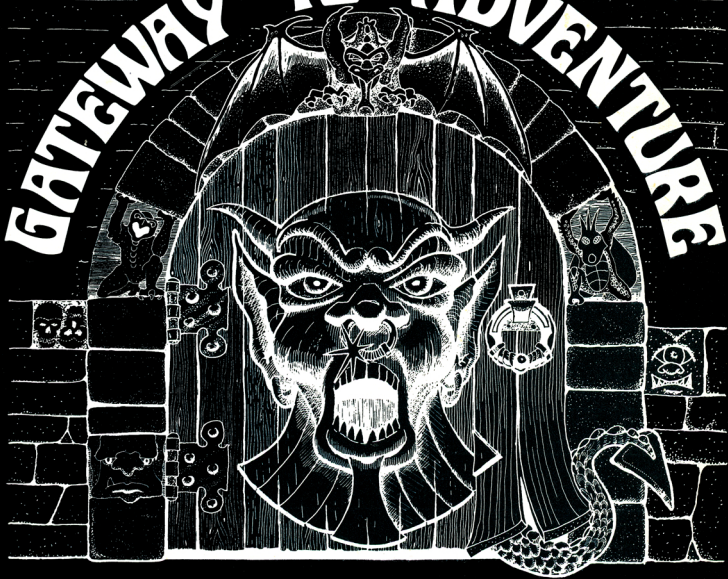


# GATEWAY TO ADVENTURE



## 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 personae which then engage in successive game "adventures" in order to gain skill and wealth. Some of these games are **DUNGEONS & DRAGONS®**, **ADVANCED DUNGEONS & DRAGONS™**, **BOOT HILL**, and **TOP SECRET . . .**

## FANTASY & SCIENCE FICTION GAMES

TSR is one of the foremost publishers of fantasy and science fiction games. While many of the role playing games fall into this category, we still offer more. Included are **GAMMA WORLD**, **DUNGEON!**, and **DIVINE RIGHT**, just to mention a few.



## BOARDGAMES

Boardgames cover a large field . . . from historical to fantasy games, to family games. Some of TSR's more popular games are **FIGHT IN THE SKIES**, **4th DIMENSION**, **DIVINE RIGHT**, and many more — including the upcoming **KNIGHTS OF CAMELOT**.

THE GAME WIZARDS



## RULES FOR MINIATURE WARGAMES

TSR started operations as a producer of miniatures rules, and we have not forgotten this aspect of the gaming hobby. A complete list is found later, but these titles encompass history from ancient times (**CLASSIC WARFARE**) through the Middle Ages (**CHAINMAIL**), the Revolutionary War (**FIELD REGULATIONS** and **VALLEY FORGE**), and many more!

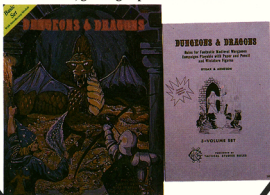
# DUNGEONS & DRAGONS®

## BASIC DUNGEONS & DRAGONS

The BASIC SET of DUNGEONS & DRAGONS provides everything you need to start playing the game of swords and sorcery role playing. 1001

## ORIGINAL DUNGEONS & DRAGONS

ORIGINAL DUNGEONS & DRAGONS is the first game of fantasy role playing. It is a truly unique experience, for each player assumes a game persona who goes from adventure to adventure, growing in power and status. 2002

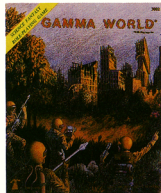


## SUPPLEMENTS

GREYHAWK 2003  
BLACKMOOR 2004  
ELDRITCH  
WIZARDRY 2005  
GODS, DEMI-GODS & HEROES  
2006

GAMMA WORLD is science fantasy role playing at its 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 cannot understand. Adventures occur in radiation deserts, vast ruined cities, or in a wildness of strange vegetation and animal life twisted by mutation.

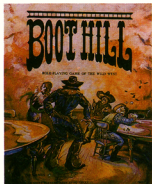


GAMMA WORLD includes all the basics needed to set up a campaign

“world”: a 56 page game booklet, a large campaign setting map, and a full set of polyhedra dice, all in a full color box. 3002

BOOT  
HILL

BOOT HILL is a role playing game set in the American West in the latter part of the 19th Century. The players take the parts of all sorts of legendary characters — outlaws, lawmen, bankers, Indians, or whatever — and things don't stay quiet for very long! Almost everyone wears a gun and is ready for action. Be wary, or you may be the next resident of BOOT HILL! 7005



# TOP SECRET

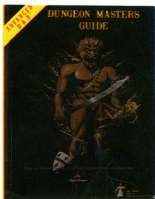
At last, a role playing game set in the modern era has arrived! In TOP SECRET, players become agents in the life-and-death struggle between International powers, race the clock to penetrate the island fortress of a mad supercriminal, or even set up their own spy network. All of the excitement of a “Bond” movie can be found in one mission of TSR's new adventure game — but the details are

## TOP SECRET

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# DUNGEON MASTERS GUIDE

# PLAYERS



ISBN 0-935696-02-4

The DUNGEON MASTERS GUIDE, a hardbound book, is a necessity for all Dungeon Masters. Its 232 pages contain so much, that everyone who reads it will be amazed to see how much information is stored within its covers.

