

WIZARDS OF THE COAST 1995-96 FALL • WINTER CATALOG

EVERWAY

MAGIC: THE GA

ARS MAGICA

MAGIC: THE GA

ROBORAN

VAMPIRE: THE ETERNAL

THE PRIMAL ORDER

THE GREAT PAINFUL

NETRUNNER

SLA INDUSTRIES

  
**Wizards**  
OF THE COAST

• 1995-96 •  
FALL • WINTER  
CATALOG

**MAKING**

LEAD OUR CHOSEN INDUSTRIES

**GAMES**

SET STANDARDS FOR INTEGRITY AND QUALITY

**AS BIG**

POSITIVELY INFLUENCE SOCIETY

**AS THE**

CREATE A CORPORATE ENVIRONMENT  
BASED ON MUTUAL RESPECT, LOYALTY,  
AND EMPOWERMENT

**MOVIES**

ACHIEVE FINANCIAL SUCCESS FOR OUR  
SHAREHOLDERS, EMPLOYEES, AND COMPANY

The logo for Wizards of the Coast, featuring the word "Wizards" in a stylized, blue, serif font with a white starburst above the letter 'i'. Below it, the words "OF THE COAST" are written in a smaller, blue, sans-serif font. The logo is set against a dark rectangular background.

**Wizards**  
OF THE COAST

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# DECKMASTER

Richard Garfield's award-winning *Magic: The Gathering*™ is Wizards of the Coast's flagship product for its Deckmaster™ line of trading card games. The basic concept is simple. Take a world, put elements of that world onto decks of cards, and offer it as a game. Allow players to customize their own decks and compete against one another. Players don't know all the cards in existence—that's part of the challenge of the game.

There are as many Deckmaster concepts as there are worlds. The card mix of the game constantly changes and limited expansion sets of new cards are continually introduced with fresh art and new strategies.

The success of *Magic: The Gathering* has affirmed that the Deckmaster concept is one worth exploring. You can expect to see Wizards of the Coast bring the world a long line of innovative Deckmaster trading card games for years to come.

## MAGIC: THE GATHERING



### *Magic: The Gathering* —Fourth Edition™

When you play *Magic: The Gathering*, you hold a world of infinite possibilities in your hands. That's because you create your own deck from a random pool of over three hundred beautifully illustrated cards. Some cards are fairly common, some uncommon, and some rare. Other players may have cards you've never seen before, and by trading, you can strengthen your own deck. *Magic's* ever-changing adventures will intrigue you. You'll never play the same game twice!

*Fourth Edition* is new for 1995. This new edition of the basic game dropped some cards and added many more from past expansions. Plus, the rules and cards have been revised and reworded for clarity and consistency. It's the new standard for trading card games!

For our foreign customers, *Magic: The Gathering* has been translated into Italian, German, French, Spanish and Portuguese. More translations will follow! Due to limited printing capacity, these translations are currently only available in their respective countries. Our goal is it to offer the foreign versions of *Magic* to all of our distributors later on, and—eventually—to release new expansions simultaneously.

#### *Magic: The Gathering*—Fourth Edition Starter Deck

Format: trading card game  
Available: NOW  
Product code: 60-card deck—WOC6100  
10-deck display box—WOC16100  
ISBN: 60-card deck—1-880992-25-6  
10-deck display box—1-880992-25-6

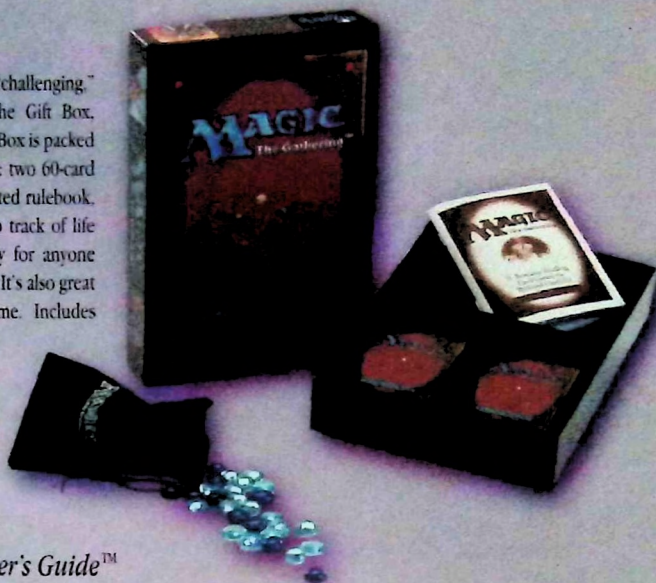
#### *Magic: The Gathering*—Fourth Edition Booster Pack

Format: trading card game  
Available: NOW  
Product code: 15-card pack—WOC6700  
36-pack display box—WOC16700  
ISBN: 15-card pack—1-880992-26-4  
36-pack display box—1-880992-26-4

## Magic: The Gathering—Gift Box

When asked to describe *Magic: The Gathering*, words like "challenging," "ever-changing," and "exciting" spring to mind. With the Gift Box, *Wizards of the Coast* adds "convenient" to that list. The Gift Box is packed with everything needed to get new players into the action: two 60-card *Fourth Edition* starter decks, an easy-to-understand illustrated rulebook, a card collector's checklist, glass stones to help you keep track of life totals, and a handy storage bag. This is the perfect way for anyone wanting to explore *Magic* who doesn't know how to begin. It's also great for introducing friends or relatives to this terrific game. Includes everything two people need to play!

Format: trading card game  
Available: NOW  
Product code: WOC6550  
ISBN: 1-880992-52-3



## Magic: The Gathering—The Pocket Player's Guide™

This new edition of *The Pocket Players' Guide* contains updated rules for *Magic: The Gathering—Fourth Edition* and much more! It includes: examples of play with instruction and guidance for beginners; deck-building strategies for both beginners and experts, the latest Duelists' Convocation tournament rules; new multi-player variants; tricks and card combinations for *Fourth Edition*; background information and a timeline for Dominia; and a complete *Fourth Edition* card list. This edition also features a full-color cover by popular *Magic* artist Quinton Hoover, plus new interior artwork with a whole new look. *The Pocket Players' Guide* is the core book for every *Magic* player and collector.

Format: trade paperback with full-color cover  
Available: August 1995  
Product code: WOC6200  
ISBN: 1-57539-089-3

## Magic: The Gathering—Chronicles™

Echoing through the realms of Dominia are tales of exotic creatures, intriguing places, and great wizardry. *Magic: The Gathering—Chronicles* explores the diversity of a rich magical heritage with a second look at over one hundred cards from earlier expansions, including *Arabian Nights™*, *Antiquities™*, *Legends™*, and *The Dark™*. (Cards from *Fallen Empires™* are not included.) *Magic* players will find some of their favorite commons, uncommons, and rares in this set, each card with a white border and its original expansion symbol. *Chronicles* is not a limited-edition set; it will remain in print as long as it is in demand. Enjoy this retelling of the stories of Dominia and learn the secrets of the past from *Chronicles*.

Format: trading card game  
Available: summer 1995  
Product code: 12-card pack—WOC6551  
45-pack display box—WOC16551  
ISBN: 12-card pack—1-880992-62-0  
45-pack display box—1-880992-63-9



## Magic The Gathering—Ice Age™

It has been centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands.

Through it all, a twisted necromancer flourishes in the deep winter, intent on using magical powers to keep the world dark and cold. You may have the skills to survive, but do you have the spirit to withstand the icy wilderness of Dominaria's *Ice Age*?

*Ice Age* can be played by itself as a stand-alone game or used as a standard expansion for Magic: The Gathering. *Ice Age* cards are completely compatible with Magic and have the same card back design. The cards feature black borders. *Ice Age* will be available for sale for approximately one year.



### Ice Age—Starter Deck

Format: trading card game  
 Available: NOW  
 Product code: 60-card deck—WOC6506  
 10-deck display box—WOC16506  
 60-deck—1-880992-64-7  
 ISBN: 10-deck display box—1-880992-65-5

### Ice Age—Booster Pack

Format: trading card game  
 Available: NOW  
 Product code: 15-card pack—WOC6507  
 36-pack display box—WOC16507  
 ISBN: 15-card pack—1-880992-66-3  
 36-pack display box—1-880992-67-1



## Magic: The Gathering—Homelands™

Hidden away by a mysterious wizard for generations, the forgotten world of *Homelands* awaits discovery! Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots. What secrets will you uncover as you venture into the *Homelands*?

*Homelands* is a limited edition card set for Magic: The Gathering. It contains more than one hundred different black-bordered cards and is sold in 8-card booster packs and 60-pack display boxes. *Homelands* will be printed to order and will not be printed again in this format.

Format: trading card game  
 Available: fall 1995  
 Product code: 8-card pack—WOC650  
 60-pack display box—WOC16508  
 ISBN: 8-card pack—1-880992-35-3  
 60-pack display box—1-880992-36-1

# NETRUNNER

**Netrunner**, the newest game in the **Deckmaster** series, is set in the dark techno-future of R. Talsorian's **Cyberpunk**. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. As their elegant computer programs come to life, anarchistic Netrunners hack the system, infiltrating dataforts to liberate information. In cyberspace, the war for information never ends.

CORPORATIONS rule the world. Mega-Corps oversee the lives of millions, but they keep their true agendas hidden. Some corporations are benevolent, constructing arcologies and supporting thousands of employees, but others indulge in sinister Black Operations to serve their own greed. You have control over the corporation... what kind of world will you build?

NETRUNNERS find ultimate freedom in cyberspace. Armed with technological wizardry, streetwise savvy, and indestructible idealism, runners slam into cyberspace to make information free. Will you use your power to reveal the secrets of the corporations, or do you fight the system to spread chaos and anarchy?

