

**An Origins 80
SELL-OUT!**

DragonQuest

A comprehensive and innovative fantasy role-playing system.

★ 32-page illustrated book of **CHARACTER GENERATION, COMBAT**

General Course of Events • Requirements for Play • Character Generation • Description of Characteristics • Combat Terminology • Preparation for Combat • Basic Tactical Procedure • Maneuver Actions • Martial Actions • Inflicting Damage • Weapons • Mounted Combat • Multi-Hex Monsters

★ 56-page illustrated book of **MAGIC**

How Magic Works • How to Cast Spells • Incorporating Magic into Combat • The Colleges of Magic — Enspellments and Enchantments; Sorceries of the Mind; Illusions; Naming Incantations; Air, Water, Fire, Earth, and Celestial Magics; Black Magics; Necromantic Conjurations; Greater Summonings

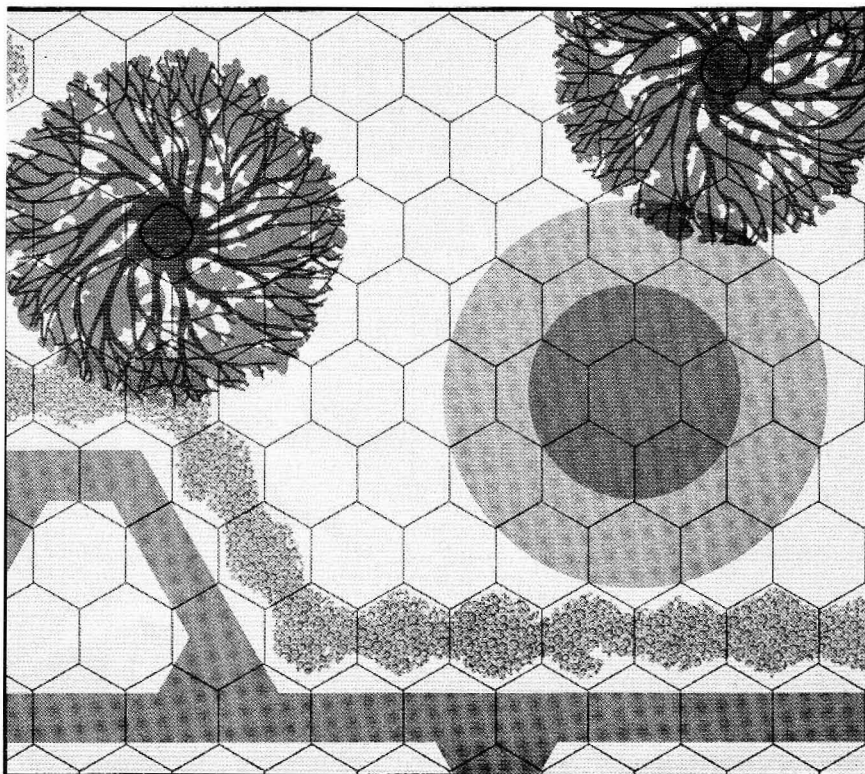
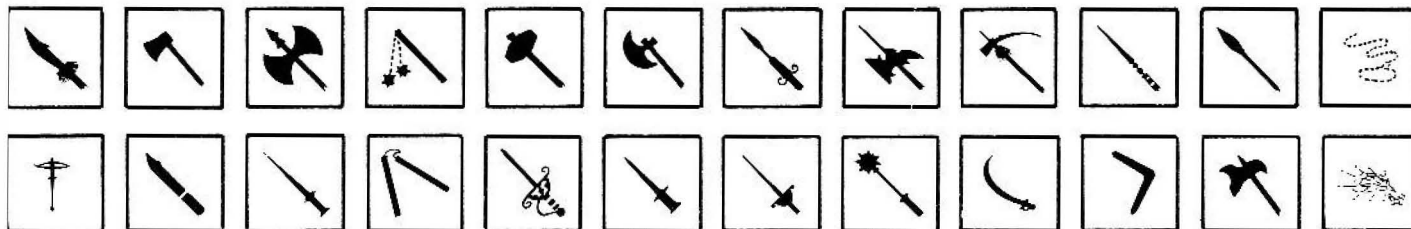
★ 64-page illustrated book of **SKILLS, MONSTERS, ADVENTURE**

Special Skills: Spoken and Written Languages • Alchemist • Beast Master • Spy and Thief • Encountering Monsters and Non-Player Characters • Giants, Fairies and Earth Dwellers • Fantastical Monsters • Creatures of Night and Shadow • Dragons • Preparing for Adventure • Organizing a Party

DragonQuest includes three rules books, one 17" × 22" double-sided tactical display, 100 die-cut cardboard playing pieces, and various playing aids.

If the creature to be trained is... Multiply the time required by...

Easily domesticated	0.5
Naturally wild	1.0
Intelligent or rebellious	3.0
Raised by beast master from adolescence	0.5
Domesticated by another beast master	1.0
Caught in wilderness	1.5



BUYER'S GUIDE FOR DRAGONQUEST

Age range: 12 years through adult.

Number of Players: 2 to 8 (low suitability for solitaire).

Average playing time: 3 to 6 hours.

Complexity: Moderate to high (5.5 to 6.5).

For purposes of comparison, *Monopoly* is considered to have a complexity rating of 2.34.

**Now available:
only \$9.95.
See your
dealer!**

