

FALL 1988/WINTER 1989 CATALOG

ENTER A FANTASTIC WORLD OF COMPUTER GAMING

Presenting the entire line of SSI computer games including
ADVANCED DUNGEONS & DRAGONS® computer products.

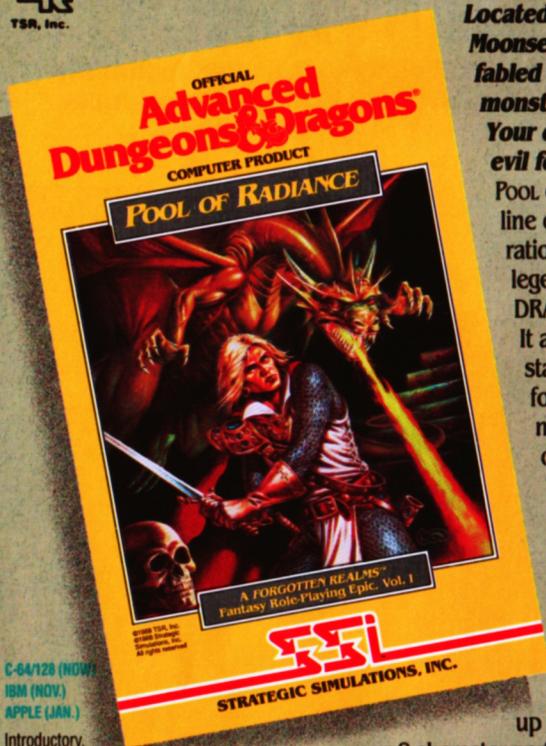


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STRATEGIC SIMULATIONS, INC.

NEW GAMES



Located on the northern shore of the Moonsea in the Forgotten Realms, the fabled city of Phlan had been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force and rid Phlan of its scourge.

POOL OF RADIANCE represents the first in a line of software created by SSI in collaboration with TSR — the producer of the legendary ADVANCED DUNGEONS & DRAGONS® fantasy role-playing system. It adheres faithfully to AD&D® game standards. Roll up your characters from four Classes, six Races and nine Alignments in classic AD&D game fashion; or use the party already provided.

The computer graphics are strictly state-of-the-art. Cities, dungeons and encounters are shown in realistic 3-D perspective. Personalize your heroes' combat figures with individual weapons, armor and colors. Add NPCs (computer controlled Non-Player Characters) to your party of

up to 6 PCs (Player Characters) to fill out

your 8-character party. Control your PCs during battle, or let

the computer handle some or all of the action. To help your party on its many difficult missions, the Adventurer's Journal guides you with history, maps, clues and rumors. A Translation Wheel converts Elvish and Dwarvish writing to English.

C-64/128 (NOV.)
IBM (NOV.)
APPLE (JAN.)

Introductory.
By SSI Special
Projects Team.

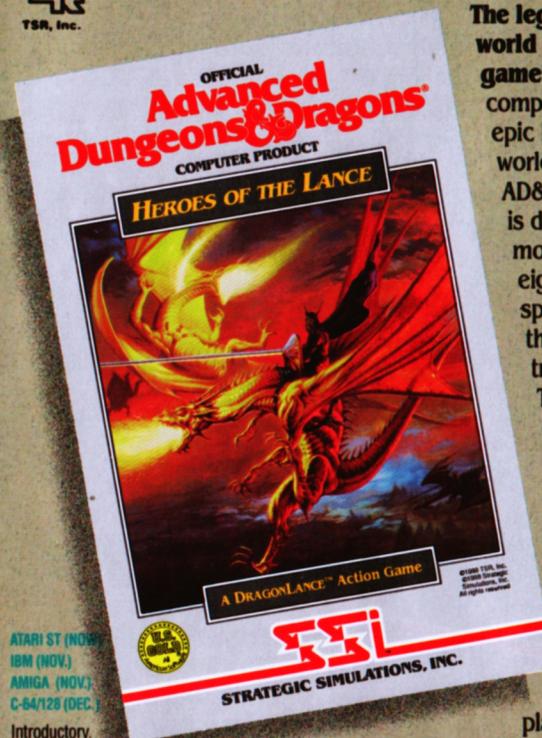


Roll up your characters, in classic AD&D® game fashion, and see their portraits and characteristics.



Every monster type has its own individual drawing.

NEW GAMES



The legendary DRAGONLANCE® game world comes alive in this exciting action game! HEROES OF THE LANCE marks the first computer action game that re-creates the epic battle between good and evil on the world of Krynn. (For those familiar with the AD&D® game system, HEROES OF THE LANCE is derived from the first DRAGONLANCE module, *Dragons of Despair*.) You control eight Companions, each with different specialized attributes and skills. Guide these brave adventurers deep into the treacherous ruins of the temple Xak Tsaroth to retrieve the precious Disks of Mishakal. As you descend into the Abyss, the Companions must defeat the hordes of monstrous Draconians in hand-to-hand combat, deal with powerful magic and survive the onslaught of attacks from giant spiders, skeletal undead and countless other terrors. But your final obstacle makes these monstrosities innocuous by comparison: The

platinum disks you seek are guarded by

Khisanth, an ancient black dragon. And there is but one

way to vanquish this mighty beast. Find the key to destroy Khisanth or you are doomed to failure.

ATARI ST (NOV.)
IBM (NOV.)
AMIGA (NOV.)
C-64/128 (DEC.)