The DUNGEON MASTERS GUIDE is a compiled volume of information primarily used by ADVANCED DUNGEONS & DRAGONS™ game referees, including: combat tables (with armor classes ranging from 10 to -10), monster lists and encounters (with each monster's experience point value included), treasure and magic tables and descriptions, random dungeon and wilderness terrain generation, suggestions on game-mastering, a glossary of game terms, an index, and much more. This book features a full color cover and many illustrations throughout, with two full page drawings, as well.

2011

2010

ADVANCED DUNGEONS & DRAGONS™

2010



ISBN 0-935696-01-6

The PLAYERS HANDBOOK, a hardbound book, is an integral part of the ADVANCED DUNGEONS & DRAGONS™ series. Every player who wants to be an expert at AD&D will need this book. It explains all aspects of play, including such things as character races, character abilities and classes, equipment

and cost, weapons, etc. Also contained are spells and all the information explaining them, including: the classes able to use them (i.e. Clerics, Druids, Illusionists, and Magic-Users), the level of the spell, the casting time, area of effect, method of casting, and components. Appendices include rules for psionic warfare, a graph for character alignment, and a diagram of the many planes of existence in the multi-versive ADVANCED DUNGEONS & DRAGONS™.

ADVANCED DUNGEONS & DRAGONS™

2010

The MONSTER MANUAL, a hardbound book, is an integral part of the ADVANCED DUNGEONS & DRAGONS™ series. Every player who wants to be an expert at AD&D will need this book. It explains all aspects of play, including such things as character races, character abilities and classes, equipment and cost, weapons, etc. Also contained are spells and all the information explaining them, including: the classes able to use them (i.e. Clerics, Druids, Illusionists, and Magic-Users), the level of the spell, the casting time, area of effect, method of casting, and components. Appendices include rules for psionic warfare, a graph for character alignment, and a diagram of the many planes of existence in the multi-versive ADVANCED DUNGEONS & DRAGONS™.

The MONSTER MANUAL consists of over 350 monsters covered in more than 100 pages.

2009

The MONSTER MANUAL, covers everything about each monster — the movement, number appearing, armor class, hit dice, magic resistance, etc. Also contained in this book are treasure types and all pertinent information about treasure, including the amount of copper, electrum, silver, gold, and platinum coins, jewelry, gems and their value in gold, and maps and magic and the percentage chance for each to be in any given treasure. Many monsters are illustrated and most have physical descriptions.

are physical descriptions.

MONSTER & TREASURE ASSORTMENTS are sets of random monsters and random treasures to aid in populating dungeon levels. For use with Original DUNGEONS & DRAGONS®.

## DUNGEON & OUTDOOR GEOMORPHS

DUNGEON GEOMORPHS are designed to be cut up and shaped to form a variety of dungeon levels in minutes.

For use with Original DUNGEONS & DRAGONS®.

BASIC DUNGEON (Upper levels) — Set One

CAVES & CAVERNS — Set Two

LOWER DUNGEONS (Complex) — Set Three

OUTDOOR GEOMORPHS are de-

signed for campaign use and to aid the DM in outdoor adventures.

WALLED CITY —

Set One

9005  
9006  
9008

## SPECIAL "S" SERIES

TOMB OF HORRORS, Module S1 9022

WHITE PLUME MOUNTAIN, Module S2 9027

## TEMPLE "T" SERIES

VILLAGE OF HOMMLET, Module T1 9026

## BEGINNER'S "B" SERIES

IN SEARCH OF THE UNKNOWN, Module B1 9023

For use with Basic DUNGEONS & DRAGONS®.





# HANDBOOK

# MONSTER MANUAL



ISBN 0-935696-00-8

The **MONSTER MANUAL**, a hardbound book, is a must for every **ADVANCED DUNGEONS & DRAGONS™** enthusiast. It details every authorized AD&D monster alphabetically, from Aerial Servant to Zombie. It also gives all the information players and Dungeon Masters need to know!

