

# DUN · DRA · CON V



FEBRUARY 16, 17, & 18, 1980

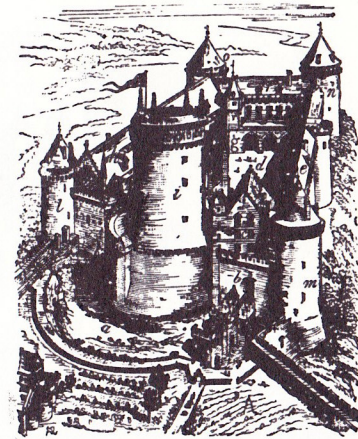
WELCOME TO  
DUNDRACON V!

Five years ago a group of people who had become hooked on FRP gaming gathered together to enjoy each other's company and the thrills of new adventures in unknown dungeons.

We've grown considerably since DDC I, and since last year as well. This year's program includes the best seminars, DMs and games from previous years, and a lot more besides.

The DunDraCon Committee (identifiable by their red arm-bands) will be happy to answer any question you may have or to direct you to the person with the information you seek. We urge you to look on this convention as we do; an opportunity to make new friends, discover new games and encounter new opponents.

Above all, ours in a convention for enjoying yourselves, so--have fun!

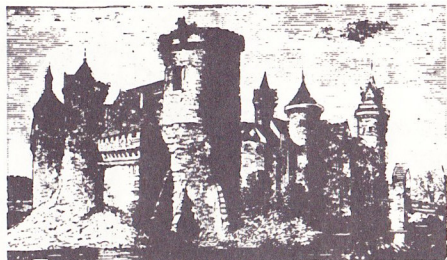


FEEDBACK

Folded into this booklet is a questionnaire. Let us have your comments, criticisms and suggestions about the convention so we can make the next one better. INCENTIVE! For each completed questionnaire--one quarter. One questionnaire (and quarter) per person.

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## FOR YOUR INFORMATION

The Villa Hotel Coffee Shop is open 24 hours a day. The meals are substantial, the coffee excellent.

For those who live on soft drinks, there is a steady supply available. The Terrace Bar, on the lower level outside the Dealers Room, will be open from 9:00 a.m. to 6:00 p.m. (3:00 p.m. on Monday) with a wide variety of soft drinks for sale.

## WARNING!

It is regrettable, but true, that some individuals attend a convention with larceny in their hearts. If you have anything you value and you want to put it down, do so where you know it will be safe. *The Management and Staff of the Villa Hotel and the DunDraCon V Committee assume no responsibility for articles lost, strayed or stolen!*

## NOBODY'S PERFECT, er...

Like Avis, we try harder, but things happen. This program went to the printers over a week before the convention began, so there may have been some changes in the schedule. Check the board by the Adventure Registration Desk; we don't want you to miss something you've been waiting for.

## OPEN GAMING

There are three (count 'em, three!) open gaming rooms. They're open 'round the clock. Check the map in the center of the booklet for their locations.

## THOSE INEVITABLE NO-NOS

Into every convention some sour grapes must fall. The Management and Staff of the Villa Hotel and the DunDraCon V Committee ask that you please read and comply with the following restrictions.

**ALCOHOL.** Alcoholic beverages may not be consumed in any public place except the bar and the coffee shop. A "public place" means the Dealers room, the film room and all open gaming areas. Those ignoring this very necessary rule will be asked to leave and may not be permitted to return.