Introductory.
By U.S. Gold

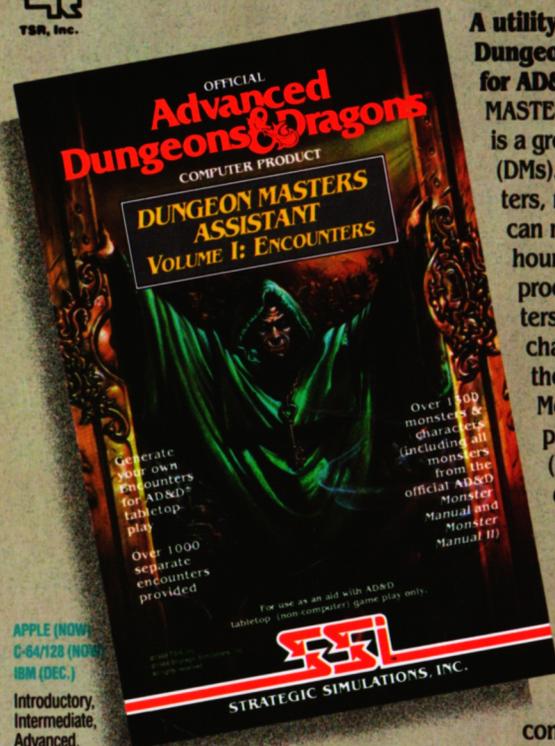


Sturm confronts a gully dwarf while exploring the upper level.



The Heroes, with Caramon in front, battle a Draconian in the catacombs of Xak Tsaroth.

NEW GAMES



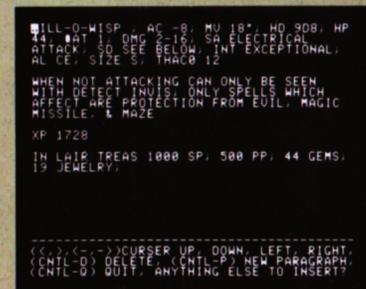
A utility program designed to help Dungeon Masters generate encounters for AD&D® campaigns. SSI's DUNGEON MASTERS ASSISTANT, VOLUME I: ENCOUNTERS is a great time saver for Dungeon Masters (DMs). With thousands of separate encounters, monsters and characters provided, it can reduce game prep time by several hours per session. The database is prodigious indeed: Over 1000 encounters and over 1300 monsters and characters, including all monsters from the AD&D® Monster Manuals I & II. Monster records and encounter printouts total several hundred pages! (Note: a printer is not required in order to use this product since data can also be output to disk or screen.) Catering to the DMs' boundless creativity, this product easily allows DMs to modify the existing data or add their original monsters and encounters to the database.

By harnessing the power of the computer, this program makes it practical to use the vast numbers of monsters and encounters created for AD&D game play.

APPLE (NOW)
C-64/128 (NOW)
IBM (DEC.)

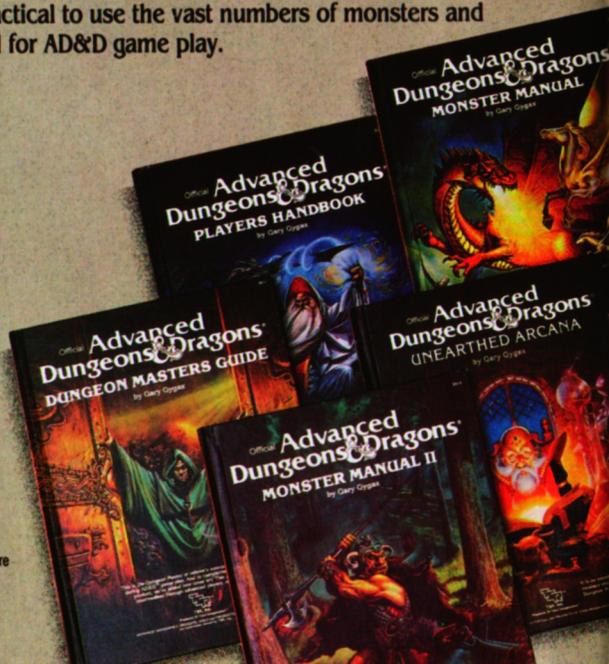
Introductory,
Intermediate,
Advanced.

By Paul Murray,
Victor Penman
& James Ward.



Data at your fingertips: Includes material from the famous AD&D® Monster Manuals.

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NEW GAMES



Every visit to the Forgotten Realms city of Hillsfar is a different, exhilarating experience. Explore the city, meet its colorful denizens on the streets or in pubs and discover a quest (there are many possible ones). Transfer your favorite character from the POOL OF RADIANCE or AZURE BONDS AD&D® FORGOTTEN REALMS™ computer role-playing games, or create one from scratch. Your quest and the options available to you each game will change to suit your character's specialty (thief, mage, cleric or fighter). Your quest will keep you constantly on the move. Fight in the arena against raging minotaurs, ill-tempered orcs or other evil opponents. Enter different buildings and your maze-running and lock-picking skills will be required. Archery and equestrian events may also be part of your overall quest. Think fast. Move fast. These mini-games happen in real time! For both adventure and action,

there's no place like Hillsfar!

IBM (JAN.)
C-64/128 (JAN.)

Introductory.
By Westwood
Associates.



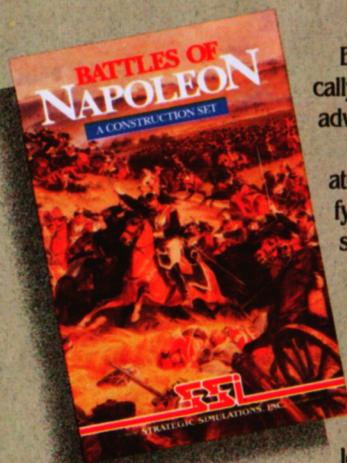
The Forgotten Realms city of Hillsfar in both 3-D and overhead views.



The arena, where you'll fight for fame, fortune or freedom.