Richard Garfield has designed another collectable card game that's easy to learn and quick to play. Each starter deck of **Netrunner** includes a Corporation deck and a Netrunner deck. The series consists of over 400 beautifully illustrated cards that bring the world of **Cyberpunk** to life, from the gritty realities of urban crime to the unlimited worlds of cyberspace. You have the freedom to choose your role. Are you a corporation executive or a free-spirited netrunner? Who will you serve, the corporation or yourself? Information brings power, and **Netrunner** holds the answers.

## *Netrunner—Limited Starter Deck*

Format: trading card game  
Available: coming soon  
Product Code: two 60-card decks—WOC6201  
5-deck display box—WOC16201  
ISBN: two 60-card decks—1-57530-059-1  
5-deck display box—1-57530-060-5

## *Netrunner—Limited Booster Pack*

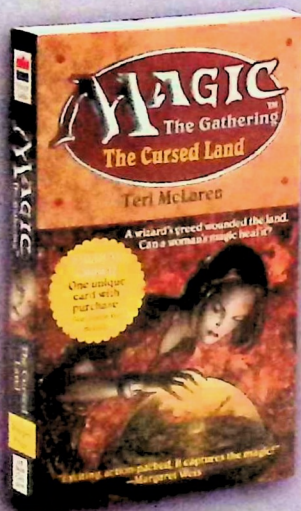
Format: trading card game  
Available: coming soon  
Product Code: 15-card pack—WOC6202  
36-pack display box—WOC16202  
ISBN: 15-card pack—1-57530-061-3  
36-pack display box—1-57530-020-6



## DECKMASTER FICTION

Take a break from gaming and explore the worlds of Dominia with best-selling fiction from Wizards of the Coast!

In 1994 Wizards of the Coast and HarperCollins® Publishers introduced a line of fiction books based on *Magic: The Gathering*. In 1995, the tradition continues with more stories of magic, mystery, and adventure. Don't miss the next journey into Dominia!

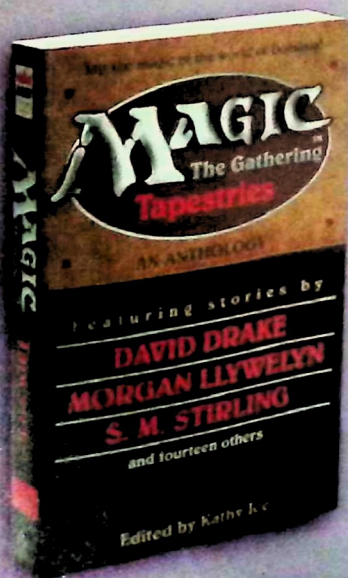


A note to our bookstore customers: our agreement with HarperCollins specifies that we can sell these books only to our "core" hobby game comic market. We'd love for you to carry our novels, but please be sure to order them from HarperCollins as part of your usual book orders.

### *The Cursed Land*, by Teri McLaren

One man's greed divided the land. Can one woman's magic save it? Teri McLaren, bestselling co-author of *Before the Mask* and *The Dark Queen*, brings you this stirring adventure of a family and a land torn asunder by one man's thirst for power.

Format:	novel
Available:	July 1995
Product Code:	WOC10005
ISBN:	0-06105016-4



### *Tapestries*, edited by Kathy Ice

Journey through the worlds of Dominia with this dazzling anthology, featuring stories by authors including David Drake, Morgan Llywelyn, and M. C. Sumner.

Format:	anthology
Available:	June 1995
Product Code:	WOC10004
ISBN:	0-06-105308-2



### *The Prodigal Sorcerer*, by Mark Sumner

Peace has come at last to the valley of Tamingazin, but its three races may soon discover that the price of peace is too high. And Aligarius Timni, a sorcerer from the Institute of Arcane Study, could swing the balance. Don't miss this exciting thriller from the author of *Deadly Stranger and Range*.

Format: novel  
Available: October 1995

Product Code: WOC10006  
ISBN: 0-06-105476-3

### *Distant Planes*, edited by Kathy Ice

Once just wasn't enough. Our sparkling second anthology features stories from some of the same authors who dazzled you in the first, plus some exciting newcomers. Authors at press time include Jane Lindskold, Michael A. Stackpole, and Robert Vardeman.

Format: anthology  
Available: December 1995

Product Code: WOC10007  
ISBN: 0-06-105313-9

### *Asbes of the Sun*, by Hanovi Braddock

All that remains of Oneah's Court of a Thousand Thousands is a handful of legends and memories of an aging bard. Journey with her among goblins and minotaurs as she seeks to replace the legends with the truth she remembers. There are times when truth depends on your point of view.

Format: novel  
Available: February 1996

Product Code: WOC10008  
ISBN: 0-06-105649-9

And don't forget our highly successful titles already in release!

### *Arena*, by William R. Forstchen

Format: novel  
Available: NOW  
Product Code: WOC10000  
ISBN: 0-06-105424-0

### *Shattered Chains*, by Clayton Emery

Format: novel  
Available: NOW  
Product Code: WOC10002  
ISBN: 0-06-105419-4

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Format: novel  
Available: NOW  
Product Code: WOC10001  
ISBN: 0-06-105418-6

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Format: novel  
Available: NOW  
Product Code: WOC10003  
ISBN: 0-06-105420-8



# VAMPIRE: THE ETERNAL STRUGGLE

*The Midnight Dance Has Begun...*

*"The beauty of these creatures overwhelms me. So naive and fragile, so sensual—their every word and gesture only increases my attraction to them. Listen my love, the night air sings of my love for you, and desire for what is carried within your veins...."*

*- Claudius Giovanni, Malefactorium*



Vampire: The Eternal Struggle™ (formerly Jyhad) is an exciting collectible card game of Gothic intrigue based on White Wolf Game Studio's best-selling storytelling game *Vampire: The Masquerade*™.

In the macabre drama that is Vampire: The Eternal Struggle, you take the role of an ancient vampire as you thrust your minions into a maelstrom of unrelenting politics and nefarious conspiracies. You must choose your minions carefully. While some may be at your beck and call, others will only come to your side after a great measure of influence is forced upon them.

Though the Methuselahs manipulate their fellow Kindred with unquestionable authority in their quest to destroy the other ancients and control all of vampire society, younger vampires are not without powers. Using preternatural abilities and raw resources, the vampires strive to achieve greatness by attaining the positions of primogen members, princes, and Justicars in the ranks of the exalted Camarilla! Only through daring strategy and cunning use of your limited resources will you defeat your fellow Methuselahs and attain the crown of victory.

Vampire consists of over four-hundred beautifully painted images set inside a variety of new sensual textures.

## **Vampire: The Eternal Struggle—Starter Deck (Unlimited)**

Format: trading card game  
 Available: summer 1995  
 Product code: 76-card deck—WOC6050  
 10-deck display box—WOC16050  
 ISBN: 76-card deck—1-880992-68-X  
 10-deck display box—1-880992-69-8

## **Vampire: The Eternal Struggle—Booster Pack (Unlimited)**

Format: trading card game  
 Available: summer 1995  
 Product code: 19-card pack—WOC6051  
 36-pack display box—WOC16051  
 ISBN: 19-card pack—1-880992-71-X  
 36-pack display box—1-880992-71-8

## Dark Sovereigns™

*Dark Sovereigns*, the first expansion set for **Vampire**, allows players to include the elegant vampires, dark labyrinthine cities, and twisted vampire politics of Europe in their games!

*Dark Sovereigns* adds a new level of intrigue and strategy to V:TES with the introduction of two new clans (Clan Giovanni and Clan Ravnos), new vampire Disciplines (Necromancy and Chimerstry), new powerful vampires belonging to the prestigious Inner Circle of the Camarilla, and haunting new locations that your vampires can inhabit and control. From the dark halls of Heidelberg Castle to the opulent rooms of the Palace at Versailles, the sinister designs of the eternal struggle are revealed with the grace and style of the Old Country.

Format:	trading card game
Available:	fall 1995
Product Code:	15-card pack—WOC6052 36-pack display box—WOC16052
ISBN:	15-card pack—1-880992-89-2 36-pack display box—1-880992-90-6



## Darkness Unveiled™

A tome of secrets no Methuselah can do without, *Darkness Unveiled* is the definitive **Vampire** "pocket players' guide." The 8.5"x5.5" book features cover art by Dave McKean, an artist best known for his cover art for Vertigo Comics' **Sandman** line and his enticing artwork in the Vertigo tarot deck. A limited hardback print run of *Darkness Unveiled* will be released in conjunction with the unlimited paperback version. The hardback will be lavishly produced in antique style and will include both a bookmark ribbon and a cover ribbon that ties the front and back cover together.

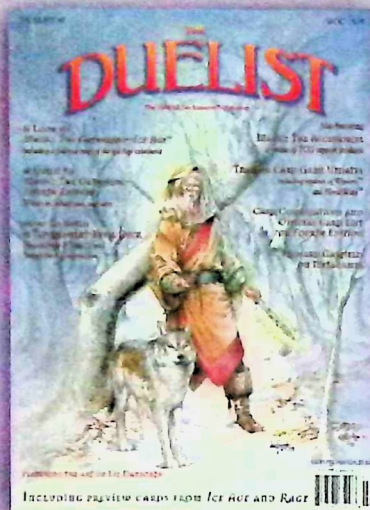
*Darkness Unveiled* includes: new and updated rules with helpful hints from the book's vampiric guide; new strategies of play; all-new deck construction techniques organized by specific clans, Disciplines, and other themes; histories on some of the most interesting vampires and tips on playing them to their fullest potential; methods for adding the art of storytelling to your games; and a complete card list.