**SMOKING.** Smoking is not permitted in the Dealers room or the film room.

**FOOD AND BEVERAGES.** These may not be taken into the dealers room (unless you're a hungry dealer) or the film room.

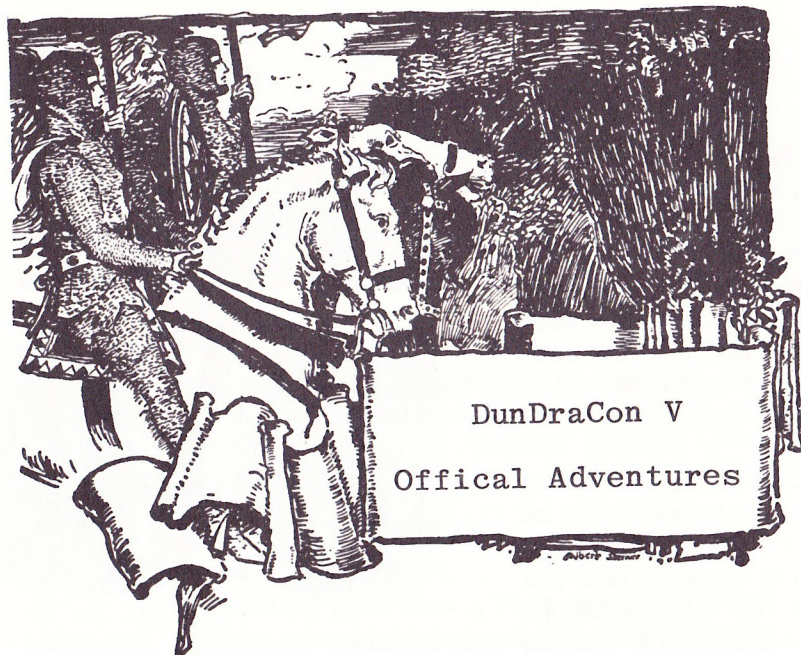
**WEAPONS.** If you are carrying a real or simulated weapon it must be sheathed or holstered at all times. *Anyone brandishing or otherwise carelessly handling any weapon will be ejected from the premises.*

**TRASH.** There are large garbage bags at strategic locations. Please see how fast you can fill them. Remember: **CLEANLINESS IS NEXT TO WINNING!**

**MONEY.** Players in the Open Gaming rooms may *not* charge others to play! Persons doing so will be ejected from the convention.







As we go to press there are over 70 offical Adventures in a wide variety of gaming systems. For details on the Adventure Masters and their campaigns, read the posted descriptions.

In order to minimize the disappointment of not getting the run you wanted, please read the following instructions *and do what they say!*

You will be given three different signup sheets. *Sheet A* is for those adventures beginning between 10:00 a.m. and 6:00 p.m. on Saturday. *Sheet B* is for adventures beginning 8:00 p.m. Saturday through 10:00 a.m. Sunday. *Sheet C* is for the remaining adventures on Sunday and Monday.

You may choose as many as three adventures on each sheet (a total of nine). For each *sheet* you turn in you must pay a \$2.00 registration fee.

(continued on page 7)

Sheet A must be turned into the Adventure Registration Desk by 12:30 p.m. on Saturday *except* for those Adventures which begin at 10:00 a.m. We must have those in our hands by 9:30 a.m. at the latest!

Sheet B must be turned in by 4:00 p.m. Saturday. Sheet C must be turned in by 12:00 noon on Sunday.

The names of the players in the various adventures will be posted as soon as possible after the closing times. If there are any unfilled slots in an adventure, they will be filled on a first-come, first-served basis at the Adventure Registration Desk, but *don't shove, dammit!*

If you didn't get into any of the adventures you put down for, you will get a refund. Refunds for the Saturday runs will be made at the Adventure Registration Desk after 1:00 p.m. on Sunday. All other refunds will be made at the Convention Registration Desk between 11:00 a.m. and 1:30 p.m. on Monday. If you can't pick up your refund in person, give a *written* authorization to a friend; we won't take anyone's word on the matter--no exceptions.

Refunds not picked up by 2:00 p.m. Monday are forfeited.

If you don't show up for a game after you were picked for it, you *forfeit* your registration fee.

Warning: the times listed in the schedule are the times the games will start. Adventure Masters are under no obligation to let you in late, so be on time!

A partial list of the Offical Adventures begins on the next page; all of them will be posted, so don't depend on this list, or the schedule, for all the listings.



