

GAMES FOR IMAGINATIVE PEOPLE

FROM TSR

ROLE-PLAYING GAMES

We introduced this concept to the gaming hobby! In the role-playing game it is usual for one individual to act as game referee while the balance of the participants create game personas which then engage in successive game "adventures" in order to gain skill and wealth. TSR's role-playing games include **Dungeons & Dragons**, **Advanced Dungeons & Dragons**, **Gamma World**, **Metamorphosis Alpha**, and **Boot Hill**. In the near future still others will be added, such as **Top Secret**.

FANTASY & SCIENCE FICTION GAMES

While many of the role-playing games mentioned above fall into this category, we offer still more. Included are: **Dungeon!** **Divine Right**, **Lankmar**, **Star Probe**, and **Star Empires**. New releases in this category, such as **Star Squadrons**, are forthcoming.

HISTORICAL BATTLE GAMES

The hobby of wargaming is one of the fastest growing pastimes, and TSR offers a line of fully researched and accurate conflict simulation games for wargamers such as: **Fight In The Skies** and **African Campaign**. Innovative new games will be added periodically to increase this portion of the game line, including **Battles for the German Frontier!**



ADULT AND FAMILY GAMES

from



THE GAME WIZARDS

PARLOR GAMES

Family games, as well as those for younger players, will be increasingly featured by TSR. Already mentioned are such titles as **Dungeon!** and **4th Dimension** and we also offer **Cohorts** (the Roman Checkers Game), **Suspicion** (the ultimate in murder mystery games), **Warlocks & Warriors** (an introductory level fantasy game), and **Snits Revenge** - pure fun!

RULES FOR MINIATURE WARGAMES

TSR started operations as a producer of miniatures rules, and we have not forgotten this aspect of the gaming hobby. We provide many leading titles for recreating battles with miniature figurines. A complete list is found later, but these titles encompass history from ancient times with **Classic Warfare**, through the Middle Ages, with **Chainmail**, the Revolutionary War with **Field Regulations** and **Valley Forge**, and the modern period with such rules as **Air Power**, **Panzer Warfare**, **Tractics** and **Modern Armor**.

GAMING MAGAZINE

For the devotee of imaginative gaming TSR publishes **The Dragon**, the monthly magazine of gaming in all of its popular forms - heroic fantasy, science fiction, military miniatures, simulation board games, strategy games, and more. Each issue is designed to keep the game hobbyist abreast of trends and informed on the latest releases in role playing, boardgames, and miniatures.

TSR Hobbies, Inc.

TSR Games - TSR Periodicals - TSR Rules

POB 756 Lake Geneva, WI 53147 - (414)248-3625 or (800)558-2420



Watch For BATTLES FOR THE GERMAN FRONTIER

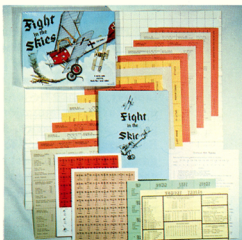
The last, desperate confrontations between the German Panzers and the armies of the Allies are recreated in numerous scenarios of this superb WW II boardgame designed by the renowned John Prados. Beginning with the famous "Dash for the Rhine", **BATTLES FOR THE GERMAN FRONTIER** covers all of the actions from September 1944 to the war's end in 1945, even allowing the German player to amass secret forces for an all-out assault a la the Battle of the Bulge, and if participants so desire, the whole campaign can be refought as a single game rather than as separate scenarios. Scores of units represent the U.S., British, Canadian, French and Polish Allies and the German formations in a totally accurate Order of Battle. Special rules include leader counters and reserves. This is a historical battle game which is a must for any WW II enthusiast or simulation game buff! A complete boxed boardgame with rules, die, and beautifully cut unit counters. **To be released in 1980.**

THE AFRICAN CAMPAIGN



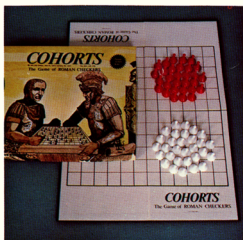
AFRICAN CAMPAIGN brings the historic WW II battles in North Africa into your living room. Recreate the contest between Rommel's Afrika Korps and the British 8th Army which held the fate of the world in its balance. Each player's chess pieces are the major military units which were engaged in the battles, one set Axis, the other Allies. Their skill will dictate who emerges victorious. For 2 adult players ages 15 years and up, the game contains a large playing board showing North Africa, over 200 playing pieces, rules, and game die - only \$9.95.