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NEW GAMES



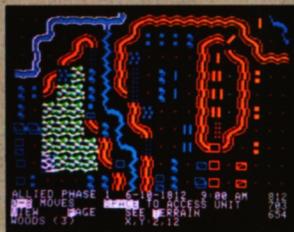
BATTLES OF NAPOLEON™ gives you all the tools to simulate practically any Napoleonic battle on a detailed, tactical level. It is an advanced wargame — and a full-blown construction set.

Use the computer to generate random maps, then modify them as you choose. Or start from scratch by building your own maps, square-by-square (each representing 100 yards). Create your own armies or adjust the armies provided to suit your specifications. Rate your units for melee strength, leadership and morale. Change game parameters such as the weapons tables, fire/terrain modifiers, and other important values.

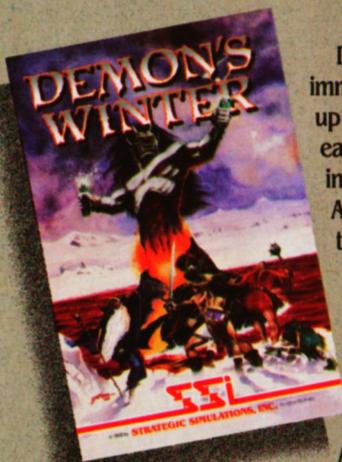
You can literally make any game you can imagine!

Want to bypass the design phase and jump right into action? Simply choose from the four pre-made scenarios: Waterloo, Quatre Bras, Auerstaedt and Borodino. If your idea of fun involves skirmishers, cavalry charges and infantry squares, look no further than BATTLES OF NAPOLEON!

By David Landrey and Chuck Kroegel.



APPLE (NOV.)
C-64/128 (DEC.)
IBM (JAN.)
ADVANCED.



DEMON'S WINTER™ is a fantasy role-playing game set in an immense, highly-detailed world. The five characters that make up your party can be Humans, Dwarves, Elves or Dark Elves, each rated for speed, strength, intellect, endurance and skill. As they gain in experience, these attributes will increase.

They can belong to any of ten classes, ranging from Barbarian and Thief to Wizard and Scholar.

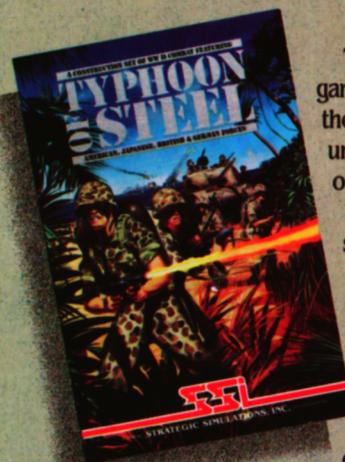
Your heroes are faced with the apocalyptic menace of the demon-god Malifon! Although trapped inside a volcano, Malifon threw the entire world into a deep, frigid winter and turned the oceans into blood. In this desolate setting, his minions thrive and threaten to free Malifon!

Your mission is clear: Search the lands and seas of this vast world for the spells needed to trap Malifon forever and undo his wintry curse. Though the Demon's Winter may chill your bodies, may courage, honor and perseverance warm your souls! By Craig Roth and David Stark.



APPLE (NOW)
C-64/128 (DEC.)
INTRODUCTORY.

NEW GAMES



TYPHOON OF STEEL™ is a sequel to our best-selling PANZER STRIKE! game. The action is so detailed, you'll feel like you're caught in the middle of a banzai charge of the Japanese Army! Each unit represents one tank/gun or a squad of infantry.

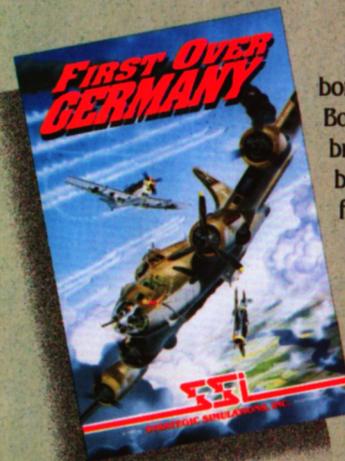
This powerful construction set lets you to fight any World War II battles that involved American or British troops in Asia/Pacific against the Japanese, and American troops in Europe against the Germans. Your arsenal includes practically every ground weapon used in those theaters.

Play single battles against another player or the computer and depart from the historical setups already provided by making use of the construction features. Or fight entire campaigns against the computer. It creates the maps and determines the type of battles and missions. You "buy" tanks, infantry and support units (such as artillery and anti-tank guns).

TYPHOON OF STEEL. It's the best construction set of American, Japanese, British and German combat in World War II. By Gary Grigsby.



APPLE (NOW)
C-64/128 (NOW)
ADVANCED.

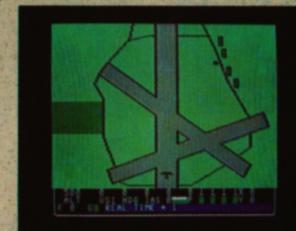


In October 1942, when the U.S. first launched its daylight bombing raids against Hitler, it was the men of the 306th Bombardment Group in the lead. Now, you can join these brave fliers on 25 real-life combat missions over the death-filled skies of Nazi Europe.

Hand pick ten crew members to fly your very own B-17 Flying Fortress. Start out with training missions in Utah. Next, fly your B-17 to Thurleigh, England where you become group leader of the 306th BG.

This user-friendly flight mission simulator gives you the feel of flying a real B-17. You and your crew must deal with flak, mechanical/engine failures, fuel usage, bailing out, and falling out of formation. Engage enemy fighters in realistic animated combat.

You are judged by your bombing accuracy. With each successful mission, your crew's efficiency rises — along with your rank. Survive all 25 missions, and we'll salute you as General! By John Gray.