## Dungeons and Dragons

Anatevkvillage  
The Dark Realm  
A Gate to Hell  
The Hold of Chornaya Gora  
The Jesters Palace  
The Lost Colonists  
Mission: IMPOSSIBLE!  
Mistigar  
Rescue the Paladin  
Search for the Hobbit Holes  
Son of the Demon Empire  
Stop the Raiders!  
Trapped in Time  
The Village of Fear

Elmore  
Birkes & Reese  
Narberes  
Schmidt  
Powers  
Plana  
Ray  
White  
Smith  
Russell  
O. Hannifen  
Mueller  
Birks & Wiese  
Vincent

### Advanced D&D

The Citadel That Time Forgot  
Exploration of the Undercity  
Goblin Hold Assault  
Heart of Darkness  
The House of the Count of Orlac  
Skytree and Stone Glade

Mayeau  
Cohen  
Cady  
Cohen  
Bowley  
Ditillio

### Arduin System

Briarcastle  
Fallohyn  
Oaktree Castle  
Welcome to Skull Tower

Schynert  
Schultz  
Schynert & Winzer  
Hargarve

### AD&D/RuneQuest

The Demon's Realm  
The Tower of Exile

Oliver  
Paulsen

### RuneQuest

Adventures of the Artifact  
Adventures of the Lunar Dream  
A Beginners Scenario (Basic RQ)  
Castle Cleaning

B. Swenson  
A. Swenson  
Kahn  
Green

(continued on page 10)

## TWO SCA DEMOS!

Weather permitting,  
the Society for  
Creative Anachronism  
will demonstrate how  
to kill an opponent  
in style on both  
Saturday and Sunday.

The demonstrations  
will be held in the  
parking lot behind  
the French Room at  
2:30 p.m. each day.



If you're uncertain  
about just what you can and can't do in a 10-foot  
corridor with a poleaxe or two-handed sword, come  
and learn. You might be surprised!

## The Fantasy Factory...

### The Universal Fantasy Supplement

### Encounter Cards

## ●NEW!●

### DEEP DELVE

AND COMING SOON...

### MORGENRIC

### COUP!

### Megidido to Mortgarten

The Fantasy Factory...

not the largest... but one of the best!



(Official Adventures; continued from page 8.)

The Cave of the North Wind  
Homestone  
Quest for the Thiefling Scrolls  
Quest of the Ginna Jar  
RuneQuest Tournament  
Search for the Abomination  
Slave Rescue  
Teaching Scenario (Basic RQ)  
The Temple of the Lost Ones  
The Village of Chaos

Jackson  
Dewey  
K. Shapero  
Monroe  
The Chaosium  
Shaw  
Martin  
Kahn  
Land  
Meyer

#### Melee/Wizard

Zackmer's Sword Finders  
Hack and Slash!

Wetzlich  
Dyche

#### Traveller

Breakout from the Belt  
The Lucerne Transfer  
The Mad Computer of Moughas  
Quest for the Apocalypse

