

*I see the greatest gaming event
coming this summer . . .*

The 1989 GEN CON[®] Game Fair



- August 10 - 13
- MECCA Convention Center
- Milwaukee, Wisconsin

Begin your larger-than-life adventure to the single,
most colossal gaming event by turning the page . . .

Welcome to the '89 GEN CON[®] Game Fair!

The Gen Con[®] Game Fair is the oldest and largest game convention in the world. First held in 1968 as a one-day event, in Lake Geneva, Wisconsin, the convention now attracts more than 10,000 game-playing devotees and fans from all over the world.

The Historical Miniatures Gaming Society (HMGS) is also working in conjunction with our Game Fair planners to create a major showcase of historical miniatures games as featured events for the Game Fair.

Milwaukee... A Great Place By A Great Lake!

For the past several years, The Milwaukee Exposition Convention Center and Arena (MECCA) has been the site for this extraordinary event. Downtown Milwaukee offers a beautiful setting for the convention. Milwaukee, renowned for its fine hotels, numerous theaters, museums, summer festivals, and convenient transportation system, is proud to host the largest gaming convention in the world.

1989 Game Fair Activities:

At the GEN CON Game Fair, players can spend up to four days testing their gaming skills against top players, at a wide variety of role-playing games, military board games, computer games and miniatures events. There are thousands of events to choose from...games for every interest.

Also offered throughout the Game Fair are:

- *World Class Seminars
- *Contests
- *Game Demonstrations
- *Tournaments
- *Art Show
- *Movies
- *Games Auction

A major highlight of the Game Fair is the massive trade show held in the Main Hall. Hundreds of companies from around the world come to display their newest gaming products. Be there to see what's new and exciting!

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Planning Ahead

The key to enjoying almost any endeavor is to make sure you plan ahead carefully. The 1989 GEN CON Game Fair is no exception. For your convenience, we have outlined a "game plan" to help you get the most from our fine Game Fair.

Pre-Register:

By pre-registering for the convention, you will have a better chance to participate in the events you want.

If you can't pre-register, try and arrive a day early! Our doors open at noon on Wednesday, August 9, 1989 to allow people to register for the Game Fair and to receive a copy of the Official On-Site Program. Events tickets CANNOT be purchased until Thursday, but by arriving Wednesday, you can avoid waiting in registration lines Thursday morning.

Travel and Lodging:

Lodging forms will be included in the Pre-Registration packet that is mailed in early April. The number of hotel rooms is limited, so be sure to book early.

See page 15 of this insert for travel information.

Hours:

Convention hours are 8:00 AM to 12:00 midnight. Milwaukee does have an 11:00 PM curfew for minors. If you will not have an older companion with you, be sure to plan your events accordingly.

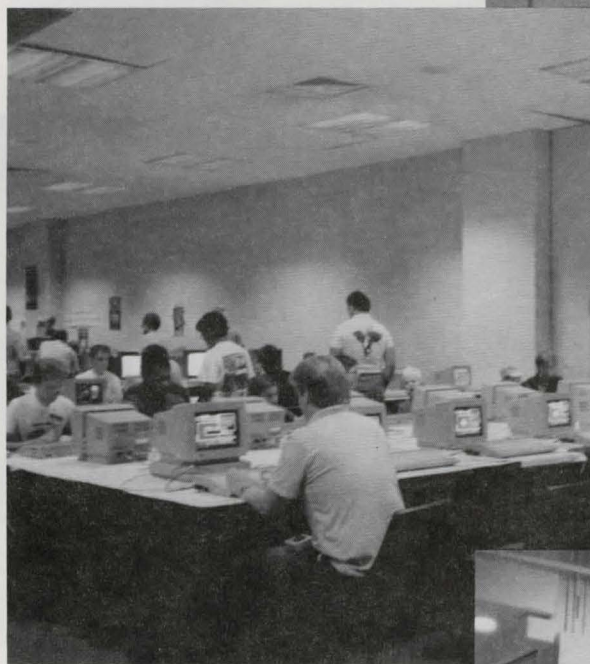
Food:

Food lines and carts will be set up at the Game Fair for breakfast, dinners, and snacks. There are also many restaurants within walking distance of the MECCA.

Miscellaneous Stuff:

If you register for one of our major national tournaments, be aware that they often run several sessions. If you advance to the final round, you will not be able to participate in another event at that time. If a conflict does arise, you can cash in your event ticket or exchange it BEFORE the event begins. There are not ticket refunds if the event once the event is already in progress.

Scenes From the 1988 GEN CON®/ORIGINS™ Game Fair



**Fun!
Excitement!!
Adventure!!!**

In Search of Excitement? . . .

Discover the Excitement of a Festival of Gaming

If you joined us last year you discovered how much fun our Game Fair can be. Come join us again and help us wrap up the decade with a bang! If you have never attended the GEN CON® Game Fair why not make this year the beginning of a tradition. Don't let the world's largest festival of gaming pass you by. Come to the Heartland of Gaming in Milwaukee.

We can't begin to detail in this brief brochure all the amazing activities and guests that are planned, but we can certainly highlight featured events.

Our Game Fair features five huge rooms packed with events from every facet of gaming — miniatures, boardgames, computer games, mass market games and a roster of role-playing adventures too numerous to count. And our Dealers Hall, Art show, Games Auction, Displays and Seminars will fill your free time.

Answer the Battle Cry of Strategic & Miniature Gaming

Over 150 different strategy and miniature tournaments are featured to provide any erstwhile general with the opportunity to test his strategic prowess. Thrill to Pickett's Charge, the Alamo, Ancient conflicts, and World War II, as history comes alive before your eyes.