Fight in the Skies



FIGHT IN THE SKIES is the exciting and realistic game which places you in the cockpit of one of the famous aircraft of World War I. Match your ability and flying skill against an adversary in a uniquely personal duel which could range from treetop height to thousands of feet above the ground. See if you could have been a Red Baron or a Rickenbacker. For 2 or more adult players ages 15 years and up. The game comes in an attractive box and contains counters for over 50 aircraft, rules and specifications on the numerous planes used in the game, playing map, many separate charts, and game die all for only \$10.00.

COHORTS



The third in TSR's "Famous Authors Series" (LANKHMAR, WARLOCKS & WARRIORS), **COHORTS** is "The Game of Roman Checkers", one of the oldest boardgames in recorded history. Specially prepared for modern play by world famous author L. Sprague de Camp, **COHORTS** combines the ease of checker-like movement with chess-like combination for position and capture. This game is fun for youngsters, challenging for sophisticated and skillful adult players too! For 2 players ages 8 years and up, the game contains short, comprehensive and well-illustrated rules, 40 playing pieces, and a board, all for \$8.95.

Rules for Miniature Wargames



SWORDS & SPELLS — Special rules for creating swords & sorcery battles on the table top with miniature figures. Ideal for use with **DUNGEONS & DRAGONS** as both 1:10 and 1:1 figure: creature scales \$ 5.00

CLASSIC WARFARE — Rules for ancient warfare in miniature, from Egypt to the Byzantine Empire, based on a figure ratio of 1:30, and containing an extensive historical section. 8 1/2" x 11" book with color covers and many interior illustrations in black and white. \$10.00

CHAINMAIL — Medieval miniatures rules for either 1:20 or 1:1 figure ratios, with supplemental rules for jousting and fantasy battles in the J.R.R. Tolkien tradition. \$ 5.00

VALLEY FORGE — The wargame rules for the Revolutionary War based on a 1:30 figure ratio for the most realistic historical recreation of the tactics of the period. It is drawn from a war game devised for the U.S. Army in the 19th Century and contains fire tables for 20 cannon and howitzer types. \$ 5.00

FIELD REGULATIONS — A short but highly accurate set of rules for miniatures battles of the late 18th Century, with a basic figure ratio of 1:15. \$ 3.00

DON'T GIVE UP THE SHIP — Rules for sea battles of the Napoleonic Era, both single-ship and fleet actions. For 1:1 ratio battles from the Revolutionary War through the War of 1812, with numerous historical actions noted for recreation in miniature. \$ 5.00

PANZER WARFARE — Recreate the mass-armor engagements of WW II with micro-scale miniatures using this set of rules where each vehicle represents ten actual tanks. \$ 4.00

AIR POWER — Rules for 1:1 aerial combat of WW II with miniature aircraft models. Fly the most famous fighters such as the Spitfire, Me 109, P38, Zero, P51, etc. in historically accurate dogfights. \$ 3.95

TRACTICS — The set of miniatures rules recognized as the finest ever written for the period. Highly comprehensive rules for all aspects of battles with armor, infantry, and artillery on a 1:1 ratio. It includes extensive armor and weapons data and special rules for aircraft, paratroopers, nuclear weapons and more. A set of three booklets, plus separate reference sheets, boxed. For the ultimate in small-scale tactical simulations. \$14.95