Berndt  
Garrett  
Yee  
Chalmers

#### Runes in Space

Exploration Trip

N. Shapero

#### Space Quest

UCS QUESTOR: Deep Space Explorer Orton

#### Adventures in Fantasy

Adventures in Fantasy (premiere  
excursion) Arneson

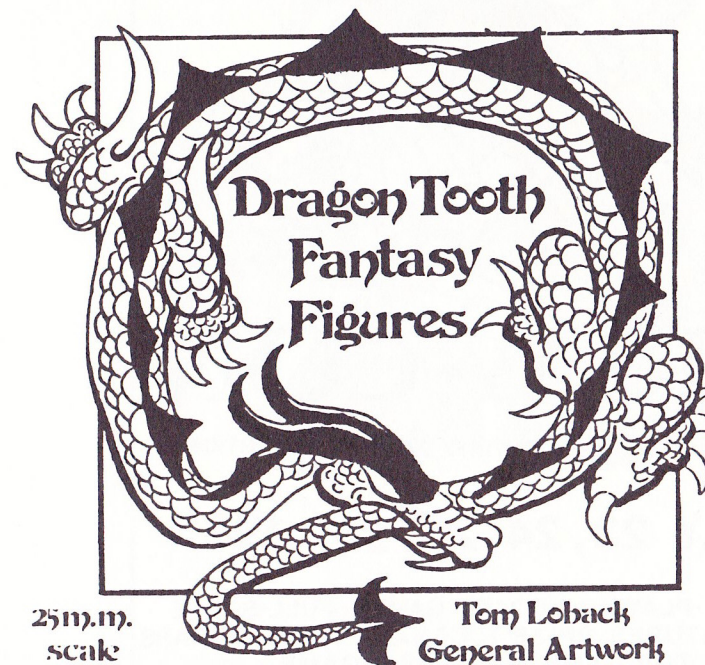
#### Boot Hill

Gunfight!  
6:10 to Fort Laramie

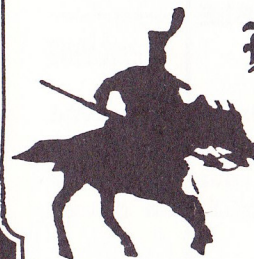
Stadtner  
Wells

(continued on page 28)

## COME VISIT OUR BOOTH



...and after the convention, see us  
for all your wargaming needs.



## Light Brigade Hobbies

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## Seminars (cont.)

### Subject

### Speaker

Castles	Barhart, Green and Monson
Celtic Mythology	Abbot
City Building for the Campaign	Swensons
Computers and Role Playing	Pimper and Cady
Computer Game Design	Automated Simulations
Finding the Holes in the Rules	Keyes
Future War	Jackson
Handling Players	Powers
Medieval Warfare	Jackson
Medieval Weapons Use	Society for Creative
	Anachronism
Oriental Weapons and Combat	Porter
Playing Your Character	Clint & Janet
	Bigglestone
Poisons, Venoms and Healing	Voorhees
RuneQuestions	Perrin, Turney &c.
Science Fiction Games	Pimper
Survival in an FRP World	Hargrave
Traveller Problems and Questions	Yee
Wither Glorantha	Stafford & Krank
World Building	Stafford & White

### \* Special Notice \*

Dave Arneson (yes, *that* Dave Arneson!) is here at DunDraCon V to introduce his new FRP game Adventures in Fantasy. He will be giving a seminar and running at least one adventure using the new system.

### A Video Feast!

Owen and Eclare Hannifen have brought their VHS system to the con. Beginning at 5:00 p.m. on Saturday and Sunday they will be showing tapes of all sorts of strange and exotic films in the Hillsdale Room. We suggest you have a look.

# THE TRIBES OF CRANE

You, task chief of the Leopard people wandering tribe of Crane, sit in your great wagon awaiting news from your swift searching outriders. Suddenly hoof beats approach. The outriders leap from their mounts to your wagon flushed with excitement for they know full well the meaning of their news. But one sector to the North the great merchant caravan of the Impala people has been spotted. The order is given "To arms... to arms!" You snap your orders, "Gather my captains of hundreds. Let all know the tactic will be entailed right. Now my arms, my mount." You heard that Kate, chief of the Impala people, has chosen a stand and defend tactic twice before, will he again? You know also that the Impala people are fine warriors as are all the people of the many tribes. This will be no raid of the strong on the weak, but rather a mighty clash of the TRIBES OF CRANE....



The Tribes of Crane is a unique correspondence game, allowing for interaction between players and the fantasy world of Crane and each other through a continuous game that may be entered at any time.

As a new player you will start as the chief of one of the many wandering tribes of Crane. Perhaps your tribe will be of the Sea people or Caravan merchants.

As chief you will know many secrets of your people and their lands, but there will be much you have still to learn of the lost secrets of Crane. It will be you who decide if your people will remain in their familiar homeland or begin a journey to new lands as you strive to increase your herds, train warriors, and learn of the ancient lost secrets that can move your people toward prosperity and dominance.

The land of Crane is a complete fantasy world with a full range of geography from the permanent ice of the polar regions, to the deserts, and tropical forests of the equator.

Cities dot the continents of Crane providing centers of trade and homes for the powerful Shamans and King Lords.

The creatures of Crane are as varied as its geography. Cattle goats and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a huge bipedal lizard that feeds on cattle in the grasslands of Crane.