Format:	sourcebook
Available:	fall 1995
Product code:	WOC11004
ISBN:	1-880992-72-8



# THE DUELIST

THE OFFICIAL DECKMASTER™ MAGAZINE



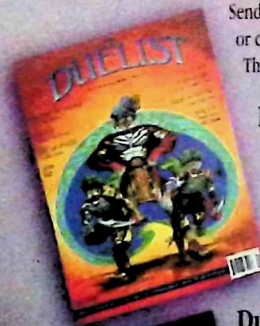
From the creators of *Magic* comes the definitive reference for trading card game players and collectors. In *The Duelist*, you'll find the latest rules clarifications, game variants, deck-building strategies, card lists, collecting information, and tournament news. The magazine offers an inside look at the evolution of trading card games, with previews of the latest releases and interviews with the designers and artists shaping this fast-developing genre. Here you'll find columns by *Magic: The Gathering* designer Richard Garfield, *Magic World Champion* Zak Dolan, and the puzzle mastermind Mark Rosewater. Whether you are a beginning player or a Deckmaster veteran, *The Duelist* will help keep you on top of the game.

The magazine is full-color and art-intensive, drawing on themes from the latest Deckmaster releases. Players and collectors look to *The Duelist* as their preferred source for trading card game news. The magazine also features counter sheets, posters, preview cards, and other trading card game accessories.

Subscriptions to *The Duelist* are available from Wizards of the Coast for \$17.95 U.S. for six issues. Participants in The Duelists' Convocation receive the magazine free as part of their 1995 membership (see Duelists' Convocation on p. 13).

Send subscription requests to: *The Duelist*, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-9916 or call *The Duelist* at: 1-800-825-0061 weekdays 9AM to 6PM PST.

The following back issues of the magazine are available in limited quantities:



## Duelist #5

*Duelist #5* features the official card list and game-play guide for *Magic: The Gathering—Fourth Edition*, previews of *Vampire: The Eternal Struggle* and *Magic: The Gathering—Ice Age*, and an interview with Deckmaster artist Liz Danforth. The issue includes a fold-out map of the *Ice Age* continent, a poster by Liz Danforth, two preview cards for *Ice Age*, and a preview card from *White Wolf's Rage*.

Format: magazine  
Available: while supplies last      Product code: WOC7505

## Duelist #4

*Duelist #4* features the card list and Frequently Asked Questions for the *Fallen Empires* expansion, a complete list of *Magic* errata from Alpha to *Fallen Empires*, and a full-color pullout poster by featured artist Melissa Benson. Also included are over a hundred full-color cardboard counters for use with *Fallen Empires* cards, as well as preview cards from Steve Jackson Games' *Illuminati: New World Order™* and Trident Games' *On The Edge™*.

Format: magazine  
Available: while supplies last      Product code: WOC7504

## Duelist #3

*Duelist #3* features a preview of *Fallen Empires™*, FAQs, and complete card lists for *Jyhad™* and *The Dark™*, a report on the first *Magic: The Gathering* World Title, and an interview with Deckmaster artist Drew Tucker. Included in the magazine is the limited edition *DragonCon™* *Magic* card illustrated by science fiction and fantasy artist Michael Whelan.

Format: magazine  
Available: while supplies last      Product code: WOC7503

# THE DUELIST

The Official Deckmaster™ Magazine

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## Duelists'

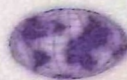
## Convocation

WOTC's

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Tournament Organization

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The Duelists' Convocation reserves the right to change membership fees without prior notice.



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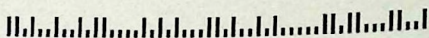
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## DUELISTS' CONVOCATION

The Duelists' Convocation is WotC's official **Deckmaster** tournament organization. We offer our members the chance to compete in sanctioned tournaments throughout the U.S., Canada, and (soon) Europe and the United Kingdom. By competing in these sanctioned tournaments, DC members will earn international ratings, making them eligible to compete in championship events for top prizes and recognition. Other membership benefits available in 1995 include a one year subscription to *The Duelist* magazine and the *Convocations* monthly newsletter. This newsletter is filled with information only available to DC members, including the latest on upcoming tournaments, monthly updates from WotC's rules team, deck construction information, and much more!



To become a Duelists' Convocation member, simply complete the card inserted here and send it to us with a check for \$18 U.S. made payable to Wizards of the Coast.

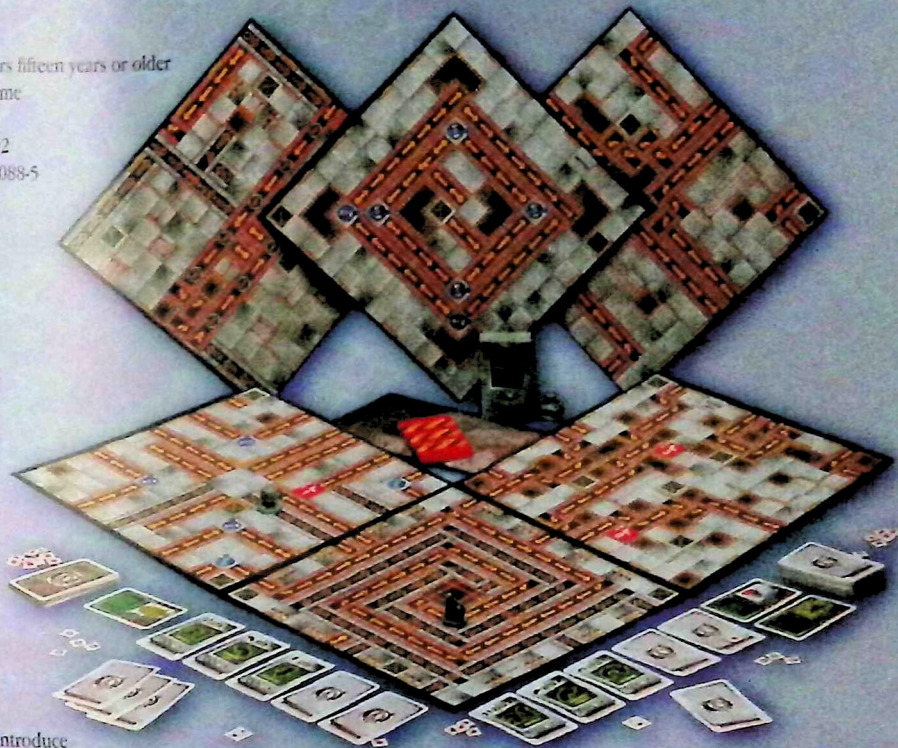




# ROBORALLY

**RoboRally™** is the fast-paced board game that originally brought Richard Garfield to Wizards of the Coast. Co-designed by Mike Davis, **RoboRally** is a dynamic robot race game designed for two to eight players, ages twelve and up. The object is to be the first robot to touch a series of flags spread out across an obstacle-ridden race course. Frequently the race mutates into multi-player skirmishes as lagging robots attempt to sabotage their rivals with mounted lasers. The adventure never ends as players construct their own racecourses using the game's six modular game boards. Simultaneous movement rules challenge players to second-guess their opponents in this strategic game. The game includes full-color game boards, eight miniature figurines designed by Hugo award-winning artist Phil Foglio, an operating manual, program cards, option cards, and cardboard counters.

International: for players fifteen years or older  
Format: board game  
Available: NOW  
Product code: WOC5002  
ISBN: 1-57530-088-5



## **RoboRally— Expansion Set™**

Six inventive new boards introduce six new board elements. Extensive technical research has gone into the development of the twenty-six new option cards challenging even the most experienced programmer. Is the Mini Howitzer blasé now? Never fear! With this expansion kit, your robots will have new "toys" to play with and new hazards to avoid. Lay mines and fire missiles at your enemies as you navigate new multi-level mapboards containing water hazards and teleporters. With a total of twelve different boards available for the **RoboRally** universe, the number of new board configurations goes through the roof! No two games need ever be alike.

Format: board game  
Available: fall 1995  
Product code: WOC5003  
ISBN: 1-57530-018-4

# ROLEPLAYING

## EVERWAY



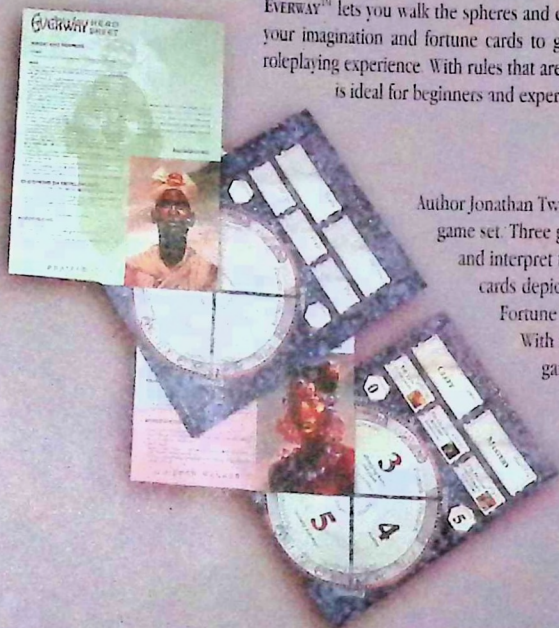
Across infinite worlds travel the spherewalkers, heroes and villains who walk the gates that connect sphere to sphere. Each new realm they visit is different from the last. On their journeys, they encounter sprawling military empires that live off conquest, tribes whose lives revolve around rituals, city-states ruled by goddess-queens, and desolate landscapes where ghosts and monsters roam. Perhaps they'll even find Everway, the city at the crossroads of the spheres. All these various, wondrous, and dangerous lands, different as they may be, move under the direction of the Fortune Deck—thirty-six cards representing the forces that rule the cosmos.

EVERWAY™ lets you walk the spheres and encounter these new realms for yourself. Using vision cards to inspire your imagination and fortune cards to guide the action of the game, EVERWAY offers a visual and symbolic roleplaying experience. With rules that are easy to learn and adventures that are impossible to exhaust, EVERWAY is ideal for beginners and experienced roleplayers alike.