**THE WORLD OF GREYHAWK**  
**THE WORLD OF GREYHAWK** (the original fantasy setting for **DUNGEONS & DRAGONS**) provides a complete campaign milieu in which to base characters, place dungeons, and so on. It provides a whole range of ready-made historical and geographical information for use by any Dungeon Master who may wish to place his own creations within a larger "world" setting. Dungeon Masters will also find the "Glossary of Portentous Runes and Glyphs" very useful. **THE WORLD OF GREYHAWK** is suitable for use with **ADVANCED DUNGEONS & DRAGONS™**. 9025



## DUNGEON MASTERS SCREEN

Here's one of the most popular of all AD&D playing aids. Consisting of two large laminated cardstock panels (measuring 11" x 34" and 11" x 17"), the **DUNGEON MASTERS SCREEN** contains all important charts and tables for easy reference by the Dungeon Master during play. 9024

## MONSTER & TREASURE ASSORTMENTS

**LEVELS ONE-THREE, Set One** 9011  
**LEVELS FOUR-SIX, Set Two** 9012  
**LEVELS SEVEN-NINE, Set Three** 9015

Every TSR module is a ready-to-play adventure setting — that is to say, the locales are populated with appropriate monsters, treasures, tricks, and traps. Also included with most modules are maps, background information, and histories of each place of adventuring. Each individual module is designed to stand alone, while several series are especially made to form a connected progression of adventures.

## GIANT FOEMEN

**STEADING OF THE HILL GIANT CHIEF, Module G1** 9016  
**GLACIAL RIFT OF THE FROST GIANT JARL, Module G2** 9017  
**HALL OF THE FIRE GIANT KING, Module G3** 9018

## UNDERWORLD OF EVIL ELVES

**DESCENT INTO THE DEPTHS OF THE EARTH, Module D1** 9019  
**SHRINE OF THE KUO-TOA, Module D2** 9020  
**VAULT OF THE DROW, Module D3** 9021



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# DUNGEON!

DUNGEON! is the family game where each player chooses to play an elf, hero, superhero, or wizard — each possessing special abilities as well as certain disadvantages. It's a different game every time it's played.

DUNGEON! comes complete with a huge playing board, 186 monster, treasure, and wizard's spell cards, 12 playing pieces, and a detailed rules booklet.



1002

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 Gardner F. Fox. 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.



1003

SUSPICION is the ultimate game of murder mystery for 3 to 6 players, 12 years and older.

It is midnight; your host has been found in his private study . . . murdered! You and the other players are

the only guests in his home. One of you is guilty; the others must find out who is the

guilty suspect. Be careful, for the murderer can cover his tracks . . . could leave at dawn . . . could STRIKE AGAIN!



5001

## THE AWFUL GREEN THINGS FROM OUTER SPACE

One player takes the role of the "Awful Green Things" and tries to take over the spaceship, while the other player assumes the role of the crew, grabbing anything that might be used as a weapon against them in this wacky, new science fiction game.

5005

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 with the same complex strategies. A circular playing board provides a novel twist, and the "Time Warp" feature allows a piece to be brought back later — up to 2 moves away . . .

5004



THE DRAGON is a monthly fantasy, science fiction, and historical magazine, covering everything from Medieval Warfare to Vampires. This 64+ page periodical features color covers (done by an assortment of top fantasy and science fiction artists), interior color illustrations, cartoons (the popular Finieous Fingers and Wormy among them), ADVANCED DUNGEONS & DRAGONS™ articles, new monsters, letters to the editor, game reviews . . . and much more. THE DRAGON has been rated the best fantasy magazine in the hobby since 1976. It is published monthly by TSR Periodicals, POB 110, Lake Geneva, WI 53147.

SNIT'S REVENGE! is a game for two players, young and old, serious or light-hearted. If ever a game was fun or 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 seek revenge against the gigantic BOLOTOMI. Having suffered too long at the mercies of the Bolotomi, 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 the "Spark of Life" of the Bolotomus.

## SNIT'S REVENGE!

5003

WARLOCKS & WARRIORS

SUSPICION

4TH DIMENSION

THE DRAGON

# KNIGHTS OF CAMELOT

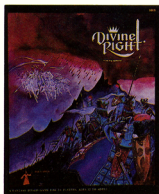
KNIGHTS OF CAMELOT is a multi-player boardgame of legendary Britain in the times of King Arthur. Players take the role of individual knights, adventuring across the land to further the cause of virtue, chivalry, and courage. But the road to the prestigious Round Table is beset with difficulty — troublesome rivalries, unpredictable ladies, and dangerous monsters! The result is an enjoyable quest of fantasy gaming for two to six players.

