriate listings for each. Dungeon stocking and random encounters were never so simple, for beginners or veteran players alike

DUNGEON GEOMORPHS **9048**

Entire dungeons can be created in minutes with DUNGEON GEOMORPHS! Dozens of ready-to-use map sections can be cut out and placed together in millions of possible combinations to construct an instant underworld for fantasy adventure.

HEX BOOKS **8007**

TSR's hex book is a useful accessory for all kinds of gaming, and especially for Dungeon Masters. Approximately 60 sheets of quarter-inch hexes allow plenty of room for mapping during play and the construction of fantasy worlds.

FUTURE RELEASES:

Modules . . .

MAD MESA — BOOT HILL™ Module BH1
RAPIDSTRIKE — TOP SECRET™ Module 002
LEGION OF GOLD — GAMMA WORLD™ Module GW1

Minigames . . .

SAGA: THE AGE OF HEROES™ minigame
GALACTIC ARENA™ minigame
THEY'VE INVADED PLEASANTVILLE™ minigame
A minigame based on the legend of Count Dracula

COMING
IN
1981

TRY THE GAME. THEN, TRY DRAGON™ MAGAZINE.

If you like games, chances are you'll enjoy **Dragon™** magazine, a special publication about a special brand of games.

TSR Hobbies, Inc. pioneered the field of adventure gaming, abandoning the constraints of the traditional board game with **Dungeons & Dragons®** and **Advanced Dungeons & Dragons™** fantasy adventure games. Newcomers to adventure and role-playing games quickly discover what veteran gaming enthusiasts already know: The scope and excitement of adventure games are bound only by the imaginations of the participants. And each issue of **Dragon™** magazine is designed to help gamers journey wherever their fantasies roam.



Dragon™ magazine is the monthly adventure role-playing aid. More than a magazine, each **Dragon™** issue is a tool to enhance your enjoyment of the games made by TSR Hobbies and other major companies. Besides showing you what's new, the 80-plus pages in each issue are timeless as well as timely: Extensive listings of conventions, clubs and referees from all over the world, to help you find others who enjoy the same games you do; new suggestions for characters, settings and rule variants to individualize your game; a wide variety of advertisements for games and gaming accessories (and honest reviews to help you get your money's worth); "Sage Advice" answering rules questions posed by readers; background reports . . . humor . . . cartoons . . . opinions . . . fiction . . . AND, a complete module or game in every issue. [**The Awful Green Things From Outer Space™** game and **Snit's Revenge™** game both made their debuts in the pages of **Dragon™** magazine].

Fantasy games, war games, science-fiction games, computer games, miniatures — all facets of the hobby of gaming are covered, in the largest professional gaming publication.

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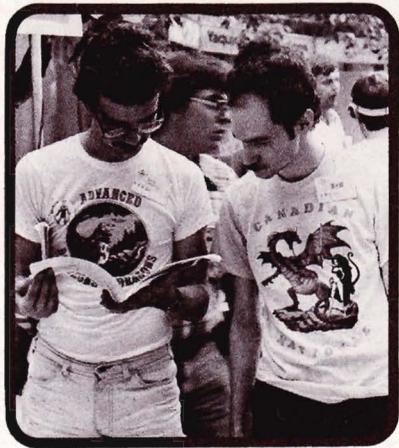
GENCON® CONVENTION



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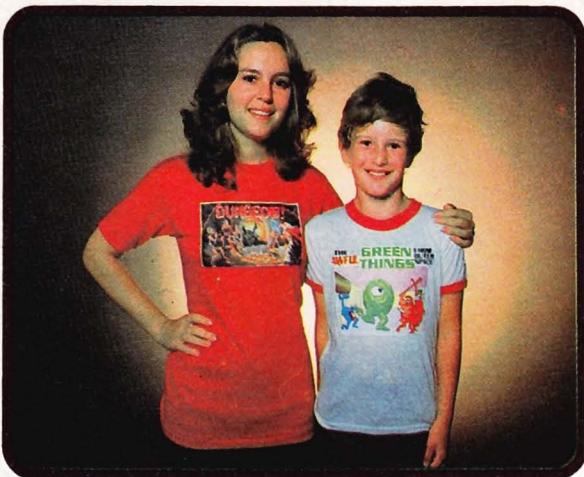
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TSR Hobbies is proud to sponsor the GENCON® Game Fair, America's premier national gaming convention. Every August, thousands of enthusiasts from all across the country come to partake in a broad spectrum of gaming activities: historical simulations, fantasy and science fiction games of all types, traditional boardgames, and [of course] D&D® and AD&D™ fantasy games. There are four days of movies, demonstrations, tournaments, seminars, and manufacturer's exhibits. No one goes home disappointed — there's plenty happening every year, just as there has been since 1968.



The GENCON® Annual Gaming and Trade Show is an extravaganza with a myriad of activities for all ages and interests. Whatever is stimulating, new, interesting, and innovative will be seen at the GENCON® show, and every year's convention is planned to be bigger and better than the last. If you're a gamer or hobby dealer, you shouldn't be missing the fun! For individual or dealer information, contact: GENCON® INFO, POB 756, Lake Geneva, WI 53147 [phone 414-248-8050].

All of the GENCON® convention's gaming fun is not located in the Midwest alone! TSR helps other regional organizations sponsor gaming conventions under the GENCON® convention banner — like the GENCON® SOUTH show [held each February in Jacksonville, Florida] and the GENCON® EAST convention [held in July in Cherry Hill, New Jersey]. Individuals interested in attending these events — or clubs with convention experience interested in co-sponsoring them — should write for information to the address above.



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