### EVERWAY Game Set

Author Jonathan Tweet includes everything you need to play EVERWAY in this beautiful new game set. Three guidebooks tell you how to create heroes, develop realms and quests, and interpret the Fortune Deck. One hundred vision cards, quest cards, and source cards depict the variety of creatures and people found among the spheres. The Fortune Deck helps you develop your hero or guide the action of the game. With maps, hero sheets, ready-to-run heroes, and a ready-to-run quest, this game set makes it easy to play your first game and start your journey.

Format:	boxed game set
Available:	summer 1995
Product Code:	WOC3601
ISBN:	1-880992-76-0





## Spherewalker™ Source Cards

These source cards illustrate and describe some of the strange people and perilous creatures that spherewalkers encounter on their journeys. Read about the conniving Basahn, undead Red Merchants, and blasphemous golem eggs. This 90-card set puts the mysteries of the spheres in your hands, and they're usable with other fantasy roleplaying games.

Format: 90-card set, in packs of 10 random cards each  
Available: fall 1995  
Product Code: 10-card pack—WOC3631 36-pack display box—WOC13631  
ISBN: 10-card pack—1-57530-090-7 36-pack display box—1-57530-001-X

## Spherewalker Sourcebook

Why did the dragons war against heaven? What secret weapon do the Warriors of the Silver Nail use against undead? Find out in this companion to the *Spherewalker Source Cards*. Free of game mechanics, this book by author Greg Stolze makes a great addition to other fantasy games and provides a good read in its own right.

Format: 192-page sourcebook, tied to the *Spherewalker Source Cards*  
Available: fall 1995  
Product Code: WOC3621  
ISBN: 1-57530-041-9

## EVERWAY Fortune Deck

These oversize fortune cards add extra flair to your EVERWAY game. The guidebook from Jonathan Tweet, et al. provides more details for how to use the deck in play. You can even use the Fortune Deck in other fantasy roleplaying games.

Format: oversize, 36-card fantasy deck  
Available: winter 1996  
Product Code: WOC3611  
ISBN: 1-57530-040-0

## Vision Cards I: Creatures

Shadowy monsters, loyal familiars, ferocious beast-people and more fill this set of vision cards. Use this 90-card set to create more heroes, realms, and quests. While designed especially for EVERWAY, these cards can also enliven other fantasy roleplaying games.

Format: 90-card set, in packs of 10 random cards each  
Available: winter 1996  
Product Code: 10-card pack—WOC3641 36-pack display box—WOC13641  
ISBN: 10-card pack—1-57530-042-7 36-pack display box—1-57530-015-X

## Questbook I

New realms and mythic quests are the heart of EVERWAY. This questbook from authors Nicole Lindroos Frein, Teeuwyn, and Lynne Wilson brings you three quests that you can use as written or alter for your own needs. Whether the heroes are questing for a sacred flame, rescuing the moon, or facing other challenges, they'll find that special kind of adventure that EVERWAY provides.

Format: 112-page adventure book  
Available: spring 1996  
Product Code: WOC3651



# ARS MAGICA



Envision a land of adventure and mystery, full of falling empires and rising nations, where the creatures of legend and myth exist side-by-side with historical figures and places. This is Mythic Europe™. Strange events are explained away

by scholars as rumor and superstition, but you know better. You know that some myths are real, and that tales told by the serfs around their peat-fueled fires often ring true. You know of *Ars Magica*, the art of magic. No matter who you choose to play—be it steadfast grog, talented Companion, or spellcasting magus—*Ars Magica* is a game that offers perilous encounters, intriguing mysteries, powerful enemies, and high adventure for all.

Flexible combat rules, unique and interesting magic, and a rich setting make *Ars Magica* an exceptional game to play. The character generation system allows you to customize a character from the moment you begin creating it, with strengths and weaknesses that are fully described and have real impact in the game. The magic system allows for the creation of new and unique spells and artifacts, and includes a dramatic system for playing out magical duels between wizards. The rich detail of Mythic Europe is yours to revel in, with history and myth joining to set the stage for adventures in a world as familiar as your dreams.

## Ars Magica™ Fourth Edition

The new fourth edition of *Ars Magica* consists of four books: *Codex Narratoris*™, *Codex Actoris*™, *Codex Artium Hermeticarum*™, and *Codex Europae Mythicae*™ in a hard slipcase with a full-color wall map of Mythic Europe. Each book covers a different aspect of the game, and is fully indexed and cross referenced. Both old and new players will find this edition especially accessible in its presentation of rules and setting. Come explore the world of Mythic Europe, where magi, knights, dragons, faeries, and the power of faith come together in a world that might have been.

Format: roleplaying game  
Available: fall 1995

Product Code: WOC1100  
ISBN: 1-57530-091-5

### Ars Magica Fourth Edition—Codex Narratoris™

This first book of the *Ars Magica* Fourth Edition rules is a compendium of all the game rules, charts, and tables in one complete reference! This book is a must for the *Ars Magica* storyteller, who will find any item in the rules quickly and easily with a master index of all four core books provided inside. All the rules for combat, spellcasting, character improvement, and much more are contained within.

Format: roleplaying game core book  
Available: fall 1995

Product Code: WOC1101  
ISBN: 1-57530-092-3

### Ars Magica Fourth Edition—Codex Actoris™

The second book of the *Ars Magica* Fourth Edition rules contains all the information necessary for players to create fully detailed characters for the game. Everything is covered here, including the character's background, strengths, weaknesses, virtues, flaws, and abilities. Descriptions for each of the twelve Houses of the Order of Hermes give players insight and inspiration for playing magi. The creation of Companions and grogs is supplemented by suggested skill packages for a wide variety of vocations, and can be used as a springboard for the player's own ideas. This book is an invaluable resource for every player of *Ars Magica*.

Format: roleplaying game core book  
Available: fall 1995

Product Code: WOC1102  
ISBN: 1-57530-093-1

### Ars Magica Fourth Edition—Codex Artium Hermeticarum™

This is the third book for the Ars Magica Fourth Edition rules, wherein the workings of magic in the world of Mythic Europe are described in detail. This tome covers every facet of magical powers of the magi of the Order of Hermes, from the disciplined casting of formulaic spells to the spur-of-the-moment chaos and uncertainty of spontaneous magic. This book integrates the most versatile and orderly magic system ever for fantasy roleplaying games with the world of Mythic Europe, and no magus should be without it.

Format: roleplaying game core book      Product Code: WOC1103  
Available: fall 1995      ISBN: 1-57530-094-X

### Ars Magica Fourth Edition—Codex Europae Mythicae™

The fourth book for the Ars Magica Fourth Edition rules describes the rich setting of Mythic Europe, the land in which all official supplements are set. Mythic Europe is much like our Europe of the early 15th century, except that many of the myths and legends of our Europe are real: griffins inhabit the mountains, dragons hoard their wealth in deep holes, faeries live in the forest, and angels compete with demons for the souls of mortals. Included is information on geography, nations, culture, mythic history, political climate, and more, covering Iberia to Russia and Scandinavia to North Africa.

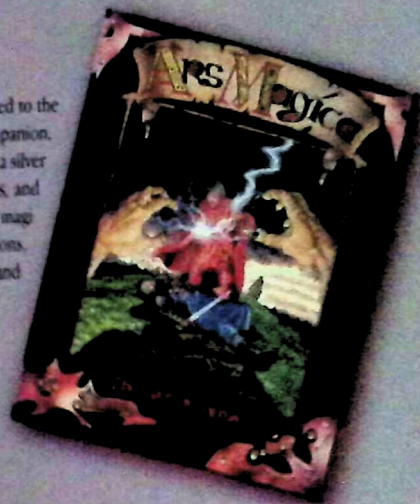
Format: roleplaying game core book      Product Code: WOC1104  
Available: fall 1995      ISBN: 1-57530-095-8

### Ars Magica: The Art of Magic, Third Edition™\*

Ars Magica is medieval fantasy set in a world of light and dark. As a magus, your life is devoted to the art of magic, and you are free to pursue any style of magical power you wish. As a wizard's companion, you possess unique skills and abilities that make you invaluable, whether they be skill at arms, a silver tongue, immense strength, or mystic talents. Mercenaries, troubadours, friars, social outcasts, and wizened scholars have been known to accompany the magi on their journeys. Together, the magi and their companions face personal and physical challenges as they confront nobles, demons, angels, faeries, and ferocious beasts. The world is yours to command if your spells are true and your sword is sure!

Format: roleplaying game      Product code: WOC3203  
Available: NOW\*      ISBN: 1-56504-021-X

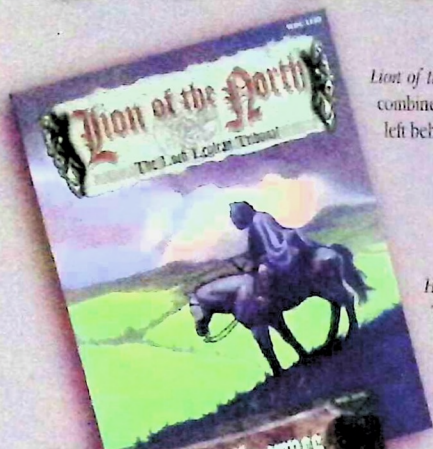
\*Until Ars Magica, Fourth Edition is published in fall 1995.



### Exotic Magic: Fire & Ice™

For years, Ars Magica players have been clamoring for information on the mysterious magical practices of organizations that inhabit the fringes of Mythic Europe. This book details two new magical groups: the Rational, wizards of the far northern reaches of Scandinavia, and the Council of Sulayman, Moorish sorcerers commanding the powers of the Jinn. Character creation information is provided so players can try something new. Design notes are included so players and storyguides may make their own unique magic systems that are fully compatible with the Ars Magica game.