1009



DIVINE RIGHT is a new multi-player fantasy boardgame that combines combat, diplomacy, and role playing. It is a fast-paced game in which each player attempts to build and hold together an alliance of kings long enough to defeat the other players and win the game. Kingdoms of humans, elves, goblins, dwarves, and trolls form alliances that are built and destroyed by clever ambassadors. Assassination and backstabbing are common diplomatic tools, and magic also plays a part, as powerful sorcerers may take a hand in events.

1008



AVAILABLE IN 1980



LANKMAR is a game based on Nehwon, the world of the famous heroes FAFHRD AND THE GRAY MOUSER, as designed by Hugo Award-winning science fiction author Fritz

Leiber and his long-time friend and associate Harry Fischer. For 2 to 4 players 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. The heroes lead their troops, while sorcerers and magical quests complicate the matter as players compete in a chess-like game of skill to attempt to capture their opponents' citadels. Boxed with a full color map and dozens of playing pieces, plus rule booklet and die.

1004



FIGHT IN THE SKIES is the exciting and realistic game which places each player in the cockpit of one of the famous aircraft of World War I. Players match their skills against adversaries in a uniquely personal duel which could range from treetop level to thousands of feet above the ground. FIGHT IN THE SKIES is many games in one package — for any number of players from 2 to 12 (or more). Besides suggestions for setting up games, there are 15 different scenarios for up to 8 players. Also included are unique provisions for random combat which combine numerous varying factors to allow for an infinite number of possible game situations! Because of its variety and flexibility with any number of players, FIGHT IN THE SKIES has an unusual appeal that makes it more than an everyday game.

# Fight in the Skies

7003

## ADVANCED DUNGEONS & DRAGONS™ RECORD SHEETS and FOLDER

These three products are designed for various types of record keeping in ADVANCED DUNGEONS & DRAGONS™, and are made for the convenience of player and Dungeon Master alike. Each is designed for maximum utility in recording details of various types of characters, and all are three-hole drilled for easy notebook storage.

### CHAINMAIL

Rules for Medieval and Fantasy combat, based on a 1:20 or 1:1 figure ratio. 6002

### SWORDS & SPELLS

A set of miniature rules based on a figure ratio of 10:1/1:1 especially for the use with DUNGEONS & DRAGONS®. 2007

### CLASSIC WARFARE

Rules for ancient warfare based on a figure ratio of 1:30, containing an extensive historical section. 6001

### DON'T GIVE UP THE SHIP!

Rules for the age of fighting sail (1770-1814) in 1:1200 scale. 6006

### CORDITE AND STEEL

Naval miniature rules for the great age of the battleship (1890-1920) in 1:2400 scale. 6009

### MODERN ARMOR

A set of rules for modern tank battles in 1/285 or 1/76 scales. 6014

### BIO ONE

Accurate hit location and damage rules for gunpowder combat on a man-to-man scale. Usable with many other rules sets. 6013

### PANZER WARFARE

Miniature rules for World War II armor and infantry combat. Intended for micro-scale tanks at a platoon scale. 6011

### METAMORPHOSIS ALPHA

Rules for science fantasy role-playing game. **METAMORPHOSIS ALPHA, PANZER WARFARE, CORDITE AND STEEL, VALLEY FORGE, CHAINMAIL, SWORDS & SPELLS, CLASSIC WARFARE, DON'T GIVE UP THE SHIP!** adventure aboard a vast, lost spaceship, playing the parts of humans, mutated humans, or strangely mutated animals. Players seek knowledge and technological treasure in a realm populated with radiation-twisted monsters, berserk robots, and evil mutants.

### VALLEY FORGE

Wargame rules for the Revolutionary War based on a 1:30 figure ratio. 6005

### TRACTICS

Miniature rules for all aspects of battles with armor, infantry, and artillery on a 1:1 ratio.

6012

These three products are:

ADVANCED DUNGEONS & DRAGONS CHARACTER RECORD SHEETS  
ADVANCED DUNGEONS & DRAGONS NON-PLAYER CHARACTER RECORD SHEETS  
ADVANCED DUNGEONS & DRAGONS PERMANENT CHARACTER FOLDER & ADVENTURE RECORD SHEETS

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TSR Hobbies, Inc.  
POB 156  
Lake Geneva, WI 53147  
(414) 248-3625

### WHERE TO FIND THE TSR GAME LINE

Because the gaming hobby is growing in popularity so rapidly, more and more outlets 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 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 Dungeon Distributors, 772 Main Street, 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, \$.50 per booklet or playing aid, up to \$3.00 total, to cover the cost of shipping and handling.