BIO ONE — Playing aid rules for exact hit location and wound determination for man-to-man miniatures games of the age of gunpowder. Recommended for use with such games as **BOOT HILL**, **TRACTICS**, etc. \$ 2.50

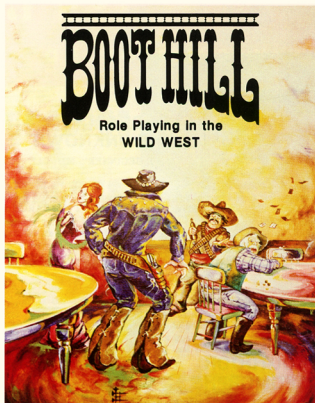
CORDITE & STEEL — Naval miniatures rules for the great age of the battleship, 1890 - 1920. Enables players to faithfully simulate the naval actions of the period with virtually any scale of miniature ships \$7.98

MODERN ARMOR — A fast-paced but highly realistic set of miniatures rules for today's battles - - from Arab-Israeli Wars to hypothetical Soviet-NATO clashes - - scaled for either HO or micro-sized models. \$4.00



SPECIAL RELEASE!

STAR SQUADRONS - Rules for ship-to-ship combat in space. Fast-paced and exciting . . . coming soon!



Ever wonder if you could stand up to the likes of Wyatt Earp or Jesse James in a gunfight? Would you like to visit the "Wild West" of history and legend where Cattle Barons, rustlers, rip-roaring saloons with card sharks, dancing girls, booze and brawls, the fast guns and tough cowboys and miners made life exciting and dangerous? Then **BOOT HILL** is for you! **BOOT HILL** is a role playing game of the Old West, where each player takes the part of a key figure in an action drama - - outlaw, sheriff, rancher, or whatever. Special scenarios enable participants to recreate single episodes from history, or a complete fictional campaign allows players to create their own "history". **BOOT HILL** comes complete with rules, instructions, and historical data, a double-sided map showing a typical Western town on one side and a fictional area of county size on the other, special dice, and counters. **BOOT HILL** comes in an attractive box at only \$9.95. AVAILABLE ABOUT APRIL 1979.

OTHER TSR PRODUCTS

There are many accessory items available from TSR. These include:

- POLYHEDRA DICE SET** (4-, 6-, 8-, 12-, 20-sided dice) only \$1.49
- PERCENTAGE DICE SET** (two 20-sided dice) only \$.89
- HEXAGON MAPPING PADS**, 8 1/2" x 11", 50 sheets \$3.50
- D & D POSTERS**, with huge dragon figure, each \$2.00
- GAMMA WORLD POSTERS**, full color rendition of cover \$2.00
- COLORFUL "T" SHIRTS**, with many different game logos and pictures in sizes S,M,L, and XL (See Below).

Be certain to ask your dealer about items currently available. If he does not carry the TSR accessory item or items you desire, ask him to order it for you or write direct to TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147.

TSR produces new and different "T" shirts from time to time. Each is a colorful shirt featuring a popular game - - **D & D**, **GAMMA WORLD**, **AD & D**, **SNITS REVENGE**. New ones will be produced soon!

TSR BRINGS YOU THE FIN

PLAYING AIDS FOR D & D®



IN SEARCH OF THE UNKNOWN

D & D BEGINNER'S MODULE

Here is the perfect module for the novice D & D player - so good that we have included it in the latest edition of the "Basic Set"! **IN SEARCH OF THE UNKNOWN** has a wealth of tips for excellence of play by Dungeon Master and campaign participants alike. The module contains an extensive introductory section, two level maps and a variety of monsters and treasures to place thereon, character selections and more. Available at only \$5.49.