Format: roleplaying game world sourcebook      Product Code: WOC1171  
Available: fall 1995      ISBN: 1-57530-096-6



### Lion of the North: The Loch Leglean Tribunal™

*Lion of the North* is intended for storyguides interested in running a Scotland-based saga. This book combines rich historical detail with colorful mythic material, presenting a land where the Dominion is left behind and rumors persist of a dire threat to the Order itself.

Format:	sourcebook	Product code:	WOC1150
Available:	NOW	ISBN:	1-880992-41-8

### Houses of Hermes™

*Houses of Hermes* is a crucial resource for storyguides and players alike. Revised by Jonathan Tweet, this book covers the information on the Houses of Hermes originally found in *The Order of Hermes™* and updates the twelve houses to the year 1220.

Format:	sourcebook	Product code:	WOC1120
Available:	NOW	ISBN:	1-880992-54-X

### Tribunals of Hermes™

The political regions of the magi are called tribunals, as are the great meetings that each region holds. This supplement details each tribunal and the peculiarities of their great councils. In addition, a simple system is described for Live Troupe Play, where the players take on the roles of wizards and act out the tribunal, often in full costume and with a variety of props.

Format:	roleplaying game world sourcebook	Product Code:	WOC1151
Available:	fall 1995	ISBN:	1-57530-097-4

### The Stormrider™\*

With this jump-start kit, you can begin your first session of *Ars Magica* in less than half an hour. The kit includes a ready-made story, eight pregenerated characters, eight perforated briefing sheets, and rules for elementals.

Format:	adventure jump-start kit	Product code:	WOC0802
Available:	NOW	ISBN:	0-9627790-3-2

\*This book will be removed from the product line as of September 1st, 1995.

### The Stormrider Returns™

This introductory book allows players who are new to roleplaying, or unfamiliar with the *Ars Magica* system, to go through a single *Ars Magica* adventure without using the *Ars Magica* core rules. The book contains all the rules needed to play a four-to-eight-hour adventure, including fully detailed characters, basic combat rules, and basic magic rules. The characters may be kept by the players and brought into a developing *Ars Magica* saga at any time. This book is extremely useful in helping experienced *Ars Magica* storyguides teach new players the rules of the game, and continues the story of the mysterious Stormrider, originally published as a Second Edition supplement.

Format:	roleplaying adventure jump-start kit	Product Code:	WOC1140
Available:	winter 1995	ISBN:	1-57530-098-2

### Twelfth Night™

In this sprawling epic, characters and their decrepit Winter Covenant must endure the wild machinations of mad wizards and the onslaught of righteous Crusaders. In the end they must even face Death itself! Without the demise of the Covenant, it cannot be reborn, and if it does not die, it cannot blossom once again into Spring.

Format:	saga sourcebook	Product Code:	WOC0505
Available:	NOW	ISBN:	1-56504-069-4



## Faeries™

This revision of the popular *Faeries* supplement includes new artwork and more material on faeries across Europe, with simpler rules for faerie lands, major faerie personalities, and personal viewpoints on faeries from four characters in *Mythic Europe*™. *Faeries* is intended for storyguides and includes a ready-to-play scenario, but players may also use it if their storyguides allow it.

Format:	sourcebook	Product code:	WOC1110
Available:	NOW	ISBN:	1-880992-55-8

## Mythic Places™

This supplement presents five magical locales, designed to be the focal points of many different stories. These locales are unique because they are composed of *regio*, levels of magical potency. Numerous story hooks provide you with a wealth of applications for each locale. *Mythic Places* offers a multitude of storytelling possibilities, presenting adventure locales that may be used again and again because they are rarely the same twice.

Format:	game world sourcebook	Product code:	WOC1016
Available:	NOW	ISBN:	1-56504-014-7

## More Mythic Places™

This supplement adds to the information offered in *Mythic Places*, offering five new locales replete with history and potential adventure.

Format:	game world sourcebook	Product code:	WOC1018
Available:	NOW	ISBN:	1-56504-016-3

## Mythic Europe™

*Mythic Europe* presents the official setting of the *Ars Magica* Third Edition storytelling game with extensive and precise detail about the medieval realm. This book is invaluable for describing every facet of Mythic Europe, where you must persevere and survive . . . or falter and perish.

Format:	game world sourcebook	Product code:	WOC0600
Available:	NOW	ISBN:	1-56504-028-7

## The Medieval Handbook™

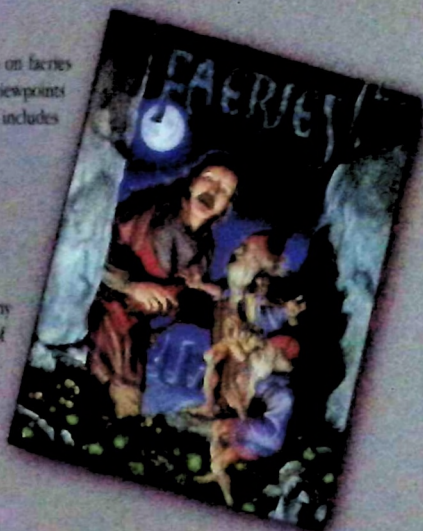
This insightful reference is valuable to all fantasy roleplayers. It investigates the society, religion, politics, and attitudes of the Middle Ages, from the lowest of serfs to the greatest of nobles. It is essential to understanding the nature of Mythic Europe.

Format:	historical sourcebook	Product code:	WOC1500
Available:	NOW	ISBN:	1-56504-071-6

## Mist of the Covenant™

A story supplement for use with the *Ars Magica* Third Edition, this book also offers extensive detail about Mythic Europe's Val du Bosque and allows players to create their own characters or assume the roles of powerful wizards who have lorded over the Covenant for centuries.

Format:	saga sourcebook	Product code:	WOC0902
Available:	NOW	ISBN:	1-56504-022-8



**Tribunals of Hermes: Iberia™**

The first in a series of *Ars Magica* Third Edition supplements, this book provides everything for an unforgettable adventure in the mundane and magical realms of *Mythic Europe's* Spanish peninsula. Choose from fully developed covenants or create your own home on this desperate, forlorn coast.

Format: game world sourcebook Product code: WOC0750  
Available: NOW ISBN: 1-56504-045-7

**Tribunals of Hermes: Rome™**

The second supplement for *Ars Magica* Third Edition has everything you need for an adventure in *Mythic Europe's* Italian peninsula, a land remembered for its glory and renowned for its corruption.

Format: game world sourcebook Product code: WOC0751  
Available: NOW ISBN: 1-56504-050-3

**Deadly Legacy™**

Characters of a young Spring Covenant are thrust into an adventure that pits players against warring nobles, the Church, and foes beyond the mortal realm. Contend with all and garner vast power and trusted allies. Fail, and your newfound enemies will haunt you—forever!

Format: adventure Product code: WOC0811  
Available: NOW ISBN: 1-56504-025-2

**Black Death™\***

*Black Death* is an *Ars Magica* adventure that pits characters against a fearsome foe: the Plague.

Format: adventure Product code: WOC0813  
Available: NOW\* ISBN: 1-56504-025-2

\*Until *Ars Magica* Fourth Edition is published in fall 1995.

**The Pact of Pasaquine™\***

This resource supplement for *Ars Magica* explores the Pact that protects the peasants of Pasaquine from the enmity of Hrulgar, prince of the faerie forest.

Format: adventure Product code: WOC0812  
Available: NOW\* ISBN: NA

\*Until *Ars Magica* Fourth Edition is published in fall 1995.

**A Midsummer Night's Dream™**

The first in the Four Seasons tetralogy, this *Ars Magica* Third Edition supplement shows how the characters and their vulnerable Spring Covenant must persevere through apocalyptic war and faerie intrigue to survive magical infancy and know the glory of Summer.

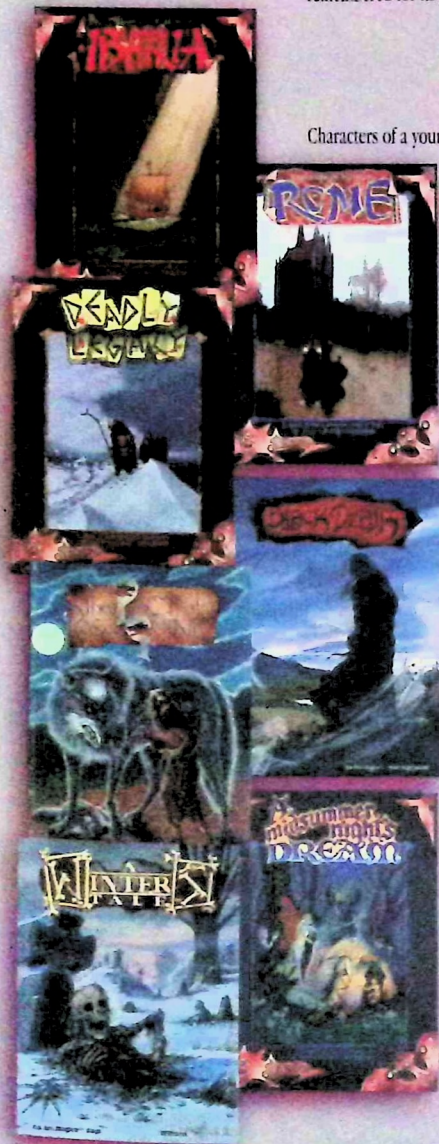
Format: adventure Product code: WOC0500  
Available: NOW ISBN: 1-56504-033-3

**A Winter's Tale™\***

This *Ars Magica* supplement is third in the Four Seasons tetralogy. It consists of several interrelated adventures that detail the collapse and possible destruction of a once proud covenant.

Format: adventure Product code: WOC0502  
Available: NOW\* ISBN: 1-56504-001-5

\*Until *Ars Magica* Fourth Edition is published in fall 1995.