This parade of miniature and boardgaming battles is once again organized and presented by the Historical Miniatures Gaming Society - Midwest Chapter, and the Gamemasters Guild of Waukegan.

Brave Boardgaming's Best in the World Boardgaming Olympics

We are proud to announce the return of the World Boardgaming Olympics for its second year at GEN CON® Game Fair. Join in the competition and help expand our list of potential games by contributing balance scenarios for your favorite game.

Last year, ten teams from as far away as Australia, competed in the six rounds of grueling gaming to determine the best team and individual boardgamers in the world. Featured scenarios included: *NATO*, *SNIPER!*™ Combat Game, *Victory In The Pacific*, *A House Divided*, *Chickamauga*, *NAPOLEON'S LAST BATTLES*™ Game, *Napoleon & Archduke Charles*, *Frederick The Great*, and *Ogre*, selected by the players.

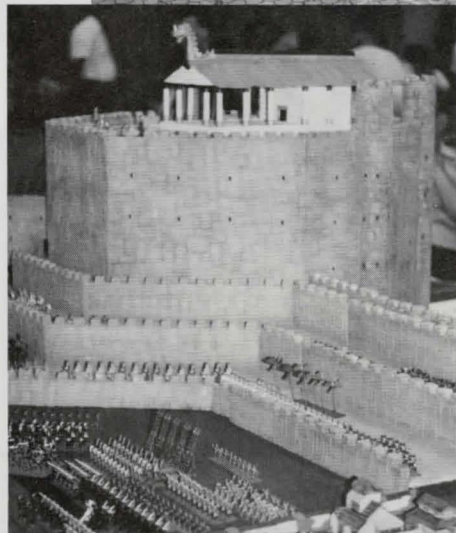
Come challenge last year's winners for the world title!

Join the Fun at the Games Arena

Confused by the many games available today? Or are you just looking for a brief respite from the intense competition? Then the Games Arena is for you.

Here you will find chances to play familiar card and boardgames. Play *UNO*, *Monopoly*, or *RISK* or one of hundreds of commercial games that have grown to be family favorites. Or try your hand at the new wave of popular family games like the *CHASE*™ Game or new classics like the *MAXI BOURSE*® Game.

Too late to play in a tournament? No problem, because a library of modern games will be on hand for you to select from and play at your leisure. Or try your hand at one of the alternate forms of solitaire adventure games and arcades to entertain yourself between events.



... Looking for A Challenge ...



Confront the Challenge of Computer Gaming

Conventional gaming has leaped beyond the confines of boards and cardtables and into the computer age. More than one-third of our attendees own home computers and over half enjoy playing computer and home entertainment games. Don't miss your chance to pit your skill and reflexes against some of the best adventure, strategy and simulation software available today.

Our computer gaming is made possible through the support of local user groups including MILATARI and M.A.C.E (Milwaukee Area Commodore Enthusiasts), and through the support of leading suppliers of software including SSI, Microprose, Electronic Arts, ATARI, Commodore and many others.

Experience the Adventure With Role-Playing Games

A monstrous showcase of more than 500 role-playing tournaments draws gamers from all over the world to compete against some of the most skillful players ever assembled. Discover the excitement and thrill awaiting in worlds of fantasy and super heroes, spies and spaceships, horror and pulse-pounding, action-packed mystery adventures!

ADVANCED DUNGEONS & DRAGONS® OPEN

This is the oldest and most prestigious fantasy role-playing tournament in the world! Hosting more than 1,000 players each year gamers compete against other teams in a series of cleverly constructed scenarios as they strive to be named the best. The victory goes to the team of players who prove themselves the most cooperative and capable of innovative problem solving, role-playing, and strategic planning. Come challenge the best!

ZEF IV

For nine years, the GEN CON® Game Fair has featured the ZEF/FEZ tournaments, which draw more than 500 participants! Competing in four person teams, players must not only role play, but they must role play characters who are role playing other characters. If you like your adventures fast, funny and zany, why not join in the fun, play ZEF!

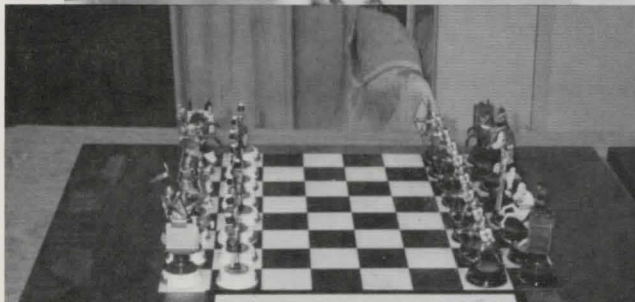
ZEF III -- 1989 Winning Team -- "MICHALJE"
Players: Alan Stroik, Jennifer Bardwell,
Chris Brooks, Mike Tavel

RPGA™ NETWORK Sanctioned Events

Every year, the RPGA™ Network, a world-wide organization devoted to promoting excellence in gaming, sponsors several national competitions. The individuals who display the greatest ability for cooperation and teamwork, as well as excellence in role playing, rules knowledge, problem solving, and strategic planning advance to the final rounds to compete against the best players the Network has to offer.

This year, the Network takes pride in hosting the first International Role-Playing Invitational, featuring top players from across the world in face to face competition for the first time! Meet your gaming counterparts from around the globe.

Network tournaments this year range from the fantastic to the bizarre and whimsical. More than 30 tournaments are presented this year for your enjoyment. See the special Network listing for details.



... Discover The Gamut of Games

Seek New Insights at Our Seminars & Demonstrations

Our Game Fair offers a dazzling array of seminars and demonstrations of new and best-selling games.

Participate in exciting demonstrations of new games or try your hand at a new type of gaming unfamiliar to you. Demonstrations occur throughout the day. Some companies even use these demos to playtest their new products before they are available to purchase. What an opportunity!