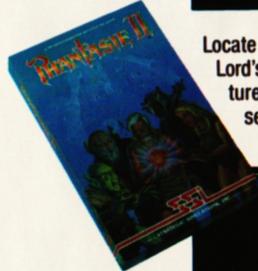
C-64/128 (DEC.)
APPLE (JAN.)
INTERMEDIATE.



"Family Computing" 1985 Role-Playing Adventure Game of the Year.
Search for the Nine Rings to help you battle the Dark Lord's evil minions.

AWARD WINNER!

APPLE, ATARI, IBM, C-64/128, ST, AMIGA.
Introductory.
By Doug Wood.



Locate and destroy the Dark Lord's evil orb in this adventure that is the exciting sequel to SSI's best-selling fantasy game.

APPLE, ATARI, C-64/128, ST.
Introductory.
By Doug Wood.



More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of six heroes and the Dark Lord Nikademus.

APPLE, C-64/128, IBM, ST, AMIGA.
Introductory.
By Doug Wood.



"Family Computing" 1986 Best Role-Playing Adventure Game of the Year. Guide eight adventurers in search of the lost Wizard's Crown.

AWARD WINNER!

APPLE, ATARI, IBM, C-64/128, ST.
Intermediate.
By Paul Murray & Keith Brors.



FANTASY AND SCIENCE FICTION

APPLE, C-64/128.
Introductory.
By Craig Roth & David Stark.



Search for spells to trap the demon-god Malifon and undo his mystical, wintry curse in this fantasy role-playing adventure.

APPLE, C-64/128, ST, IBM, AMIGA, 116S.
Introductory. By John & Charles Dougherty & Westwood Assoc.



Journey into the past to prevent the six Mad Sorcerers from creating the Evil Book of Magic. IBM version includes a 3 1/2" disk.

APPLE, ATARI, C-64/128.
Intermediate.
By Paul Murray.



Your band of 8 must search for the enchanted Eternal Dagger to close the Demon Portal before the Undead can overwhelm Middle World.

IBM.
Introductory.
By Doug Wood.



Your 8 star troopers must destroy a band of intergalactic pirates and battle an invading insectoid race. IBM version includes 3 1/2" disks.



Control of a vital star cluster is at stake in this futuristic strategy game of exploration, economic power and military conquest. IBM includes a 3 1/2" disk.

IBM, ST.
Intermed./Advanced.
By Norman C. Koger, Jr.



OFFICIAL Advanced Dungeons & Dragons COMPUTER PRODUCTS

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APPLE, IBM, C-64/128.
Introductory.
By SSI Special Projects Team.



POOL OF RADIANCE — the first AD&D® computer fantasy role-playing game set in the Forgotten Realms. APPLE disk is 128K.



IBM, C-64/128, AMIGA, ST.
Introductory.
By U.S. Gold.



HEROES OF THE LANCE — the DRAGONLANCE® game world of Krynn comes alive in this exciting action game.



HILLSFAR — think and move in real time as you explore this exhilarating city, meet its colorful inhabitants on the streets or in pubs, and find a quest!

IBM, C-64/128.
Introductory.
By Westwood Assoc.



DUNGEON MASTERS ASSISTANT, Vol. I: Encounters — a utility program to help Dungeon Masters generate encounters for AD&D® campaigns.

APPLE, IBM, C-64/128.
Intro/Inter/Adv.
By Paul Murray, Victor Penman & James Ward.

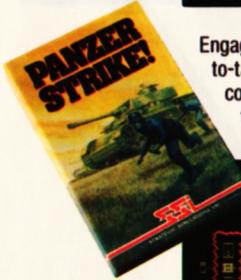


WARGAMES

This sequel to our best-selling PANZER STRIKE! game features construction-set flexibility and the addition of American and Japanese forces.



APPLE, C-64/128.
Advanced.
By Gary Grigsby.



Engage in highly detailed tank-to-tank and squad-to-squad combat on the Eastern Front, the Western Front in 1940, and North Africa.



APPLE, C-64/128.
Advanced.
By Gary Grigsby.



Choose from 79 classes of war-ships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.



APPLE, ATARI, ST,
C-64/128, IBM.
Advanced.
By Gary Grigsby.

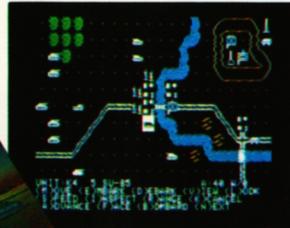


Lead the first daylight B-17 bombing raids over Nazi Europe in October 1942. How many of the daring combat missions can you survive?



APPLE, C-64/128.
Intermediate.
By John Gray.

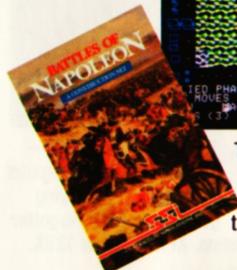
APPLE, ATARI, IBM,
C-64/128, AMIGA.
Advanced.
By Gary Grigsby.



AWARD WINNER!

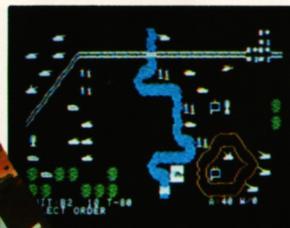
"Computer Gaming World" 1985 Best Game: All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.

APPLE, IBM, C-64/128.
Advanced.
By David Landrey & Chuck Kroegel.



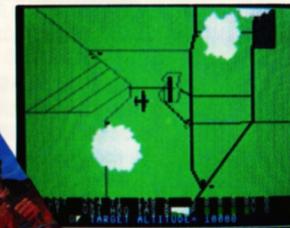
This construction set allows you to create Napoleonic battles at a tactical level.