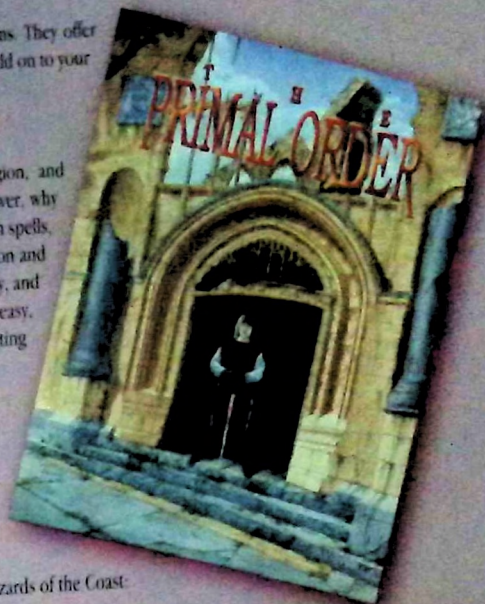
# CAPSYSTEMS

Our Capsystem products are designed to work with nearly all roleplaying systems. They offer new options to make your campaigns come alive by providing detailed works to add on to your favorite game.

## The Primal Order™

*The Primal Order* gives detailed, intuitive guidelines for using deities, religion, and mythology in roleplaying games. Gamemasters will find out how deities gain power, why they need worshippers and temples, why they provide priests and priestesses with spells, and much more. *The Primal Order* also discusses the abilities of gods, the creation and use of artifacts, the control and manipulation of planes of existence, divine society, and other topics never before covered in the game industry. To make conversion easy, specific integration notes for numerous game systems are included. This new printing of TPO features new cover art and new conversion notes.

Format: capsystem sourcebook  
Available: NOW  
Product code: WOC0001  
ISBN: 1-880992-00-0



The following Capsystem products in the Primal line are also available from Wizards of the Coast:

## Pawns: The Opening Move™

Format: capsystem sourcebook  
Available: NOW  
Product code: WOC0400  
ISBN: 1-880992-08-6



## Knights: Strategies in Motion™

Format: capsystem sourcebook  
Available: NOW  
Product code: WOC0401  
ISBN: 1-880992-10-8



## Chessboards: Planes of Possibility™

Format: capsystem sourcebook  
Available: NOW  
Product code: WOC0403  
ISBN: 1-880992-12-4

## SLA INDUSTRIES

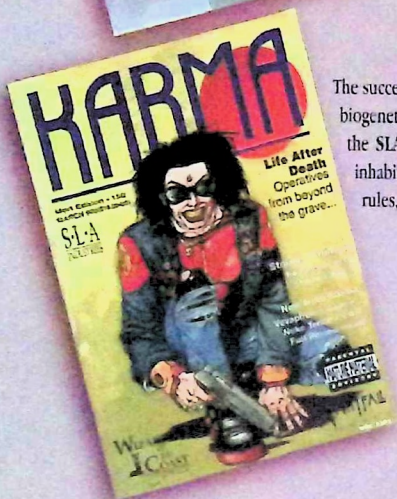


In the corners, gutters, and boardrooms, hidden behind the shadows, Mr. Slayer lurks in his World of Progress. He sits alone, worrying over problems that trouble even the gods, trying to let the insane chatterings of the city soothe his nerves. In Suburbia, an up-and-coming young beauty screams as everything is slashed out of her future; not far away, the warped, dark mutterings of a street drunk talking into his brown paper bag form a tender counterpoint. In another part of the city, loyal corporate minions plot betrayal and murder in accord with the company ethics. Everywhere you turn, there is Progress. Everywhere you turn, there is Mr. Slayer. *SLA Industries* is a game of paranoia, secrets, and danger set against a background of crushing oppression and media hype. As a horror-based environment, *SLA Industries* is recommended for mature gamers.

### *SLA Industries*™

A dark, futuristic horror set in a universe of corporate paranoia and media saturation, *SLA Industries* is designed for the mature gamer. As special company agents, the characters must overcome killers, gangs, mutated monstrosities, the company's own Internal Affairs agents, and—worst of all—the dreadful truth about the World of Progress. Authored by Dave Allsop, Morton T. Smith, Jared Earle, and Ann Boylan.

Format:	roleplaying game	Product Code:	WOC1200
Available:	NOW	ISBN:	0-9522176-0-0



The success of *SLA* as a corporation is built mainly on the genius of Karma Laboratories and their frightening biogenetic creations. This sourcebook from authors Dave Allsop, Morton T. Smith, and Ann Boylan expands the *SLA Industries* game universe in a daring and innovative style. Presented as a magazine that the inhabitants of the World of Progress could purchase, *Karma* is packed full of useful reference material, rules, and character expansions—an invaluable source guide for *SLA Industries*.

### *Karma*™

Format:	sourcebook	Product Code:	WOC1201
Available:	NOW	ISBN:	0-9522176-5-1

### The Gamemaster's Pack™

The *SLA Industries Gamemaster's Pack* provides welcome help for the *SLA* Gamemaster. The truly beautiful screen features astounding artwork by Clint Langley on the players' side, and on the GM's side, all the reference tables that could possibly be needed in-game are collected together for handy access. The GM Pack also includes a fantastic character generation booklet to help speed up gaming, some scenario mission cards (BPNS), errata sheets for *SLA Industries* and *Karma*, and photocopyable versions of many of the forms and notices usable in play. The GM Pack is written by James Lennon, Karen Newis, and Roy MacDonald.



Format:	gamesmaster source material screen
Available:	NOW
Product Code:	WOC1202
ISBN:	0-9522176-1-9



### Mort Sourcebook™

The capital planet of the World of Progress, Mort is the home base of all SIA Industries characters. Everything you need to know about Mort is to be found here, from the layout of Mort City, through the nightmare of the Cannibal Sectors, to The Pit—the biggest, loudest, and coolest nightclub in the entire universe. Also featuring a stack of BPNs (fully-annotated scenario missions), the *Mort Sourcebook* by authors James Lennon, Karen Newis, and Roy MacDonald will fascinate all players of SIA Industries.

Format: sourcebook      Product Code: WOC1205  
Available: fall 1995      ISBN: 0-9522176-6-X

### The Contract Directory™

Representing everything that the public face of SIA Industries stands for, the Contract Circuit is live, sponsored blood fights—a futuristic gladiatorial network. Pulling in huge viewer ratings for the Vid companies, Contract Circuit fights are among the best-loved events in the World of Progress. *The Contract Directory* is a fascinating examination of fighters, financiers, and sheer media hype in the SIA Industries universe. Authored by Morton T. Smith, Dave Allsop, James Lennon, and Roy MacDonald.

Format: sourcebook      Product Code: WOC1205  
Available: fall 1995      ISBN: 0-9522176-7-8



### The Key of Delhyread™

Written by Liam Whickam, *The Key of Delhyread* (pronounced Deb-LEF-Rec-Ad) is the first of several scenario books planned for this year's release. It is an enthralling race against time to recover an ancient artifact before it vanishes for good. With many opposing factions operating in the same area, the players will need to be smart, cunning, and swift to complete their BPN and stay alive.

Format: scenario pack      Product Code: WOC1206  
Available: fall 1995      ISBN: 0-9522176-2-7

### Hardware Guide™

In the World of Progress, competition is the force that drives technology. *Hardware Guide* authors Andrew Langton and Morton T. Smith detail the full bewildering range of equipment available to the Operatives of SIA Industries, as well as some revelations from rival Soft companies. Containing everything from the latest ground-breaking weaponry and armor to vital tools and fascinating luxuries, the *Hardware Guide* provides SIA Industries characters with all the latest technological innovations.

Format: sourcebook      Product Code: WOC1207  
Available: fall 1995      ISBN: 0-9522176-3-5



### Subjects of Progress: Shaktars™

Created by the struggles of the very gods themselves, the Shaktarian race came into being many aeons ago. A proud and honourable people, they fight now for SIA Industries, for surely Mr. Slayer is favored by their deities. The first of the *Subjects of Progress* to be closely examined, everything there is to know about Shaktars and their home world, Kninth, is detailed in this fascinating, beautifully illustrated sourcebook written by Roy McDonald, Max Bantleman, and Morton T. Smith.

Format: sourcebook      Product Code: WOC1208  
Available: winter 1995      ISBN: 0-9522176-8-6

### SIA Industries™ Second Edition

The Second Edition of SIA Industries marks a radical reorganization of the original game while retaining one hundred percent compatibility for First Edition characters, scenarios, and sourcebooks. All the richness, texture, and detail that went into the original SIA Industries is here, presented in a user-friendly, orderly manner. Featuring completely new artwork and new areas of information, as well as the much-loved background and simple systems of the First Edition, the Second Edition will take you to the very edges of reality—a glimpse of the Big Picture itself, Mr. Slayer's master plan for the World of Progress. Authored by Morton T. Smith, James Lennon, Tim Dedopolis, Roy MacDonald and Liam Whickam.

Format: roleplaying game      Product Code: WOC1210  
Available: spring 1996      ISBN: 0-9522176-4-3

# LICENSED PRODUCTS

## MICROPROSE CD-ROM GAME MAGIC: THE GATHERING

Coming this fall, the *Magic: The Gathering* game will be available to computer enthusiasts all over the world via MicroProse's release of the *Magic: The Gathering CD-ROM Game*. Yes, all the fun and excitement of the *Magic* card game will be brought to you in living color on your computer screen. And you won't have to argue over card rulings—what the computer says goes. The following game options will be available:

**Archmage Mode:** Imagine having access to an unlimited supply of almost every card that has ever been produced for *Magic: The Gathering*. This option in the CD-ROM game will give *Magic* fanatics the chance to build those expensive decks they could only dream about before and then pit them against some of the nastiest computer AI's this side of the *WotC* *Magic* crew.