There are also workshops on publishing, miniature modelling & painting, game design, rules questions, and special seminars about how to design adventure, better game mastering, and developing your campaign. Gain valuable insights on your favorite authors and editors as well as how to get more enjoyment out of your favorite games.

Explore the Magic of Magazines, Books & Movies

The entire field of gaming grew out of our love of books and history. Today, the gaming industry remains closely tied to the publishing industry through books, magazines, and movies of today. Thus, we are proud to present a program of seminars, exhibitors and displays that represent the influence of literature on gaming today.

Featured are a variety of gaming magazines, including the award winning DRAGON® magazine and DUNGEON® Adventures magazine, books, graphic novels and comic authors and editors. In addition, our popular Cinema Center will again feature popular movies

Encounter the People Meet Our Featured Guests

If all this is not enough, GEN CON® Game Fair gives you the chance to meet top game designers, authors, editors and artists in a series of lively panels, discussions, and face-to-face encounters at their sales booths.

Once again we are proud to present several special guests who will host a series of seminars and workshops to delight and entertain you. Our two confirmed guests are:

Michael Whelan as our Artist Guest of Honor, renown for his fantasy and science fiction paintings which have graced the covers of numerous novels, games, and adventure products.

Larry Bond, author and game designer, he has made many contributions to the areas of strategic and miniature gaming including authoring the award-winning *Harpoon* Miniature Rules, and co-author of the best-selling *RED STORM RISING* Book, with Tom Clancy.

And we are also negotiating with several other special design and author guests to delight our gamers.

All of this has been wrapped up in just one place, just for you.

Discover what you could be missing!

Discover the GEN CON® Game Fair!



One of the most breath-taking highlights of the Game Fair is the Art Show. Some of the most beautiful fantasy and science-fiction paintings, prints, and sculptures in the world can be seen and purchased at the Art Show!

Come explore this larger-than-life art gallery! Meet and mingle with the artists who have created these revered works of art. This year's Art Show will be bigger and better than ever before! Do not miss the chance to witness it!

The overwhelming response of last years' magnificent Art Auction will be magnified this year as we continue the tradition! Bid on the many fine pieces on display. Or bid on that special piece to add to your collection. Plan to become a part of the fevered activities of the Art Auction!

This year, we are proud to present our Artist Guest of Honor, Mr. Michael Whelan. Michael's style

The 1989 GEN CON® Game Fair Art Show and Auction

of fantasy and science-fiction art is world renowned, and his works have adorned the covers of many magazines and game products. Michael and many of the artists, including the award-winning TSR, Inc. staff artists will be on hand to demonstrate their talents and talk with you.

Don't miss the opportunity to visit the Art Show and Auction. Become a part in yet another exciting feature of the spectacular 1989 GEN CON® Game Fair!



The 1989 GEN CON® Great Exhibit Hall

Aside from the thousands of gaming events and activities you'll see, the Great Exhibit Hall, is the major showcase of the 1989 GEN CON® Game Fair. Assembled for you is a virtual shopping mall of more than 150 exhibitors, located in one of the largest dealer areas ever presented!

These exhibitors range the entire spectrum, from fantasy and adventure role-playing, to strategy board games; from comic companies to hard bound book publishers; from miniatures figures to original artwork; from computer software to play-by-mail companies. Where else can you experience every facet of

gaming? Only at the Great Exhibit Hall!

Besides the 60,000+ square feet of the Great Exhibit Hall, there are literally tens of thousands of things to shop for. Almost everything imaginable in the gaming and game hobby realm will be there for you.

All of the exhibitors are friendly and eager to see and hear from you. Don't miss the opportunity to see and become a part of their new product demonstrations and gaming events. The Great Exhibit Hall will unlock the door to all of the questions of gaming you may have!

Spend hours just looking at the new, the bizzare, the favorite, and the unusual that will be showcased in the Great Exhibit Hall. But don't it. This magnitude of exhibitors only comes once per year!





Make a Difference! Vote for the GAMERS' CHOICE™ Awards of 1989!

The RPGA™ Network, a worldwide organization of gamers known for its continuing support of excellence in gaming, takes pride in sponsoring the 1989 GAMERS' CHOICE Awards.

If you are a fan of any type of game here is your chance to make a difference. These awards are the voice of you—the consumer.

The RPGA Network reserves the right to disqualify any ballot that fails to meet balloting rules. The RPGA Network will present the awards during its National Meeting August 11, 1989, at the GEN CON® 22 Game Fair in Milwaukee, WI.

You need not vote in all categories. Only *NEW* products or *MAJOR REVISIONS* of existing products (excluding magazines, which are considered separately) published during 1988 are eligible for the 1989 GAMERS' CHOICE Awards. Reprints and rereleases *do not* qualify unless the product has undergone a major revision.

Products that were awarded 1988 GAMERS' CHOICE Awards are not eligible for election to the 1989 Awards, with the exception of magazines. These include:

- Best Family Game: Shogun — Milton Bradley
- Best Fantasy Role Playing Game: Ars Magica — Lion Rampant
- Best Science Fiction Role Playing Game (tie): MegaTraveller — GDW
and Star Wars — West End Games
- Best Other Category Role Playing Game: TOP SECRET/S.I.™ Game —
TSR, Inc.
- Best Role-Playing Adventure: Who Watches the Watchmen —
Mayfair Games
- Best Role-Playing Accessory: FORGOTTEN REALMS™ Cam-
paign Setting — TSR, Inc.
- Best Historical Strategy Game: Team Yankee — GDW
- Best Science Fiction Strategy Game: Star Cruiser — GDW
- Best Miniature Line: Julie Guthrie's Fantasy Line —
Grenadier
- Best Computer Game: Bards Tale III — Electronic Arts
- Best Play-By-Mail Game: World Wide Battle Plan —
Flying Buffalo, Inc.
- Best Professional Gaming Magazine: POLYHEDRON™ Newszine —
TSR, Inc.