DUNGEON & OUTDOOR GEOMORPHS



DUNGEON GEOMORPHS SETS are designed to be cut up and shaped to form a variety of dungeon levels in minutes. Each sheet in a set is scaled to 1 square = 10', can be changed by addition or deletion of features as desired. The three available sets are:

BASIC DUNGEON (Upper levels) -- Set One	\$2.49
CAVES & CAVERNS -- Set Two	\$2.49
LOWER DUNGEONS (Complex) -- Set Three	\$2.49
ROOMS, CHAMBERS & PASSAGES -- Set Four	Future Release

OUTDOOR GEOMORPHS are designed for campaign use and to aid the DM in outdoor adventures. They are:

WALLED CITY -- Set One	\$3.49
CASTLE/FORTRESS -- Set Two	Future Release
RUINS -- Set Three	Future Release

SUITABLE FOR USE WITH ADVANCED D & D!



MONSTER & TREASURE ASSORTMENTS

MONSTER & TREASURE ASSORTMENTS are sets of random monsters and random treasures to be used in populating dungeon levels. Each selection is coded and numbered so as to make it a simple matter to key a level merely by noting the appropriate codes for each (or only one or the other) directly on the dungeon map. Instructions and suggestions are extensive, including methods of hiding and holding treasures. The sets are:

LEVELS ONE - THREE , Set One	\$2.49
LEVELS FOUR - SIX , Set Two	\$2.49
LEVELS SEVEN - NINE , Set Three	\$2.49

CHARACTER RECORD SHEETS

DUNGEONS & DRAGONS CHARACTER RECORD SHEETS are a boon to players and DM alike! These sheets have space for virtually everything that must be known about a character, and each pad of approximately 25 sheets is drilled, three hole, for easy storage in a binder. Players can be required to make a duplicate copy for DM records, and non-player characters can be easily kept track of by the DM. Pads come in different colors. Each pad of **CHARACTER RECORD SHEETS** is only \$2.98.

PLAYING AIDS FOR AD & D®



GIANT FOEMEN!

ADVANCED DUNGEONS & DRAGONS MODULES IN THE "G" SERIES were used as the Official tournament scenarios for Origins '78. These three modules are written for skilled players, but even the novice can test his or her skills! Each module is designed to be playable alone, but the whole fit together into a series of the most exciting and challenging of adventures, as players seek to overcome hordes of giants and solve a puzzling mystery. Best of all, these scenarios can be joined with the "D" series to make a mini-campaign! Don't miss these superb offerings which were designed by AD & D author Gary Gygax. Each module has action illustrations, background information for players, DM notes, and detailed level maps and encounter keys.

STEADING OF THE HILL GIANT CHIEF , Module G1	\$4.49
GLACIAL RIFT OF THE FROST GIANT JARL , Module G2	\$4.49
HALL OF THE FIRE GIANT KING , Module G3	\$4.98

UNDERWORLD OF EVIL ELVES!



ADVANCED DUNGEONS & DRAGONS MODULES IN THE "D" SERIES were specially prepared for use at GENCON XI. The bold adventurers must continue the trials of the "G" series; for, having overcome the giants, they now face the dangers found in a vast labyrinth of passages honeycombing the underworld. In this dark world, the party will certainly find the unexpected, the utmost dangers! As with the first set, the three modules in this group are designed to be playable individually, but they are best as a series, or as the fourth, fifth and sixth parts of a whole mini-campaign. The experts at the game will be sure to find a real challenge in these modules! Each module is illustrated and has many maps, map keys, background information and special notes for the DM.

DESCENT INTO THE DEPTHS OF THE EARTH , Module D1	\$4.98
SHRINE OF THE KUO-TOA , Module D2	\$4.98
VAULT OF THE DROW , Module D3	\$5.98

SOON TO BE RELEASED

ADVANCED DUNGEONS & DRAGONS PLAYING AIDS will be an ever-growing part of the service TSR offers to the gaming hobby because they add so much to playing ease and enjoyment. Scheduled for publication in the near future are the following:

- TOMB OF HORRORS**, AD & D Module Originally Used at Origins I, Designed by Gary Gygax.
- WORLD OF GREYHAWK**, Two full Color Maps and Gazetteer of the "World" of the First D & D Campaign. Now Revised to AD & D Standards.
- EXPEDITION TO THE BARRIER PEAKS**, Another AD & D Module: Initially a Tournament Level Dungeon (Origins II).
- VILLAGE OF HOMMIET**, An Introductory Level Module from the Greyhawk Campaign, with Special Beginner's Dungeon.
- LENDOR ISLES SERIES**, A Set of Special AD & D Modules Keyed to the World of Greyhawk, by Len Lakofka.
- AD & D PLAYER CHARACTER RECORD SHEETS**, With All of the New Information for the Advanced Game.
- AD & D NON-PLAYER CHARACTER RECORD SHEETS**, Special Sheets Designed for Dungeon Master Use.
- AD & D DUNGEON MASTER'S SCREEN**, A Large, Illustrated Screen on the Player's Side, Combat and Saving Throw Tables Plus a Wealth of DM Information on the Other! Available April 1979.

NOW AVAILABLE!
only \$5.49

BEST IN FANTASY GAMES!

ALL IN HARD COVER!



ADVANCED DUNGEONS & DRAGONS® MONSTER MANUAL

This new series is an outgrowth of the "Original" game, a new, more complete series for the dedicated Swords & Sorcery role playing game enthusiast. These works are designed to allow the beginner to move smoothly into the more exciting and demanding game for expert players. **MONSTER MANUAL** — An illustrated compendium of over 350 monsters for the ADVANCED game, alphabetically listed ... \$9.95

ADVANCED DUNGEONS & DRAGONS®



PLAYERS HANDBOOK

PLAYERS HANDBOOK - Complete information on character races, abilities, classes, spells, equipment, weapons, and more . . . \$9.95.

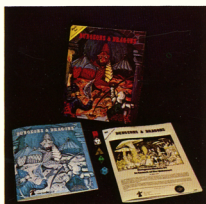
STILL TO COME

ADVANCED DUNGEONS & DRAGONS®

DUNGEON MASTERS GUIDE - Information for the game referee only, including combat tables, treasure and magic descriptions, non-player character development, and dozens of other new and important considerations . . . available about August 1979.

GODS, DEMI-GODS & HEROES - A huge revision of the original supplement, carefully written to conform to **ADVANCED DUNGEONS & DRAGONS**, and including the deities of myth and mythos - Babylonian, Egyptian, Far Eastern, Greco-Roman, Greyhawk World, Lankhmarian (Nehwon), Lovcraftian, Norse, Persian, and many more. This is a must for any AD & D campaign . . . available about November 1979.

DUNGEONS & DRAGONS®



The **BASIC SET** of **DUNGEONS & DRAGONS** provides everything you need to start playing the original game of swords & sorcery role playing . . . game book, a set of five polyhedra dice, and beginner's modular dungeon, **IN SEARCH OF THE UNKNOWN**. Become a mighty magic-user, a fearless fighter, a clever thief, or a sturdy dwarf. Explore the mazes and labyrinths of a vast and deep dungeon in search of fabulous treasure and magic hidden there. But this wealth is guarded by fearsome monsters - orcs and ogres, trolls, giants, dragons and even worse must be met and defeated.

DUNGEONS & DRAGONS is the original game of fantasy role playing. It is a truly unique experience, for each participant assumes a game persona who goes from adventure to adventure, growing more powerful and capable with each successful expedition. Unlike any other game you have ever played before, **DUNGEONS & DRAGONS** will allow you to completely unleash your imagination and creativity, while still posing interesting game situations and endless challenges. Come and visit our world!

The **BASIC SET** of **DUNGEONS & DRAGONS**, complete in a full color bookshelf-sized box, is only \$9.95. [Rule book only available at \$5.00].



ORIGINAL COLLECTOR'S EDITIONS

DUNGEONS & DRAGONS®

The original version of **DUNGEONS & DRAGONS** is still available. It contains three booklets: "Men & Magic", "Monsters & Treasure" and "The Underworld & Wilderness Adventures", plus reference sheets, boxed. Although aimed at experienced miniatures buffs, all D & D players will want to own a copy. Still available for a limited time for \$10.00.