APPLE, ATARI,
IBM, C-64/128.
Advanced.
By Gary Grigsby.



The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., West Germany, England and Russia are included.

APPLE, IBM,
C-64/128.
Introductory.
By John Gray.



This flight and combat emulator lets you fly a B-29 Liberator through 19 missions to bomb the oil refineries in Ploesti, Rumania.

APPLE, IBM, C-64/128,
ATARI. Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



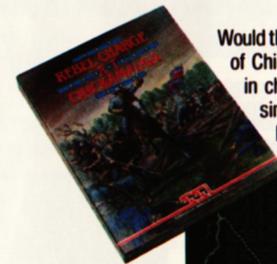
Refight three historical battles of the American Revolution: Bunker Hill, Saratoga, and Monmouth.

APPLE, ATARI, IBM,
C-64/128, AMIGA.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



AWARD WINNER!

"Family Computing" 1986 Strategy & Tactics Game of the Year. Also 1986 Charles Roberts Best Military/Strategy Computer Game.



Would the Union have lost the Battle of Chickamauga if you had been in charge? Find out with this simulation of the South's last major offensive thrust.

APPLE, ATARI, IBM,
C-64/128, AMIGA.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

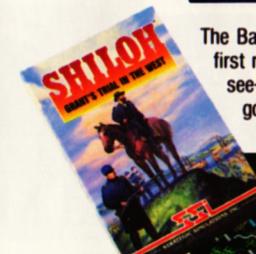


AWARD WINNER!

"Antic" Magazine Outstanding Product 1987 Award. Play games that you design! Create your own maps, troops, weapons & battles, unfettered by time and reality!



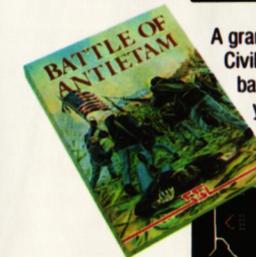
ST, C-64/128,
IBM, ATARI.
Introductory.
By Roger Damon.



The Battle of Shiloh was Grant's first real trial by fire. It was a see-saw affair that could have gone either way. Now, you determine the outcome.



APPLE,
ATARI,
IBM, C-64/128.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!



APPLE, ATARI,
IBM, C-64/128.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

BEST BUYS!

SSI CLASSICS

In their prime, the following games were recognized as two of our best titles. We are now offering them at the special low price of \$14.95. If you are searching for unbeatable values in computer gaming, look no further than SSI Classics!



In this sequel to GEMSTONE WARRIOR™, you must return to the Netherworld and find the tools to heal the fragmented Gemstone. **Apple, C-64/128, Introductory.** By Peter Lount, Trouba Gosson & Kevin Pickell.



Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless. **Apple, C-64/128, Introductory.** By Charles Dougherty.

We've tagged every one of our games as Advanced, Intermediate, or Introductory.

- **ADVANCED** means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.
- **INTERMEDIATE** applies to the games that are easier to absorb,

quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.

- **INTRODUCTORY** games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer format, please see pages 13 and 14. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

NEW



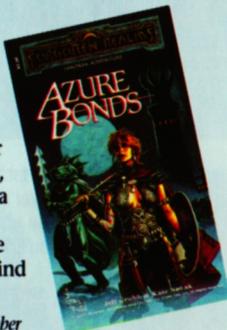
PRODUCTS

New Novel and Module from TSR!

AZURE BONDS

Join *Alias*, sword wielder of the Realms, as she begins a quest for the creators of the tattoos that bind her destiny.

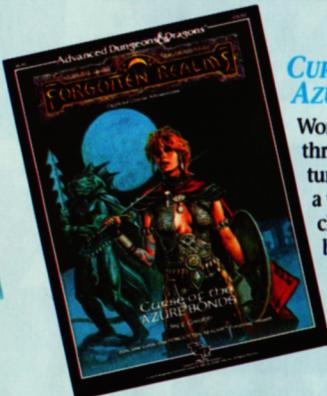
Available November



CURSE OF THE AZURE BONDS

Work your way through a wild adventure as you search for a way to rid player characters of their blue-hued curse.

Available Spring '89



Look for the

AZURE BONDS
SSI computer fantasy role-playing epic in 1989!



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HINT SHEET FOLDER

We have a new SSI hint sheet folder available for purchase. This folder contains hint sheets covering each of our current fantasy games* as well as answers to the most asked wargame questions. If you've ever wanted help with our fantasy or wargames, this folder could be what you're looking for! The cost of the Hint Sheet Folder is \$1.00 plus \$3.00 shipping and handling.** To order one please send your check or money order for \$4.00 (California residents please add the appropriate sales tax to the \$1.00) to the address below. Please enclose your name and full mailing address with zip code. Allow 2-4 weeks for delivery.

HINT SHEET FOLDER
Strategic Simulations, Inc.
1046 N. Rengstorff Ave.
Mountain View, CA 94043

*Does not include AD&D® Computer Products.

**In the Continental U.S., UPS Blue service (faster shipping time) is available for \$5.00.

FREE INTRODUCTORY OFFER

INSIDE SSI, our biannual newsletter, is packed with news of work in progress, game articles and hints, interviews with game designers, new scenarios, and a "behind the scenes" look at SSI. We're offering a free 1989 subscription to our valued customers. To become a subscriber, please mail your name and address to:

INSIDE SSI
Strategic Simulations, Inc.
1046 N. Rengstorff Avenue
Mountain View, CA 94043

ATTENTION DEALERS

If you would like to receive additional catalogs for your customers, please call the sales department at SSI or send us your business card.

DATA DISKS

Kampfgruppe SCENARIO DISK #1.