Balloting Rules:

1. If a ballot violates any of these rules, it will be disqualified.
2. You must use this ballot or a photocopy of this ballot.
3. Your name and address must appear on the ballot.

4. You may only vote once! If you send more than one ballot, all your ballots will be disqualified.
5. VOTE for ONE (1) product in each category. You may not add new categories, but your comments will be considered for next year's balloting.

CATEGORIES:

1. **Best Family Game:** This may include any mass market board, dice, card, video, or abstract strategy game.
2. **Role Playing Games & Accessories:** This category is subdivided by genre: (Solitaire gaming books also may be considered in their appropriate theme.)
Fantasy: This genre includes games in which magical or mythological creatures and worlds predominate. Awards in this genre have been further subdivided into game rules, playing aids & rule supplements, and role playing adventures.
Science Fiction: This genre includes science fiction futuristic themes including time travel, outer space, future worlds, aliens & mutants, etc.
Others: This genre includes games that do not fall under the above categories, including high adventure, espionage, pulp heroes, superheroes, and humorous themes.
3. **Hobby Games:** This includes strategic battle and diplomacy games. This can include wargames, card games, and other types of games not included in another category. A subcategory of hobby games includes Miniature Figures used by strategy gaming enthusiasts or by role-playing gamers.
4. **Computer Games:** This includes gaming software specifically designed for home computers. There are two awards, one for adventure games including computerized role-playing games, strategic games (which includes computer versions of hobby games), and simulator programs such as airplane flight. The second award is for play-by-mail computer assisted games in which turns are processed through the mail.
5. **Gaming Magazines:** To qualify, a gaming magazine must have a paid subscription base in excess of 2,500 copies.
6. **RPGA Network Tournament:** This new category includes single- and multi-round tournaments for any of the role-playing game systems that were run at conventions during 1988. Only RPGA Network members can vote in this division. Please include your membership number on the ballot if you are voting for this award.

Official Ballot: GAMERS' CHOICE AWARDS of 1989

Mail ballot by June 30, 1989 to:
GAMERS' CHOICE™ AWARDS
RPGA™ Headquarters
P.O. Box 515
Lake Geneva, WI 53147

The following information is required to validate your ballot:

Name: _____
Address: _____
City/State/Zip: _____
Membership No.: _____

BEST GAMES OF 1988

1. Best Family Game
Product: _____
Manufacturer: _____
2. Best Fantasy Role Playing Game
Product: _____
Manufacturer: _____

3. Best Fantasy Adventure
Product: _____
Manufacturer: _____
4. Best Fantasy Accessory/Supplement
Product: _____
Manufacturer: _____
5. Best Science Fiction Role Playing Game
Product: _____
Manufacturer: _____
6. Best Other Category Role Playing Game
Product: _____
Manufacturer: _____
7. Best Historical Strategy Game
Product: _____
Manufacturer: _____
8. Best Science Fiction/Fantasy Strategy Game

- Product: _____
Manufacturer: _____
9. Best Miniature Line
Product: _____
Manufacturer: _____
10. Best Computer Game
Product: _____
Manufacturer: _____
11. Best Play-By-Mail Game
Product: _____
Manufacturer: _____
12. Best Professional Gaming Magazine
Product: _____
Manufacturer: _____
13. Best RPGA Network Tournament
Tournament Name: _____
Game System: _____

Annual Invitational Game Master Tournament



The RPGA™ Network again hosts the annual Invitational GM Contest to determine the best designer among all entrants. This contest is open only to RPGA™ Network members in good standing.

This year's Invitational has been designed so that all RPGA™ Network members can participate in the challenge even if you are unable to attend the 1989 GEN CON® Game Fair. Each contestant is asked to design and submit a mini-adventure with five encounters that display their flexibility and creativity as a Game Master.

TOURNAMENT RULES

The following requirements must be met by all entrants to be considered eligible for judging. Any entries that do not meet these standards will be disqualified.

1. All submissions must be postmarked by July 20, 1989. Address each entry to:
RPGA™ Network Game Master Contest
P.O. Box 515
Lake Geneva, WI 53147

2. A filled out and signed entry form must accompany each submission.

3. Only RPGA™ Network members in good standing may participate in this tournament. Please be sure to include your RPGA™ Network membership number on the entry form. Those entries lacking an RPGA™ Network number will be discarded unless they are from new members who have not yet been assigned a number.

4. Entries must be typed. If a submission is illegible, we will disqualify it.

Each submission should be double-spaced and prepared on 8-1/2" x 11" white bond paper. There should be one inch margins on both sides and on the top and

bottom of each page, with the title and page number typed in the upper right corner.

5. Each submission should come with two copies to aid judge reviews. Photocopies are acceptable if they are legible and easy to read.

6. Each entry must include five encounters. These encounters are shown below:

- **One encounter must be non-hostile.** This is where the players must negotiate.
- **One encounter must be a trap or dilemma.**
- **Two encounters must include a battle.**
- **One encounter must include an obstacle that must be overcome.**

Each of the encounters should not exceed four typed pages. Necessary maps and diagrams are not included in the length limit.

7. You may submit as many times as you want. Each entry, however, must be mailed in a separate envelope, and each entry must be complete.

8. All submissions to this contest become the property of TSR, Inc.

DESIGN CATEGORIES

A. AD&D® Game

Game masters writing in this area of **ADVANCED DUNGEONS & DRAGONS®** Game competition should list the character levels for which their entries are designed. Please indicate these levels in your entries.