**"Heir to the Tower" Stand-Alone Adventure:** This "player vs. the computer" scenario focuses on helping new players learn to build decks, practice playing against the harder computer AI's, learn a bit about the world of *Magic*, and hone their strategic skills so they can play with live players later on. The player starts off as an apprentice wizard who has just received his or her first book of spells (weighted towards spells of two colors of the player's choice). They must work their way through the adventure in order to become a full-fledged plainswalker.

**"World of Shandalar" Online Game:** The jewel of the CD-ROM game would have to be this online version of *Magic*. Imagine dueling with wizards from all over the world from the comfort of your own home! The overall feel will be similar to the *Heir to the Tower* game above, but with thousands of online players to interact and duel with, the world will literally develop a life of its own. Online events will include scavenger hunts, organized tournaments, online trading bazaars, celebrity appearances, strategy and deck-building workshops, and more.



Format:	IBM PC and most compatibles
Required:	1 MB RAM, MD-DOS 5.0 or higher, Hard Disk, VGA Graphics
Recommended:	Joystick, Mouse
Supported:	Ad Lib™ Roland®, Sound Blaster™ Sound Cards
Available:	fall 1995

For price and product information, please call MicroProse at 1-800-TORNADO.

## ACCLAIM COMICS

The stories behind the cards can now be told! Acclaim's new **Magic: The Gathering** comics tell the tales of the cards and expansion sets, revealing many secrets never before known.

**Magic: The Gathering—*The Shadow Mage*** (4 part series, March)  
Young Jared is orphaned by the planeswalker Ravidel. He must keep his whereabouts hidden as he struggles to master his magical heritage. Written by Jeff Gomez, art and covers by Val Mayerik.

**Magic: The Gathering—*Ice Age*** (4 part series, March)  
As the Ice Age slowly creeps upon Dominaria, the remaining kingdoms must fight both the cold and the demon Tevesh Szat for survival. Written by Jeff Gomez, art by Rafael Kayanan, and covers by Charles Vess.

**Magic: The Gathering—*Fallen Empires*** (2 part series, May)  
This series covers how the crisis in Sarpadia came to a head. Written by Jeff Gomez and Kevin Maples, art by Alex Maleev, and covers by Anson Maddocks.

**Magic: The Gathering—*Nightmare*** (1 issue, July)  
This is a rather grim tale of a Nightmare, her swamp, and the wizard who tries to kill her. Written by Hilary Bader, art by Anthony Castrillo, cover art by Melissa Benson.

**Magic: The Gathering—*Antiquities*** (4 issue series, July)  
This tale of Urza and Mishra was first introduced in the Antiquities series. Written by Dark Horse ("Exquisite Corpse") and Vertigo ("Skin Graft") writer Jerry Prosser, with art by Paul Smith (of X-Men fame), and covers by George Pratt.

**Magic: The Gathering—*Wayfarer*** (5 issue limited series, July)  
This sequel to the Shadowmage books follows Jared as he roams the land of Corondor and is instructed in the ways of magic by an enigmatic planeswalker, Kristina. Written by Jeff Gomez, art by Val Mayerik, and cover art by Michael Kaluta.

**Magic: The Gathering—*Arabian Nights*** (2 part series, August)  
The tale of the planeswalker Taysir (who also appeared in *Ice Age*) and how he gained his powers is told in this adventure. Set in the plane of Rabiah the Infinite (home to the *Arabian Nights* expansion), this is an exciting tale of intrigue and magic. Written by Susan Wright and Jeof Vita, art by Alex Maleev, covers by Michael Kaluta.

**Magic: The Gathering—*The Shadow Mage*** (2 trade paperbacks, August)  
Collecting Jared Carthalion's origin and first adventures in two premium quality books. New covers by Val Mayerik.

**Convocations—*A Magic: The Gathering Gallery*** (1 issue, September)  
A collection of paintings by popular artists from Wizards of the Coast and Acclaim Comics bring the magical worlds of Dominaria to life. Included are some of Magic's most popular characters and clever spell combinations. Featured talent includes Magic artists Anson Maddocks, Jeff Menges, and Bryon Wackwitz, as well as comics artists Charles Vess and Michael Kaluta.

**Ice Age on the World of Magic: The Gathering**  
(2 trade paperbacks, September)  
Collecting the *Ice Age* miniseries in two premium quality books. New covers by Rafael Kayanan.

**Magic: The Gathering—*Homelands*** (graphic novel, October)  
The secrets of this new expansion set are revealed in this 64-page deluxe edition trade paperback. Includes a 44-page graphic novel that tells the story of Homelands, plus an in-depth look at the world of the cards and the tales they tell. Written by Dan Chichester, art by Rebecca Gray, and cover art by the Hildebrant Brothers.

**Fallen Empires on the World of Magic: The Gathering**  
(trade paperback, October)  
Collecting the complete *Fallen Empires* miniseries in one premium quality book. New cover by Alex Maleev.

**Antiquities War II on the World of Magic: The Gathering**  
(4 issues, November)  
The conflict between the brothers Urza and Mishra escalates into full-scale war. Meanwhile, the five colors of Magic are revealed on the world of Dominaria. Written by Jerry Prosser, art and covers by Bill Sienkiewicz.

**Magic: The Gathering—*Shandalar*** (2 issues, November)  
Lim-Dül and the evil planeswalkers Tevesh Szat and Leshrac invade the mana-rich plane of Shandalar. This is a sequel to the *Ice Age* miniseries and an introduction to the MicroProse Magic CD-ROM game. Written by David Quinn, art and cover TBA.

Acclaim Entertainment's **Magic: The Gathering** comics are available worldwide. For information on ordering these comics, contact Acclaim Comics' Direct Sales Manager at (212) 366-4900 or write to Acclaim Comics at 275 Seventh Ave., New York, NY 10001.





## Magic: The Gathering™ Ice Age Poster

The *Ice Age* poster, featuring original art by Deckmaster artist Richard Kane Ferguson, portrays a majestic wizard in the process of casting a powerful spell.

Format: 26.5" x 38.5" poster  
Available: June 1995  
Product Code: WOC9109

## Vampire: The Eternal Struggle™ Poster

This exquisite poster, with art by world-renown artist John Bolton, depicts a vampire from the Clan Toreador. The poster measures 28.5" x 38.5" and has a special metallic ink.

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## Lapel Pins

Choose from two distinct Magic: The Gathering lapel pins. The Hurlon Minotaur is die-struck in an antique gold metal, and the Magic: The Gathering cloisonné pin is made of hard enamel.

## Hurlon Minotaur Lapel Pin

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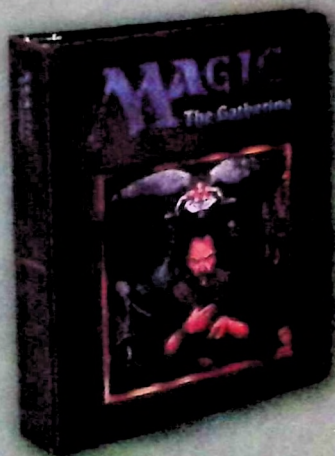
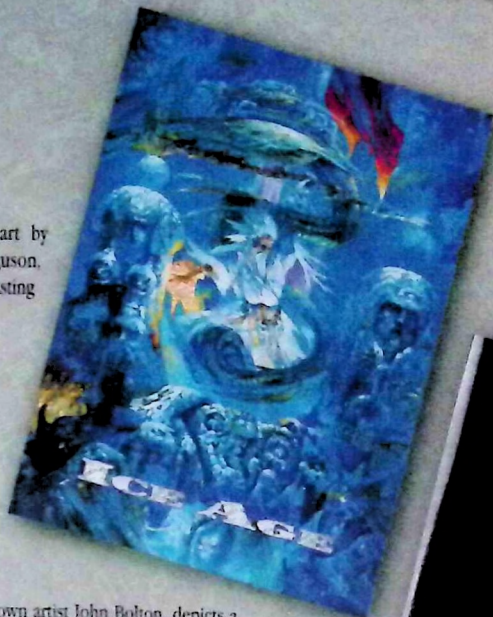
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## Magic: The Gathering™ Card Binder

Designed to hold approximately five hundred Magic: The Gathering cards, this beautifully illustrated card binder features original full-color art by Deckmaster artist Pete Venters. The binder has 1-1/2" D-rings mounted to the back of the binder to ensure its durability. A clear sleeve on the spine allows you to customize the binder by adding your name or other information to a furnished label. Plastic card-display sleeves are not included.

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## T-SHIRTS

Wizards of the Coast offers a full line of t-shirts featuring artwork from our *Magic: The Gathering™* and *Ars Magica™* game lines. These heavyweight shirts are 100% cotton and are available in sizes L, XL, and XXL. Look for new shirts throughout fall 1995 and spring 1996!



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This new shirt features the Elder Druid of *Ice Age*, by Richard Kane Ferguson.

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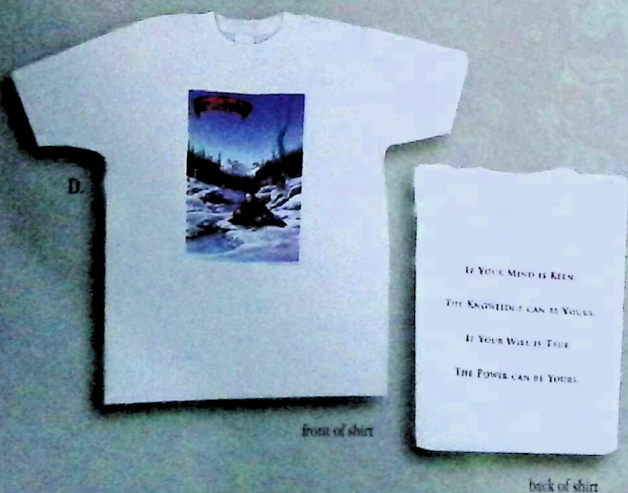
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# MERCHANT CUSTOMER SERVICE (MCS)

If you are a retailer in the U.S., we now have a Merchant Customer Service team dedicated to helping our retailers. You can contact them at 1-800-821-8028 during our normal business hours, or via fax at (206) 226-3182.