The tremendous response which **DUNGEONS & DRAGONS** received required the publication of four supplements to the original version. These supplements are also available and are priced at \$5.00 each for a limited time:

- GREYHAWK**, Supplement I
- BLACKMOOR**, Supplement II
- ELDRITCH WIZARDRY**, Supplement III
- GODS, DEMI-GODS, & HEROES**, Supplement IV

OFFICIAL DUNGEONS & DRAGONS® MINIATURES

Look for the large and expanding line of D & D metal miniatures. These are superior castings designed specially to conform to D & D. **ACCEPT NO SUBSTITUTES!**

DUNGEON!



DUNGEON! The game of fantastic adventure in dark labyrinths means exciting play for from 1 to 12 players, ages 8 years and up. Each player becomes an elf, hero, superhero or wizard in quest of fabulous treasures hidden in the black mazes of the dungeon. But to gain these treasures fearsome monsters must be met and defeated. There are goblins, werewolves, giants, dragons, and more among the passages and chambers beneath the castle, and the first player to come back with enough treasure wins! **DUNGEON!** comes with a huge playing board, 186 monster, treasure, and wizards' spell cards, 12 playing pawns, and detailed rules booklet, boxed for \$9.95.



4th DIMENSION

4TH DIMENSION is the ultimate game of strategy and skill for two players. Each has a force of chess-like pieces - Warriors, Rangers, Guardians, and the Time-Lord. But the battlefield is not only in space, but in time as well, and where will enemy pieces reappear from the Warp? Can you meet the challenge of time and space in **4TH DIMENSION?** A complete boxed boardgame for two adult players with a high skill level, and destined to become a classic. Available at \$9.95.

SNIT'S REVENGE!



SNIT'S REVENGE is a game for two players, young or old, serious or light-hearted. If ever a game was fun and 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 now seek revenge against the gigantic **Bolotom**. Having suffered too long at the not-so-tender mercies of Bolotom, 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 to the "Spark Of Life" of the Bolotomus. **SNIT'S REVENGE** is designed to appeal to players age 8 and up. It is easy to learn and exciting to play, but more serious opponents will find that the strategies involved can be highly complex and demanding, for it is a multi-level game. The game includes a colorful playing map showing the internal workings of the Bolotomus, die-cut playing pieces, rules, and dice, all in a colorfully cartooned box at \$6.95.

LANCKHMAR & FRITZ LEIBER and HARRY FISCHER

#1 in the
FAMOUS AUTHORS
SERIES!



LANCKHMAR is a game based on the world of Nehwon designed by Hugo Award winning science fiction author Fritz Leiber and his long-time friend and associate Harry Fischer. For 2 to 4 adult players ages 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. This game involves the renown heroes Fafhrd and the Gray Mouser, as well as magical happenings. Players compete in a chess-like game of skill to attempt to capture their opponents' citadels. Boxed with full color map and dozens of playing pieces, plus rule booklet and die, for \$10.00.



WARLOCKS & WARRIORS

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 author Gardner F. Fox, creator of such swords & sorcery superheroes as Kothar the Barbarian and Kyrik. Each player opts to take the role of a warlock or a warrior in order to successfully escort a rescued Princess through a wilderness fraught with such perils as a dragon's lair and a demon maze. Each player must decide upon which track he will follow, and how to avoid being bested in combat by the other contestants, for the role of the Princess's escort changes often during the game, and only the one who takes her to the castle wins!

The game comes in a beautifully illustrated box, with rules, playing map, tokens, and dice at only \$6.95.



STAR PROBE & STAR EMPIRES



STAR PROBE is the game of adventure, exploration, discovery and conflict in the farthest reaches of space. Players compete as representatives of opposing systems seeking to discover and exploit new worlds. It is a game for 2 or more adult players 15 years and older (although solitaire play is possible), with a large star map showing over 2,000 suns, and extensive rule booklet and ship counters all packaged in a handy plastic envelope for only \$6.00.