B. TOP SECRET/S.I.™ Game.

C. MARVEL SUPER HEROES™ Game.

Writers may include a list of the heroes their entry is intended for use with.

JUDGING CONSIDERATIONS

Each entry will be judged in the following categories. These categories are listed in no particular order or priority, and each will be given equal weight in the judging.

- A. Adherence to the game rules.
- B. Good manuscript presentation, including grammar, punctuation, spelling, etc.
- C. Descriptive ability - the skill to weave an image and mood throughout the presentation.
- D. Originality. This includes innovation in the use of existing creatures and items in an interesting and novel manner and the creation of new creatures and items.
- E. Logic. The scenario must make sense.
- F. Playability and game balance.

PRIZES

First Place: A \$100.00 gift certificate good for the purchase of TSR, Inc. games and game-related products from the Mail Order Hobby Shop, plus free entry to the 1990 GEN CON® Game Fair and a one-year subscription to DUNGEON® magazine.

Second Place: A \$50.00 gift certificate good for the purchase of TSR, Inc. games and game-related products from the Mail Order Hobby Shop, plus free entry to the 1990 GEN CON® Game Fair and a one-year subscription to DUNGEON® magazine.

Third Place: A \$25.00 gift certificate good for the purchase of TSR, Inc. games and game-related products from the Mail Order Hobby Shop and a one-year subscription to DUNGEON® magazine.

1989 RPGA™ Network Invitational Game Masters Tournament Official Entry Blank

This form or a copy of this form must be completely filled out and signed and must accompany each entry. In return for TSR, Inc. sponsoring the RPGA™ Network contest and agreeing to consider a submission, the entrant agrees that all material will constitute a "work made for hire" and all submissions, including the copyright and all other rights therein, become the property of TSR, Inc. without further obligation to the entrant. The entrant warrants to TSR, Inc. that all submissions are original and do not infringe upon the rights of third parties. If TSR, Inc. publishes a submission in any of its publications and/or products, the entrant shall receive three free copies of the publication in which the submission appears.

STATEMENT OF ENTRY AND AGREEMENT: I hereby enter the work described below in the 1988 RPGA™ Invitational Game Master Tournament. I agree to the terms and conditions of this contract as set forth in the rules and this Official Entry Blank.

Title Of Entry: _____ RPGA Membership #: _____

Name of Entrant: _____

Street Address of Entrant: _____

City, State/Province, ZIP/Postal Code/Country: _____

Signature of Entrant: _____

Signature of Parent/Guardian if Entrant is under 18 Years of Age: _____



Play in a Network Sanctioned Tournament

Among the very best tournaments available at the 1989 GEN CON® Game Fair are those offered by the RPGA™ Network!

The following is a listing of the scheduled tournaments offered by the ROLE PLAYING GAME ASSOCIATION™ Network. These are high quality adventures showcasing a wide variety of role playing games. While many of the tournaments are open to the public, only Network members receive points for participating, which are applied to their international rankings as players and judges.

You can join the thousands who have joined the RPGA™ Network! Just write to RPGA™ Network Headquarters, P.O. Box 515, Lake Geneva, WI 53147 for more information.

The upcoming GEN CON® Game Fair Pre-Registration brochures will list the time slots for these events. If you are interested in judging RPGA™ Network tournaments at the 1989 GEN CON® Game Fair, please contact Network HQ.

AD&D® Game Grand Masters. A prestigious event for the top-ranked RPGA™ Network players. Two rounds.

AD&D® Game Masters. For RPGA™ Network players who are 3rd level and above. Three rounds.

AD&D® Game Feature. Members Only. Three rounds.

AD&D® Game Special. Open to all. Three rounds.

AD&D® Game, Star IV. Open to all. Three rounds.

AD&D® Game, Black Rose. Open to all. Three rounds.

AD&D® Game, Oriental Adventures Masters. For RPGA™ Network players who are third level and above.
Two rounds.

AD&D® Game, Oriental Adventures Feature. Open to all. Two rounds.

AD&D® Game, Fluffy Quest. Open to all. A two round humorous event.

AD&D® Game, RPGA™ Network Clubs Tournament. A special event for recognized RPGA™ Network clubs.
Two rounds.

AD&D® Game, Living City Tournament. A three - dimensional event for Members only. One round.

AD&D® Game Benefit for Adult Literacy. Proceeds from this tournament will go to the Adult Literacy Foundation. Open to all. One round.

AD&D® Game, DM Event. For RPGA™ Network members who are ranked as judges and for those who are judging events at the Game Fair. One round.

TOP SECRET/S.I.™ Game Masters. For Network players who are third level and above. Two rounds.

TOP SECRET/S.I.™ Game Feature. Open to all. Two rounds.

MARVEL SUPERHEROES™ Game Feature. Open to all. Two rounds.

GAMMA WORLD® Game Feature. Open to all. Two rounds.

BOOT HILL® Game Classic. Open to all. One round.

Paranoia Masters. For Network players who are third level and above. One round event sponsored by West End Games.

Paranoia Feature. Open to all. One round event sponsored by West End Games.

Space 1889. Open to all. One round event sponsored by Game Designers Workshop.

Twilight 2000. Open to all. One round event sponsored by Game Designers Workshop.

Champions. Open to all. Two round event sponsored by Iron Crown Enterprises.

Runequest. Open to all. One round event sponsored by Avalon Hill Game Company.

James Bond. Open to all. One round event sponsored by Victory Games.

Teenage Mutant Ninja Turtles. Open to all. One round event sponsored Palladium Books.

Revised Recon. Open to all. One round event sponsored by Palladium Books.

Ars Magica. Open to all. One round event sponsored by Lion Rampant.

