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First things first?

Dear Dragon,

Are we a dying minority? I am referring to those of us who enjoy and prefer the AD&D® 1st Edition materials and accessories. It seems more and more that it is becoming impossible to find resource materials for the 1st Edition. Personally, I have all of the original resources, but as time goes by I find myself needing new copies of books, modules, etc. Unfortunately, you no longer print any of the stuff. How can those of us who so love the original game obtain out-of-print materials? I have played and supported TSR products since the early 1980s. I empathize with your company's need to grow, but let's not forget about those of us who helped make TSR what it is today.

Timothy Woods
LaGrange KY

If you need to purchase good-quality copies of AD&D 1st Edition game products, you have several options. One, check all of your local toy and hobby shops for those copies (check the games sections of B. Dalton's and Waldenbooks, too). Some of these places might still have the older volumes and modules on their shelves or in "bargain bins" with other out-of-print materials. Two, read the advertisements in DRAGON Magazine, including the "Gamers Guide"; some advertisers sell these older materials. Three, if you are a member of the RPGA™ Network, place an advertisement in the POLYHEDRON™ Newszine asking for someone to sell an unwanted copy to you. Four, if there is a classifieds section of your local newspaper, place an ad in the "Wanted" section asking for those volumes. Five, investigate any used-game auctions at local game or fantasy/SF conventions. Six, let all of your friends know which specific materials you are looking for, so they can check with their friends in other areas. If you have a pen pal or gaming friends in other states, write to them to see if they can turn up what you need.

TSR cannot continue to produce those older products that you are seeking, but there are still lots of options left to you. If you want new material for your AD&D 1st Edition game, you couldn't do better than to simply use the material for the AD&D 2nd Edition game. It will not take you long to make the necessary changes from one edition to the other, and you might even find new things to add to your campaign on a permanent basis.

Myth vs. fact

Dear Dragon,

I was wondering if you might be able to provide a list of all the editorials, either by Roger Moore or by guest writers, that discuss the issue of role-playing games under attack by the press, religious groups, or individual authors.

Having changed residences recently, all of my issues of DRAGON Magazine were lost in the moving process, and I can no longer look through my own issues for these editorials. I hope that asking this favor will help all people involved with role-playing games to present an intelligent and informed defense of them, and of the AD&D game in particular, if and when the need arises. For myself, I'd like to actually read some of the books that were mentioned as being antagonistic towards role-playing, and I would also like to keep a running file of all future editorials dealing with the subject. With a B.A. in psychology, I hope to someday put this information to use in helping parents and teens alike in making sense of "myth vs. fact" concerning role-playing games.

Greg Handleton
Cincinnati OH

Editorials dealing with the negative publicity and accusations made against role-playing games have appeared in the following issues: issue #125, "Myths"; issue #134, "Equal time"; issue #151, "Laying the blame"; issue #158, "Mica Antelope"; issue #171, "Role-playing and the real world" (by Michael A. Stackpole); and in this very issue. Furthermore, numerous "Forum" letters on this topic appeared in issues #160-162 and #181 (and, again, in this issue).

I've become more interested myself in reading the books that attack role-playing games, because some of those who accuse role-playing of being a dangerous hobby appear to have far more dangerous ideas themselves—ideas that are dangerous to things like the Constitution, the Bill of Rights, and our religious and political freedoms, including the freedom to read and think what you want and to accept responsibility for being a free person. I have found more outright bigotry and intolerance in material that opposes gaming than I've ever seen in any role-playing rule book, and their works are intended for use in real life, not in a game of make-believe! (See the editorial for the facts on one particular case.)

There are lots of people who are genuinely concerned about what they've heard or read or seen about role-playing games, and they want some answers. I understand their concern (I'm a parent, too), and there are answers for them. But there are also people out there who are making irresponsible claims about these games, offering everything except the facts to support

Continued on page 7

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EDITORIAL

A word of warning about a word of warning

Glenn Palmer, whoever you are, I owe you my thanks. I'm not sure why you had Chick Publications send its general sample pack and retail catalog to DRAGON® Magazine, but the material inside it sure opened my eyes.

But it opened my eyes to things you might not have thought it would.

Many of you out there have probably seen the little *Dark Dungeons* pamphlet pictured below. It's been around since 1984, and many copies of it have circulated through our offices here at TSR. At best, the creative staff here has found it highly amusing particularly when we painted out the word balloons and added

our own dialog. At worst, we have found it to be full of lies.

The booklet claims that playing fantasy role-playing games will grant you genuine occult powers, so that you can impress your friends, join covens, cast mind-bondage spells on your parents so that they buy more gaming materials for you, and so forth. Young people who have played fantasy role-playing games know for a fact that, alas, there are no mind-bondage spells, and you can't use the rules to cast a real-life spell even if you tried all day, because those spells are all make-

believe. It isn't worth impressing your friends with the fact that you role-play, either, as games are meant for mutual fun and entertainment, not impressing people.

Okay, so much for that. Now for a few words about other products from the company that publishes that little booklet.

As I write this, I have before me the Fall 1991 retail catalog for Chick Publications, the company that has been bringing you *Dark Dungeons* all these years. I've found it to be very informative, particularly in showing the wide assortment of "educational" materials that this company offers.

The most unintentionally amusing booklet it offers is *Who, Me?*, which is a sort of primer on how to litter. Actually, it tells how to distribute the little booklets that Chick Publications makes, offering hints like, "Could you leave a little booklet in a phone booth?" It then expands the range of places to leave booklets to include restaurants, restrooms, mailboxes, newspaper dispensers, public benches, laundromats, taxis, other people's coat pockets, rented cars, retaining walls, and bleacher seats.

But that's about the only funny booklet in the catalog, because the others tend to get right down to serious business, and bashing role-playing games is far from the top of the list of this company's publishing priorities.

For example, we have *The Curse of Baphomet* and *Masonry: Beyond the Light*, both of which claim to reveal the links between Masonry and Satan.

There's *The Devil's Disciples* and *Dancing with Demons: The Music's Real Master*, which detail how "Satan's handiwork" is seen in rock, rap, and "Christian rock" music.

There's *Big Daddy* and *The Collapse of Evolution*, which offer "the scientific facts that your teacher won't tell you" about evolution that are claimed to disprove it. (Note: I've read *Big Daddy*, and it has some holes in its logic that you could drive a truck full of Piltdown Men through.)

And Chick Publications offers some very interesting books and tracts that directly attack other religions ("Satan is big in the religion business," notes the retail catalog on page 8). *The Traitor* seeks to prove the "falsehood" of Hinduism. *The Deceived* goes after Moslems. *The Trap, Satan's Master*, and *Wicca: Satan's Little White Lie* attack New Age and modern pagan groups. As you would guess, there's even a