Five scenarios designed to be especially challenging for the avid Kampfgruppe player. Available for the Apple, Atari, C-64/128 & IBM. **\$19.95 (TO ORDER, SEE BELOW.)**

HOW TO ORDER GAMES

Visit your retailer or call 800-245-4525 for VISA or MASTERCARD orders. To purchase by mail, send check or money order to Electronic Arts, P.O. Box 7530, San Mateo, CA 94403 (California residents add applicable sales tax.)

Shipping & handling: 1 item/\$3.00, 2 items/\$4.00, 3 items/\$5.00, 4 items/\$6.00, 5 or more/no charge.

Be sure to specify the computer format of the game.

Availability dates of new products are subject to change.

Please allow 1-3 weeks for delivery.

Back-up/replacement disks: Order directly from SSI. Send \$10 per disk plus \$3.00 shipping/handling (California residents add applicable sales tax) to:

Strategic Simulations, Inc.
1046 N. Rengstorff Avenue,
Mountain View, CA 94043

TECHNICAL HOTLINE: (415) 964-1200

If you have any technical questions or problems regarding any of our games, you can call our hotline number every workday, 9 to 5 (Pacific Time).

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A perfect companion to the POOL OF RADIANCE computer adventure, this clue book is not just sketchy maps and vague references; it's a complete players guide with exact maps of every location in the game and with all major encounters located and described. It also includes specific tactics to defeat especially powerful monsters. All the passwords, mazes, and illusions are described so that nothing will slow you down on your quest.

This clue book not only describes the adventure in POOL OF RADIANCE, it also tells you how to be a more effective player. Everything you need, about the game and about the adventure, is included. **\$12.95**

See "How to Order Games" for ordering information.



Every SSI game carries a 14-day "satisfaction or your money back" guarantee.

To exercise this guarantee, you must return the complete game(s) within 14 days of receipt with your dated sales slip to:

Strategic Simulations, Inc.
1046 N. Rengstorff Ave.
Mountain View, CA 94043.

THE COMPLETE LIST OF GAMES FROM SSI

APPLE

TITLE MEMORY P* R* E* PRICE

WARGAMES

B-24™	64K	6.8	7.0	6.6	\$34.95
BATTLE OF ANTIETAM™	48K	7.5	8.0	7.6	\$49.95
BATTLES OF NAPOLEON™	64K	NA	NA	NA	\$49.95
FIRST OVER GERMANY™	64K	NA	NA	NA	\$49.95
GETTYSBURG...TURNING POINT™	64K	7.5	7.8	7.5	\$59.95
KAMPFGRUPPE™	48K	7.5	7.9	7.8	\$59.95
MECH BRIGADE™	48K	7.4	7.7	7.7	\$59.95
PANZER STRIKE™	64K	7.5	8.1	7.6	\$49.95
REBEL CHARGE...CHICKAMAUGA™	64K	7.7	7.8	7.7	\$49.95
SHILOH: GRANT'S TRIAL...WEST™	64K	7.7	7.8	7.6	\$39.95
SONS OF LIBERTY™	64K	7.8	7.5	7.6	\$39.95
TYPHOON OF STEEL™	64K	NA	NA	NA	\$49.95
WARSHIP™	48K	7.2	7.3	7.0	\$59.95

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‡ Requires joysticks.

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MECH BRIGADE™	64K	7.1	7.5	7.3	\$59.95
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REBEL CHARGE...CHICKAMAUGA™	64K	7.8	7.8	7.7	\$49.95
SHILOH: GRANT'S TRIAL...WEST™	64K	7.6	7.7	7.5	\$39.95
SONS OF LIBERTY™	64K	7.7	7.4	7.3	\$34.95
TYPHOON OF STEEL™	64K	NA	NA	NA	\$49.95
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SONS OF LIBERTY™	256K	2	7.4	7.1	7.1	\$39.95
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REBEL CHARGE...CHICKAMAUGA™	512K	NA	NA	NA	\$59.95

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WARSHIP™	512K	6.9	7.0	6.8	\$59.95

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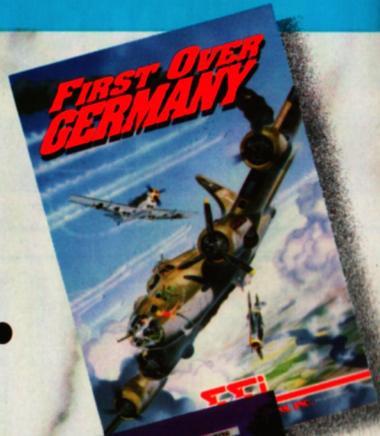
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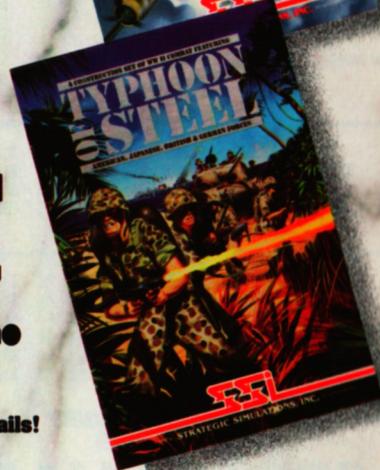
‡ Requires joysticks.

B-24, First Over Germany, and Rings of Ziflin include graphics routines from The Graphics Magician® by Polarware.™

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See page 6 for details!