DC Heroes. Open to all. One round event sponsored by Mayfair Games.

Star Trek. Open to all. One round event sponsored by FASA.

Chill. Open to all. One round event sponsored by Pacesetter.

MINIATURE AND STRATEGY GAMING

Traditionally known for its high quality fantasy and adventure role playing events, the GEN CON® Game Fair is rapidly building a reputation for expanded and improved miniatures and strategic boardgaming. This area is steadily growing faster each year and will become a convention standard! If you were fortunate enough to attend the GEN CON® ORIGINS™ Game Fair last year, you were able to see this huge, 40,000 square foot area of active gaming which spanned all interests!

This year, the area continues to be a busy place! Several different *Talisman* games have been advanced, including a major tournament. Railroad buffs will not be disappointed, as an elimination tournament of *1830* by Avalon Hill is scheduled, as are both *Empire Builder* and *British Rails*, by Mayfair Games.

A full scale *Star Fleet Battles Patrol* tournament, sponsored by Steve Cole and Task Force Games, will run three days, with finals on Saturday evening and Sunday morning. Steve and company will also host a Tactics question and answer session on Sunday.

Game Designers Workshop also hints of some serious tournaments, including *Sky Galleons of Mars* and *SPACE:1889*. Read all about it in Pre-Registration!

FASA has major activities planned, but they are shrouded in secrecy. Learn all about in the Pre-Registration package!

Historical games will be represented, including *Squad Leader* and *Wooden Ships and Iron Men*. An *Axis & Allies* tournament, while not strictly historical, is also planned to be at this year's Game Fair!

Wicked plots and victory conditions in major *Car Wars* tournaments are also scheduled. It WILL be a deadly fight.

Miniatures won't be in short supply either. A large number of *BattleTech* games that span the gauntlet in size and shape will be present. Lance actions will be on tables

adjoining tech regiments with flair. Desperate plays involving strategy and planning will be available, where miscalculation means death! These events should satisfy even the most staunch players. Come see the counters come to life!

Car Wars players will enjoy the convoy attack. Your job as bandits is to seize a convoy and getting money and supplies to continue your devious careers. These battles will be fought using scale miniatures for the vehicles and rugged terrain. Can you hide a truck behind a tree?

Crime and mayhem will abound with the return of last year's popular game, *Inner City*. Played on a 4' x 6' board using 25mm figures, citizens and vigilantes fight against figures attempting to gain status in the criminal world. Throw in six blocks of buildings, a mall, a quiet park, and fast moving traffic, and a world of chaos ensues.

Historically, you can fight in the Pacific, pursue the Bismark or hunt convoys with computers. Make your ship action choices with computer assistance! Experience a beach landing, and face the hardships of the Marines in the Pacific.

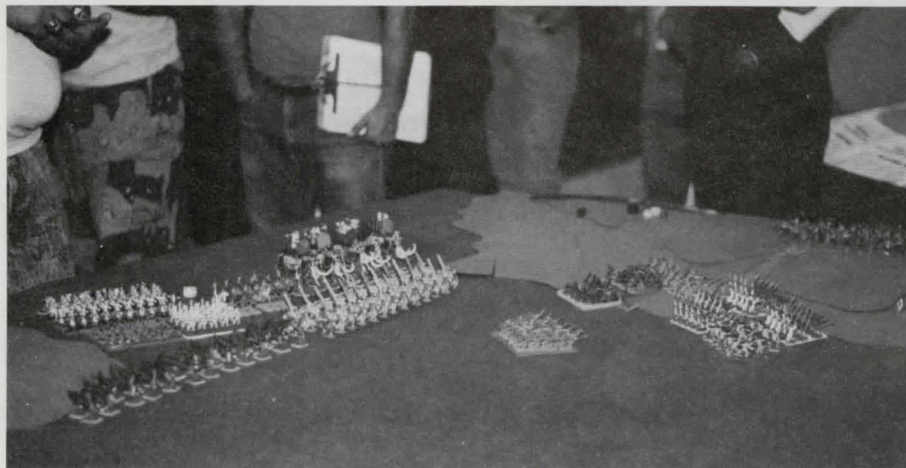
The power and punch of modern warships are found in *Grey Seas, Grey Skies*. This naval action uses computers to speed the choices and simulate the fast moving combat of missiles today. Are NATO ships really better? Play and find out!

There are many armor engagements set up, for novice to expert! Civil War battles, Napoleonic clashes, and aircraft battles will rage at the 1989 GEN CON® Game Fair! Union ships will once again try to stop Confederate forces from breaking out, French and Spanish frigates will roam the stormy seas. See, live, and experience history! Understand why events of the world happened and learn how to recreate the events yourself without buying the rules

and figures! Storm the castles and join a new and open dimension of gaming!

All you have to do to enter the world of micro-miniatures and strategy boardgaming is to come to the 1989 GEN CON® Game Fair! All these events and many, many more will be there, with some of the best and friendliest judges available anywhere! The 1989 GEN CON® Game Fair is player-friendly, which allows you to get into games and enjoy them to the max! Learning new games is easy and requires only you!

Come share the electrifying excitement of the most extravagant and most complete Game Fair! If you wish to run a game to share with your fellow gamers, just fill out the enclosed GEN CON® Game Fair registration card for judging information. We are always looking for a well-run, quality game. If you want to be a player at the Game Fair, sign up today on the registration card! This convention is for all of you! Come explore and see why the 1989 GEN CON® Game Fair is the premiere gaming convention in the world!



5th Annual Costume Contest

WHEN & WHERE:

Saturday, August 12, 1989 at 4pm
In the stage area, next to the cafeteria



Capucine R. Plourde
1988 Winner, Best Costume



What is a game fair without the fun and frivolity of a costume contest? Surely you wouldn't want to participate in the Game Fair as just a gamer!?!