STAR EMPIRES is the second part of the **STAR PROBE** game system; it allows players to add the factors of government leadership and large-scale warfare with space fleets to the basic game. The second release is, however, a complete and separate game in itself, if desired, for 2 or more adults. It comes with map and large rules booklet, in a plastic envelope, for \$7.50, or the rule book is available separately at \$5.50.



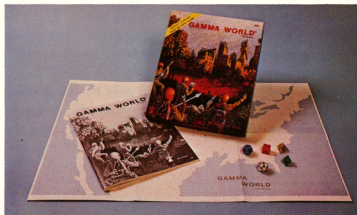
THE DRAGON



The gaming hobby is one of the fastest growing and certainly the most innovative. **THE DRAGON** is designed to keep the hobbyist informed of what is happening in role playing games, boardgames, and miniature wargaming. Fantasy, science fiction, pure adventure, strategy settings, historic battles are all covered in the pages of this journal of the gaming hobby. **THE DRAGON** is published monthly, with full color cover, interior color, and many illustrations and photographs. Its pages bring you new ideas for your games, reports of games played, historical information, reviews of new games and figures, and occasional fiction by top-notch authors such as de Camp & Pratt, Gardner Fox, Fritz Leiber, and Andre Norton. If you are a game enthusiast you should not be without **THE DRAGON**. It is available wherever games are sold. Send \$2.00 for a sample copy of the latest issue and subscription information if your dealer does not carry **THE DRAGON**.

GAMMA WORLD*

* T.M. REG. APP. FOR



GAMMA WORLD is science fantasy role playing at its very finest! Set on a world devastated by radiation, players must contend with weird mutant creatures, berserk robots, secret societies, and a technology they need but can not understand. Adventure in radiation deserts, vast ruined cities, or in wildernesses of strange vegetation and animal life twisted by mutation. As characters gain in knowledge and skill they advance in abilities and skill levels.

GAMMA WORLD includes all the basics needed to set up your own "world": game booklet (packed with terrible mutants, as well as guidelines for creating additional ones of your own), a large campaign map (designed to be easily modified by individual gamemasters), and a full set of polyhedral dice, all boxed, in color. The only other things necessary are a good imagination and a spirit of adventure! **GAMMA WORLD** is also suitable for use with **DUNGEONS & DRAGONS** and **METAMORPHOSIS: ALPHA TO OMEGA**. All of this at only \$9.95!

And watch for the announcement of new playing aids and special metal miniature figures designed for **GAMMA WORLD!** Modules and other playing aids will be published by TSR soon; and the mutants and adventurers of **GAMMA WORLD** are now available, done to exact specifications by **GRENADIER MODELS, INC.**

METAMORPHOSIS ALPHA

Rules for a science fiction role playing game where participants adventure as humans, mutated humans, or strangely mutated animals, all together aboard a vast lost space ship. A game in the tradition of **Dungeons & Dragons**, unique in its new concepts! \$ 5.00




© T.M. Reg. applied for

DIVINE RIGHT is a new fantasy board game from the Game Wizards at TSR. It combines combat, diplomacy, and role-playing into 2-4 hours of fast-paced action as each player attempts to build and hold together an alliance of kings long enough to defeat the other players and win the game. The kingdoms of humans, elves, goblins, dwarves and trolls are pawns in the power games that absolute monarchs play. Ambassadors vie for the attention of the kings whose favor they curry. Assassination and backstabbing are popular pastimes, and loyal allies may leave your side (in the heat of battle) at the drop of a hat - or a die. The magicians, too, get their arcane fingers into things, and the gods intervene as they will. It is a situation which demands skill and luck.

The box contains rule book, full-color mapsheet, personality and diplomacy cards, and over 250 die-cut counters. **DIVINE RIGHT**, a fantasy boardgame for 2-6 players, ages 12 years and up, will be available April 1979.