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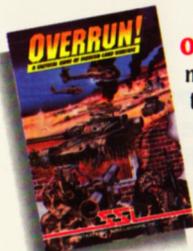
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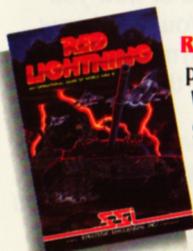
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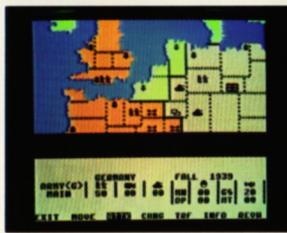


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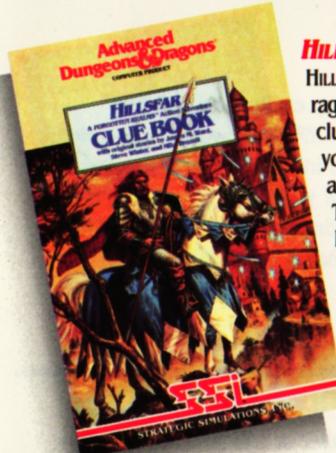


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CLUEBOOKS



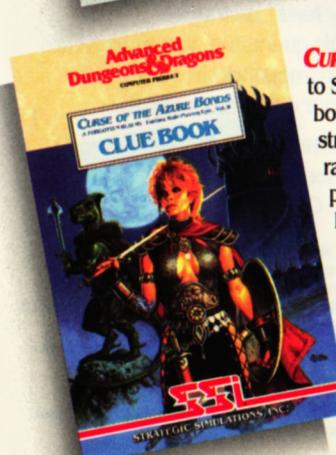
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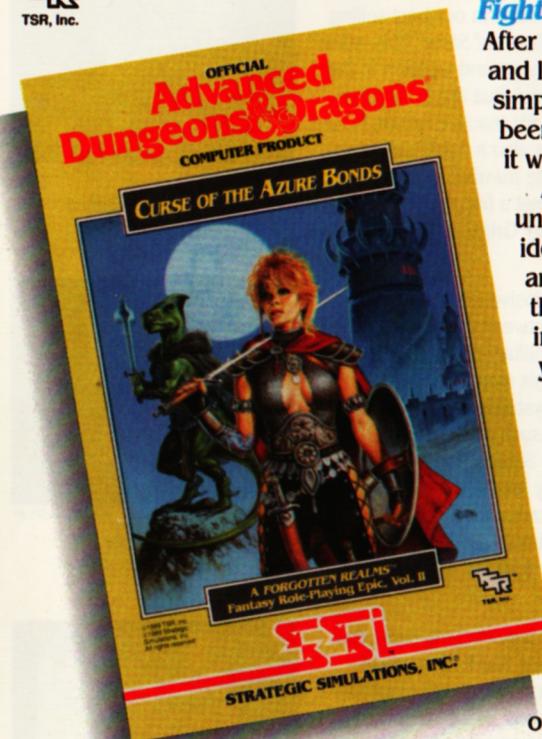


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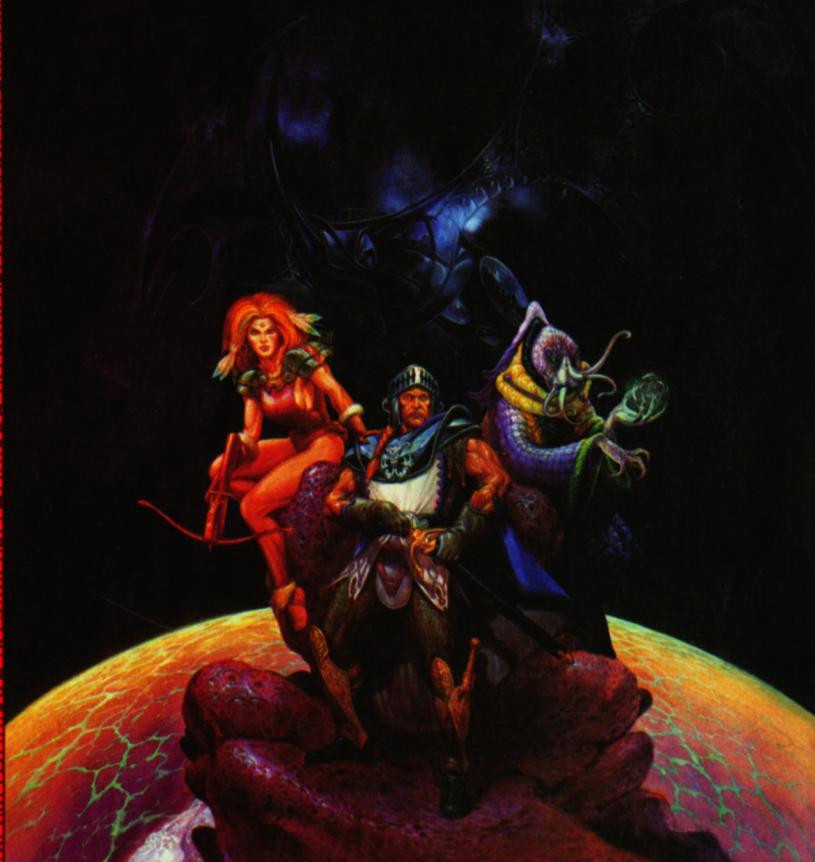
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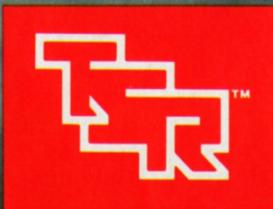
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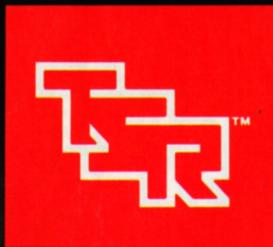
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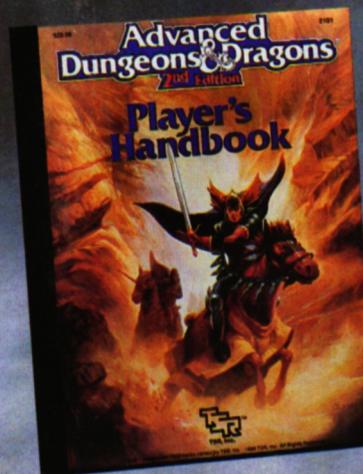
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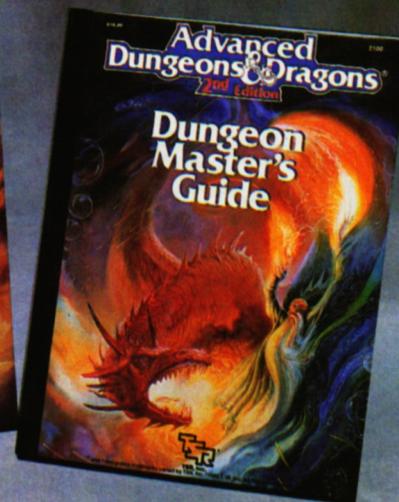
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The AD&D® 2nd Edition Game System