We welcome you to flaunt your creative prowess in designing and wearing an original costume.

Fantasy, science fiction, and pre-20th century military costumes are welcome! Prizes donated by gaming companies and convention artists will be awarded to the top entrants. Please read the rules and regulations carefully, then complete, detach, and return the entry form on the next page.

If possible, please include a photograph of your costume to assist the judges. Entry forms must be post-marked by August 1, 1989.

RULES & REGULATIONS

1. Please wear your costume Saturday up until judging time at 4:00 PM. This will allow others to enjoy and admire your work.
2. Nothing may be worn, done, or brought into the masquerade which presents the possibility of damage to the health or well-being of the entrants, their costumes, or the audience. No one shall carry or display weapons or weapon replicas of any sort or material. Prohibited items will be confiscated.
3. There may not be a microphone available, so be prepared to talk loudly. There will be a cassette player available for background music or sound effects.
4. Each entrant's presentation should not exceed five minutes.



5. A written description not to exceed 100 words should be submitted on the entry form below. The description will be read by the emcee during your appearance. We retain the right to edit descriptions.
6. Any participant may be disqualified from the masquerade by Game Fair Management or official masquerade judges for failure to observe the rules. All decisions made by the judges are final.
7. Participants must have a valid Player's Badge or Judge's Badge.
8. By signing the form below, entrant agrees to allow TSR, Inc, and the GEN CON® Game Fair to use their photograph in future promotions.

GEN CON® GAME FAIR COSTUME CONTEST ENTRY FORM DEADLINE: August 1, 1989

Name: _____ Address: _____

City/State/ZIP: _____ Telephone #: _____

Costume Description (100 words or less): _____

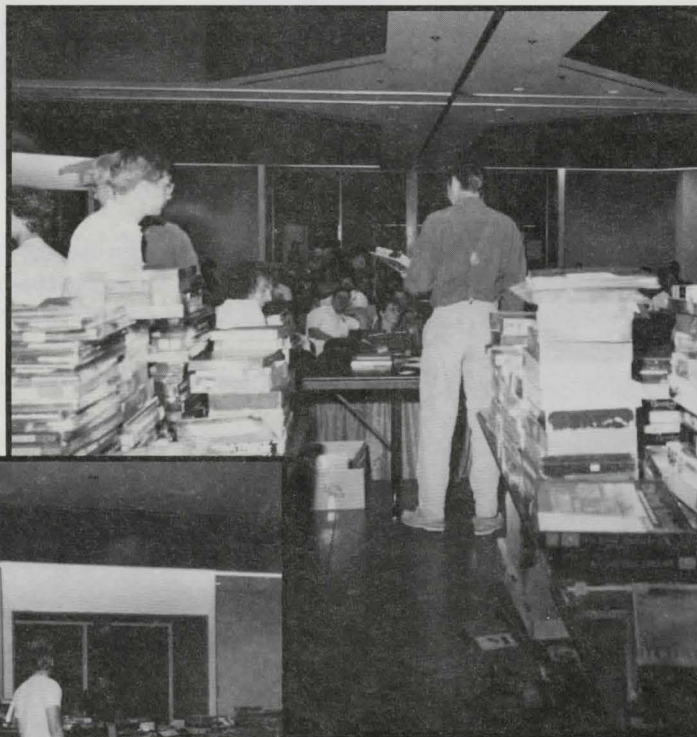
Please mail this entry form to: GEN CON® Game Fair Costume Contest
P.O. Box 756
Lake Geneva, WI 53147

The LARGEST Games Auction In The World!

Imagine buying that rare game or magazine for pennies on the dollar!

Imagine hundreds of eager collectors bidding to buy your sought-after treasure!

Imaging an 8800 square foot extravaganza, containing thousands of gaming collectibles for YOU to take advantage of!



BID FOR BARGAINS GALORE!



HUGE ENOUGH FOR TWO AUCTIONEERS!

This is the Games Auction, the ever-popular highlight that has always been synonymous with the GEN CON[®] Game Fair. And it all happens again, at the 1989 GEN CON[®] Game Fair!

You can always find the best deals on games that range from never-used, shrink-wrapped current games to the tried and true classics from decades past at the Games Auction.

The Games Auction enables you to find that rare game or magazine to add to your valuable collection. Here's your once a year chance to purchase and sell these uncommon (or common) and

unusual items of the gaming industry. If you have a distinctive gaming item to sell, or are looking to purchase one, the 1989 GEN CON[®] Game Fair Games Auction **IS** the place to be!

Last year, thousands of games, magazines, miniatures, and other items were snatched up by bargain hunters at the Games Auction. Computer software games were being sold at the Games Auction - - games for every computer system. Don't have a computer? We've even sold computers at past auctions!

Not only are thousands of games and accessories selling for pennies on the dollar, but lots of non-gaming items are offered at the