The Merchant Customer Service division of Wizards of the Coast's Customer Service team is dedicated to serving the specific needs of WotC's retailers. Merchant Customer Service has divided up the United States and Canada into regions that have been assigned to specific team members. This way, every WotC retailer has a dedicated representative on the Merchant Customer Service team whom they can call with any question they may have regarding WotC and its products.

The Merchant Customer Service team strives to keep retail stores that support WotC products abreast of current company and product news through Retailer Direct, WotC's retailer newsletter, as well as promotional materials which are sent regularly through The Missing Link. If you're a retailer of WotC products and would like your store to receive support from Merchant Customer Service, call Wizards of the Coast at 1-800-821-8028 and ask for a Merchant Customer Service team representative. Our goal is to help pave the roads of communication between WotC and its retailers.

## CUSTOMER SERVICE

So you have a question for WotC? Or maybe a hundred questions? Fear not! There are many, many ways to contact us. You can call, write, fax, or surf the Internet to one of three offices. The Customer Service team is here to answer your questions about:

- release dates for WotC products
- requests for information on all kinds of WotC-related subjects
- rumor control
- FAQs (if at all possible, we will respond to questions with a FAQ)
- specific "official" rulings for WotC games.

(Please keep in mind: our rulings are meant to keep the games similar all over the world and provide official tournament rulings. You don't actually have to play the way we rule. Feel free to develop your own variations.)

### IN THE U.S., REACH US AT:

Wizards of the Coast, Customer Service, P.O. Box 707, Renton, WA 98057-0707.

Customer service phone line: (206) 624-0933, open from 8:00 AM to 6:00 PM Pacific Time, Monday through Friday.

Internet—all WotC questions, except rules: [custserv@wizards.com](mailto:custserv@wizards.com)

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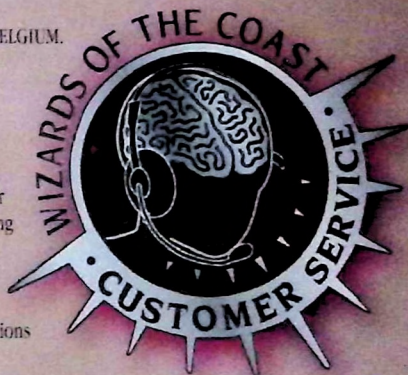
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Please send all comments, questions or concerns about our products—including damaged U.S. product or complaints—to our e-mail address: [custserv@wizards.com](mailto:custserv@wizards.com).

On rules questions, we receive 60–120 messages a day at [questions@wizards.com](mailto:questions@wizards.com). On Monday, our stack is 180–360 messages deep. If our replies are brief, it's because there are a lot of people waiting for us to get to their messages, too. Feel free to respond with a more specific question requiring a more detailed answer. Some messages need to be forwarded to the experts. If you have questions related to sales, marketing, production, or research & development, it's actually faster to call one of our offices during local normal business hours. We do manage to answer most questions within one business day.



### Playtesting:

If you are interested in playtesting for Wizards of the Coast, send an electronic resume to [dorian@wizards.com](mailto:dorian@wizards.com). Please keep in mind that the waiting list for playtesting most Deckmaster products is over three years long, so we are no longer accepting new playtesters for Deckmaster products.

### Product Notes:

Please do not send product ideas electronically. If you want to submit a product idea, ask [custserv@wizards.com](mailto:custserv@wizards.com) for a submissions packet to be snail-mailed to you. Our R&D team has asked us not to accept any card ideas (individual cards, expansions, or entire games) for the time being. Feel free to ask if that has changed, but we will make an announcement when it does. If you have an idea for some product other than Deckmaster, please contact our Licensing New Business team at (206) 226-6500.

### Acquiring Original Artwork:

If you would like to purchase original artwork (or prints of original artwork) used in the *Magic: The Gathering* game (or any other game produced by Wizards of the Coast), you may request an Original Artwork Availability List and Artist Contact Sheet from us. Simply send us a self-addressed stamped envelope and write on the outside of the envelope "Att: Artwork Listing." Please do not include any rules questions or any other requests, so that we may return the information to you as quickly as possible.

Wizards of the Coast provides this information as a service to both its customers and its artists. The listing is merely an offer by the artist or the artist's representative to negotiate. Wizards of the Coast makes no guarantees as to availability, pricing, or current accuracy of any information contained within.

Please be aware that as of this printing, the prices of original artwork range between \$90 to \$2,000, with an average price around \$550. Prints range between \$5 to \$80, with an average price around \$25.

### Card Lists:

Card lists are published in *Duelist* publications, or are available via anonymous FTP from the `/pub/deckmaster` directory of [ftp.itis.com](http://ftp.itis.com). We do not e-mail card lists because of their length and format. We will, however, snail-mail them to you. Card lists for any particular set are available thirty days after the issue of *The Duelist* in which they appear is shipped. Please send your requests, with snail-mail address, to [custserv@wizards.com](mailto:custserv@wizards.com). Or, card lists with card text can be obtained by sending a request and a self-addressed, stamped envelope to:

Wizards of the Coast  
ATTN: MTG Card Lists  
P.O. Box 707  
Renton, WA 98057-0707

Card lists with card text are not available until ninety days after a set is released. Members of the *Duelist's* Convocation get lists first via *Duelist* publications, so it may be a while before a list for the latest expansion is available.

# WIZARDS OF THE NET

If you have Internet access, we'd like to remind you that Wizards of the Coast supports mailing lists for many of our products. Computer communication is an important part of our work here at Wizards of the Coast. Through it, we have a direct line to many of our fans and critics.

If you're interested in . . . you should subscribe to:

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Note that sending the subscription request (or unsubscription request) to the mailing list itself or our other online addresses won't do you any good and will just annoy the cybergremlins.

Wizards of the Coast has active network representatives on our mailing lists: America Online®, CompuServe, Prodigy, Genie, the Imagination Network, and the Usenet newsgroups for fantasy role-playing games (`rec.games.frp.*`) and our trading card games (`rec.games.trading-cards.*`). On AOL, contact WotC or WotCCST for all the places where Deckmaster games are discussed. On CompuServe, Magic: The Gathering discussion takes place in the CARDGAMES forum, section 15: "Magic Talk," and section 16: "Magic Games." Vampire: The Eternal Struggle discussion is in section 17: "Other Card Talks," section 18: "Other Card Games." Additional discussion may be found in section 19: "Game Card Trading, and in the CARDS forum in section 4: "Game Cards," section 18: "Game Card News" and section 19: "Game Card Auctions." On Prodigy, contact GFHV50A for all the places where Wizards of the Coast's games are discussed. World Wide Web access will shortly be available from <http://www.wizards.com>, watch that space for details.

For more information about how to connect with any of these representatives, contact Wizards of the Coast's Customer Service team at (206) 624-0933.

If you're not already a CompuServe member, Wizards of the Coast's customers are eligible to receive a free introductory membership kit and software from CompuServe by calling toll-free 1-800-524-3388 and asking for the Wizards of the Coast representative.

Other Fun E-mail Addresses at WotC:

The Duelists' Convocation.

You can still get sanctioning policies and tournament rules from [dc1@wizards.com](mailto:dc1@wizards.com), but other questions should go to [questions@wizards.com](mailto:questions@wizards.com)

The Duelist magazine's contact point for magazine information is [duelist@wizards.com](mailto:duelist@wizards.com)

Our attorney, if you have legal questions about using WotC intellectual property. He's a nice guy. Really. Contact him at [lawman@wizards.com](mailto:lawman@wizards.com)

# WIZARDS OF THE COAST AMERICAN TOURS '95

Wizards of the Coast's American Tours '95 has been a huge success since its March inception and is still getting larger. This program, brought to you by the Caravan team, exemplifies our continued commitment to developing quality relationships with our retailers and consumers.

These special demonstration tours feature selected teams of Wizards of the Coast representatives, including artists, customer service personnel, game designers, and tournament organizers. The teams tour retail stores across North America demonstrating WoTC products, teaching alternative game mechanics for Deckmaster card games, answering questions, and making artists available for product signings. The teams also bring preview copies of soon-to-be released products and promotional prizes to give away, including posters featuring art by Richard Kane Ferguson that can only be obtained through these special tours!

Participating in Wizards of the Coast American Tours '95 is a great way to bring new customers into retail stores, as well as a wonderful way to help us keep in touch with our retailers and consumers. It's a win-win situation for everyone involved.

For more information on how to participate in the Wizards of the Coast American Tours '95, please write to: Wizards of the Coast, Caravan, P.O. Box 707, Renton, WA 98057-0707.

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Thanks to everyone who made this catalog possible: Vic Wertz, Scot Yonan, Keith Kentop, Jeff Dunlap, Lawrence Brown, Wade Racine, Jonathan Tweet, Mr. Bob McSwain, Greg Moeller, Lisa Stevens, David Lee, Karol Fuentes, Emily Smith, Chris Rush, Christy Smith, Katty Pepermans-Belgium, James F.L. Lennon-U.K., Jonathan Finn-U.K., Kerby Genasci, Ellie Hagucl, Janna Silverstein, Rhias Hall, Logan Grey, Ron Richardson, Wendy Noritake, Doug Ferguson, Matt Burke, Paul Randles, Rich Redman, Charles Keith Stanley, Kevin Maples, Tara McDermott, Kathy Ice, Darla Willis, JoAnna Smith and Kelsea.

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