The Player's Handbook

The indispensable encyclopedia of fantasy role-playing and also the perfect companion to the referee's AD&D® 2nd Edition *Dungeon Master's Guide*. Everything players need is here: how to determine a character's Strength, Wisdom, Charisma and other abilities; the most advantageous mapping and combat procedures; and much more, all in this easy-to-use, revised version.



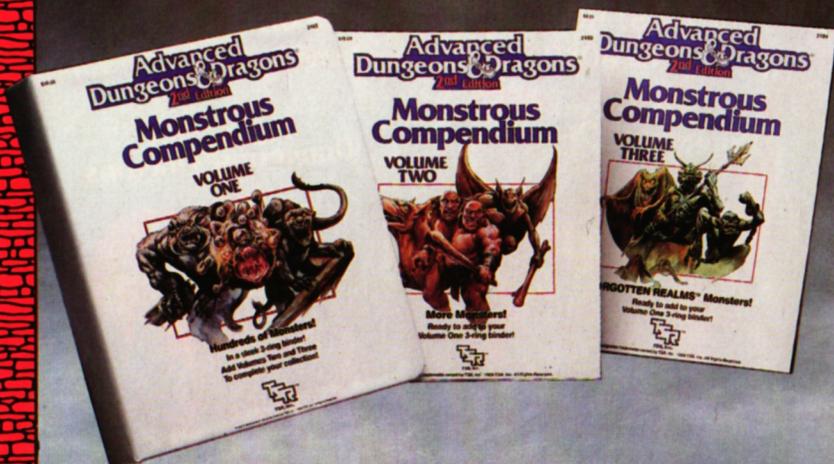
Dungeon Master's Guide

The complete guide to being an AD&D® game *Dungeon Master*. Whether you're running a single adventure or masterminding a complete fantasy campaign, the *Dungeon Master's Guide* is an absolute necessity. Here you'll learn all there is to know about magical spells and items, as well as monsters, combat, travel, NPCs, treasure, encounters, awarding experience, and more!

Available at your local book store or hobby shop.

We've made the best even better!

WHAT'S A FANTASY ROLE-PLAYING GAME WITHOUT MONSTERS?



Monstrous Compendium, Volume One

At the heart of any good AD&D® adventure, you'll find great monsters. This first *Monstrous Compendium* gives DMs and players 144 5-hole punched pages of new and improved monsters, with all-new illustrations, all in an easy-to-read, easy to reference format.

Available at your local book store or hobby shop.

Monstrous Compendium, Volume Two

MORE MONSTERS! The perfect complement to Volume One, Volume Two has 144 perforated, five-hole punched pages, including eight full-color panels that can be added to the *Monstrous Compendium* binder.

Available in September at your local book store or hobby shop.

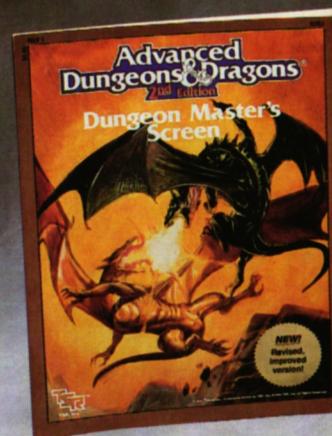
Monstrous Compendium, Volume Three

The focus of the third *Monstrous Compendium* is on monsters found in the FORGOTTEN REALMS™ fantasy campaign setting. Volume Three is made up of 64 perforated, five-hole punched pages that can be added to the *Monstrous Compendium* binder.

Available in December at your local book store or hobby shop.

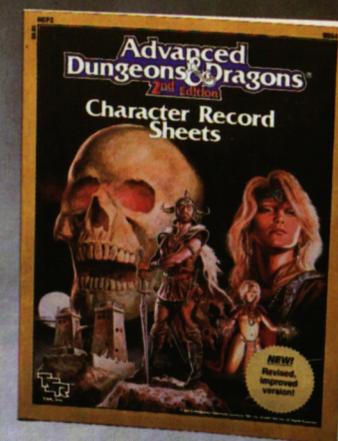
Dungeon Master's Reference Screen

& Character Record Sheets



This new reference screen charts all the statistics and figures a DM must have quick access to when he's running an adventure. Like every other AD&D® 2nd Edition product, the new DM screen is designed, not to change the game system, but to make the game easier and more fun to play. Also included in the package is a 16-page mini-adventure that gives Dungeon Masters special tips and help for running smooth, exciting adventures.

Available at your local book store or hobby shop.



What would you do if you found yourself face-to-face with a 16-foot high dragon? That depends. Are you a 15th level fighter or a 1st level magic-user? How smart are you? How strong? And how's your dexterity? All those things, plus a character's name, personal belongings, and more can be recorded on the new AD&D® 2nd Edition Character Record Sheets. And the new character record sheets are formatted more clearly than ever for faster, more spontaneous role-playing fun.

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