SUSPICION

SUSPICION, the ultimate game of the murder mystery, for 3 to 6 adult players, 12 years and older. It is midnight. Your host has just been found in his private study ... murdered! You and the other players are the only guests at his home. One of you is guilty. The rest must find out who, for the murderer can cover his tracks ... could leave at dawn ... could STRIKE AGAIN! A game which requires thoughtful play and great skill, **SUSPICION** is unique in many ways, including the fact that each game is completely different from the next, and the "Murderer" is actually one of the players! The game comes with a large playing board, a deck of 60 clue cards in four suits (alibis, circumstances, motives, and weapons), 60 matching evidence envelopes, playing tokens, and much more for \$12.95.

EXPLORE THE MANY WORLDS OF GAMING FROM TSR

Games which challenge the intellect. Games which are exciting. Games for adults. Games for the whole family. We offer these and more. The TSR game line stimulates thinking and imagination and allows you to have fun in the process. Our role-playing games have swept through the gaming hobby and received major attention from news media, too! We have games designed by top science fiction authors and leaders in the wargame field. Many of TSR's games and wargame rules have had special figures designed for them and sold by the leading miniature figurine manufacturers in the world. With all this going on there must be something special about what we have to offer. Take a few minutes to go over the information in this brochure, and find out for yourself what it is!

ADULT and

UNUSUAL • IMAGINATIVE



FAMILY GAMES

INNOVATIVE • CHALLENGING



**BE SURE NOT TO MISS THE ANNUAL
PREMIER GAME CONVENTION**

GEN CON

* T.M. REG. APP. FOR



Each year thousands of game enthusiasts attend the nation's oldest gaming convention, **GENCON**, held in or near Lake Geneva, Wisconsin. **GENCON** has been held annually since 1967. It features all sorts of games which appeal to hobbyists -- military simulations, fantasy and science fiction board and role playing games, military miniatures, and such diverse games as mah jongg, backgammon, Inter Nation Simulation, Pit, you name it! There are movies, demonstrations, seminars, and dozens of manufacturer's exhibits, too! Hobbyists from Canada to Florida and Texas, New England to California and Hawaii make the annual pilgrimage to join in the fun and excitement of the Premier National Gaming Convention, and more and more gaming hobby dealers come to **GENCON** to see the newest games and figure releases there. Gaming in general is one of the fastest growing hobbies in the country, and fantasy is the most popular gaming topic. **GENCON** is proud to have pioneered this facet of the hobby, having featured fantasy and science fiction gaming long before others recognized them as legitimate game forms. Whatever is stimulating, new, interesting, and innovative will be seen at **GENCON**. You should not miss the fun each August! Plan now to attend! For individual or exhibitor information contact: **GENCON**, Post Office Box 110, Lake Geneva, WI 53147; Phone 414 - 248-9283.

GENCON also helps local groups to sponsor regional game hobby conventions under the **GENCON** banner. We have helped with **GENCON WEST** and **GENCON SOUTH**. For information on such regional **GENCONS**, or if you are interested in co-sponsoring a **GENCON** in your area, write to the above address, or telephone today!

WHERE TO FIND THE TSR GAME LINE

Because the gaming hobby is growing in popularity so rapidly, more and more places 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 game 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. If you have no game supplier in your area, you may write directly to **TSR Hobbies, Inc.**, POB 756, Lake Geneva, WI 53147, to find the name of the nearest supplier or to order. Inquiries must be accompanied by a stamped return envelope. All direct orders must include check or money order, plus \$1.00 per boxed game or book, 50c per booklet or playing aid, to cover the cost of shipping and handling. Overseas orders should be directed to:

Australia

Military Simulations Pty. Ltd.
18 Fonceca Street
Mordialloc, Vic. 3195

Europe

W.L. Haas
Postfach
CH 4024 Basel 24
Switzerland

United Kingdom

Games Workshop
1 Dalling Rd.
Hammersmith, London W6

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