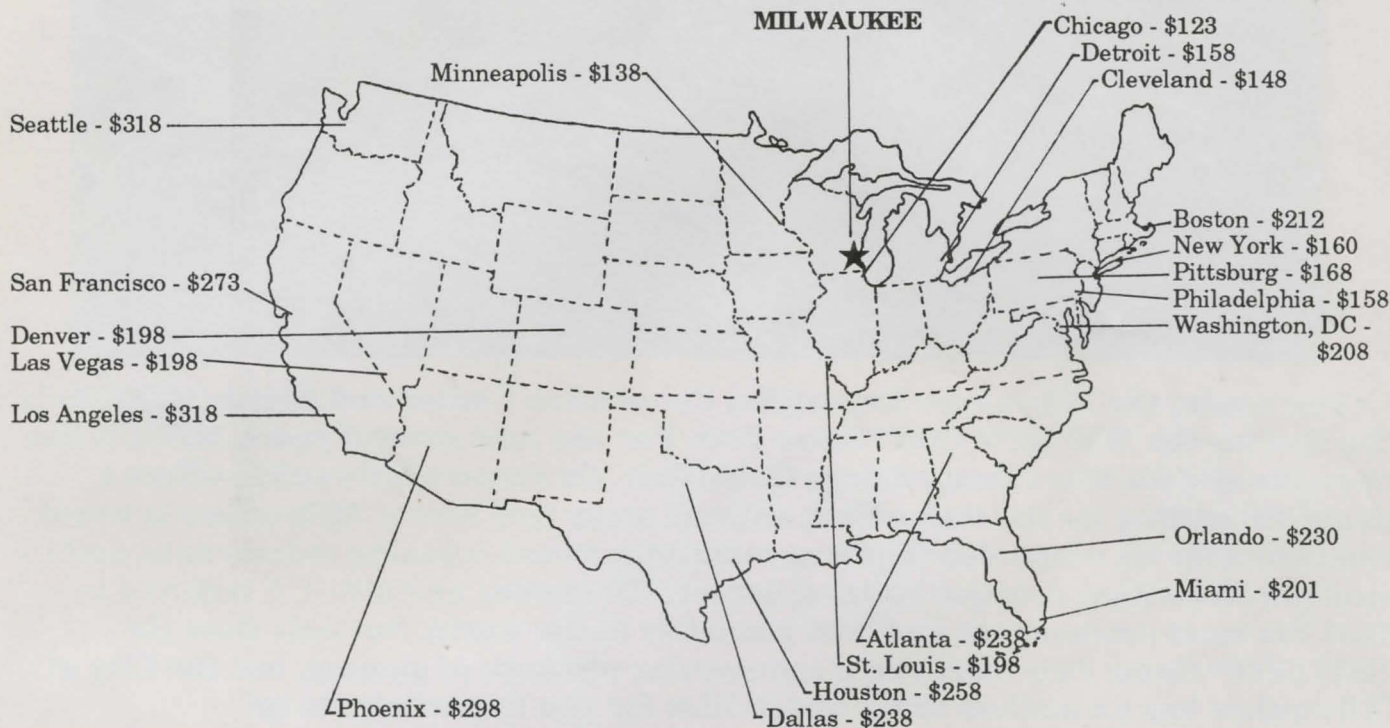
auction as well! Pieces of art, sculptures, ceramic figures, and medieval-style clothing are among the various staples that can be found at the Games Auction!

Don't miss this annual extravaganza! Plan on joining us to become a part of this Game Fair highlight!

Imagine . . .

How Do I Get There From Here?

Travel Arrangements, Inc. can help you with your airline reservations and information. Flying into Milwaukee for the 1989 GEN CON[®] Game Fair may be easier and cheaper than you think! The map below shows "Super Saver" air fares for round trip tickets from various locations.



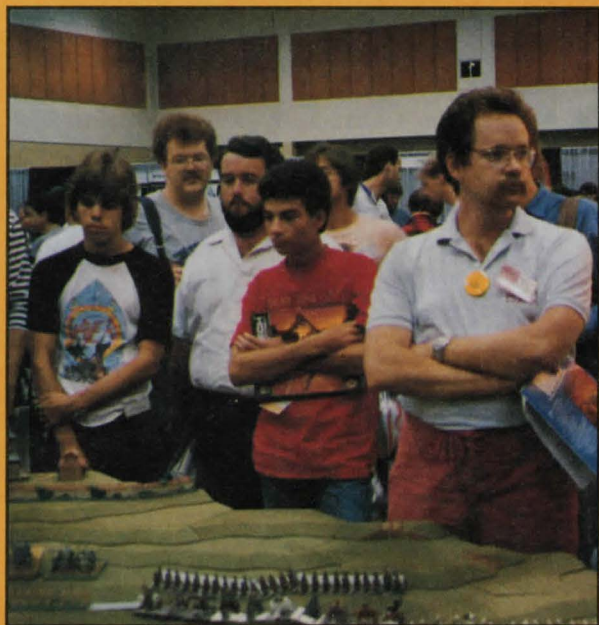
These Super Saver fares are not guaranteed and are subject to change, based on future fare revisions and availability. Restrictions may apply. To enjoy this year's Game Fair, make sure you book early for the best rates and schedules. Travel Arrangements, Inc., the official travel agency of the 1989 GEN CON[®] Game Fair, is happy to take your telephone calls direct. They are able and pleased to handle your 1989 GEN CON[®] Game Fair travel needs. They can be reached at:

TRAVEL 
ARRANGEMENTS, INC.
7115 S. 76th Street
Franklin, WI 53132
(800) 344-5062 (US)
(414) 529-2107 (WI)

MILWAUKEE - THE CITY OF FESTIVALS



Once again, the Milwaukee Exposition Convention Center and Arena (MECCA) is the site for the 1989 GEN CON® Game Fair. For the past several years, MECCA has been the site for this extraordinary Game Fair. Downtown Milwaukee offers a beautiful setting for the Game Fair, with its many fine hotels. Milwaukee is world renowned for its numerous theaters, museums, award-winning restaurants, and its summer festivities. A major cultural center, Milwaukee and MECCA is proud to host the most extravagant and best game fair in the world. Not only does the GEN CON® Game Fair offer you a spectacular plethora of gaming, but the City of Milwaukee has an endless array of activities for you to participate in!



Make your plans now to join the thousands of fellow gamers at the 1989 GEN CON® Game Fair. For registration information, please fill out the special GEN CON® Game Fair Response Card and mail it in today!