Interaction between players is very common. Alliance, trade, and combat are always possible. Combat is determined in part by a comparison of tactics used by the antagonists, the relative number of warriors, and the geography.

The games objective is to increase the relative strength and prosperity of your tribe which is measured by different criteria, depending upon the type of tribe, and thus obtain points. Players try to obtain high average points per turn thus placing new players on a par with those who have been playing longer.

The Tribes of Crane may be entered for \$10.00 which includes the first three turns, a rule booklet, and all necessary material (except return postage). Thereafter, turns are \$2.50 each. If dissatisfied after the first turn, you may return the materials for a full refund. A rule booklet may be purchased separately for \$3.50.

Send to: **Schubel & Son**  
P.O. Box 214848  
Sacramento, CA 95821

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_





## BOOBY and the BEASTS

AN ILLUSTRATED VOLUME OF LAND SEA AND AIR MONSTERS, DEMONS, ROBOTS, PARASITES, AND MAGICAL AND TECHNO TREASURES, PLUS TABLES AND CHARTS TO AID WITH PLAY.

## THE NECROMICAN

A BOOK CONTAINING NEW AND USEFUL SPELLS 1ST - 12TH LEVEL, PLUS MANY NEW DEMONS FOR CONJURATION ARE INCLUDED, AS WELL AS CHARTS AND TABLES TO CREATE YOUR OWN DEMONS.

## MINI DUNGEON GEOMORPHS

CREATE YOUR DUNGEONS QUICKLY WITH THIS INVALUABLE PLAYING AID. INCLUDED ARE: TEMPLES, SHIFTING ROOMS, CAVERNS, ETC...

## MAGICAL AND TECHNOLOGICAL ITEM CARDS

THESE BEAUTIFULLY ILLUSTRATED CARDS WILL LEND A VISUAL DIMENSION TO YOUR CAMPAIGN. INCLUDED ARE: SWORDS, STAFFS, RINGS, AMULETS, WEAPONS OF ALL SORTS, AND MANY TECHNOLOGICAL WEAPONS AND GADGETS.

YOU'LL FIND THESE FINE PRODUCTS AND MORE AT OUR BOOTH WE'ER

## FANTASY ART ENTERPRISES

ten

10%

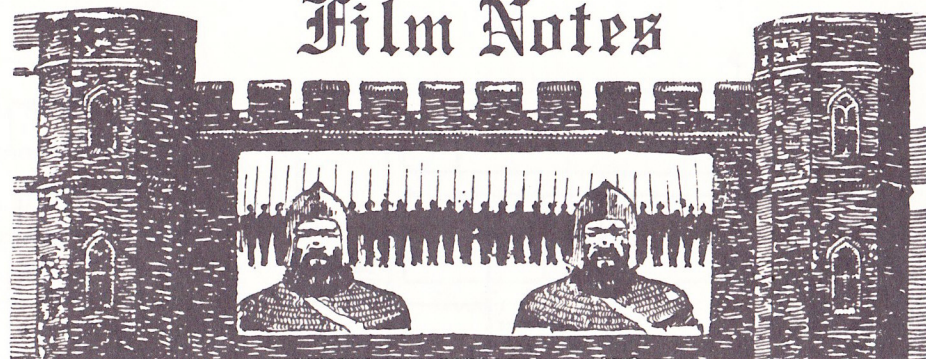
PRESENT THIS COUPON AT OUR TABLE AND RECEIVE 10% OFF OF YOUR TOTAL PURCHASE.

10%

ten

Have a good time at DunDraCon!

## Film Notes



The following films will be shown during the convention. Check the schedule for times.

**CHUSCHINGURA** Complete and uncut, the classic saga of the 47 ronin and their revenge. An excellent study of a non-European medieval culture.

**EL CID** Charleton Heston is the Cid, the "perfect warrior" of Spanish legend in this film of the reconquista of Moorish Spain.

**FIRST SPACESHIP ON VENUS** For all you Traveller buffs, here's a good look at a totally alien world.

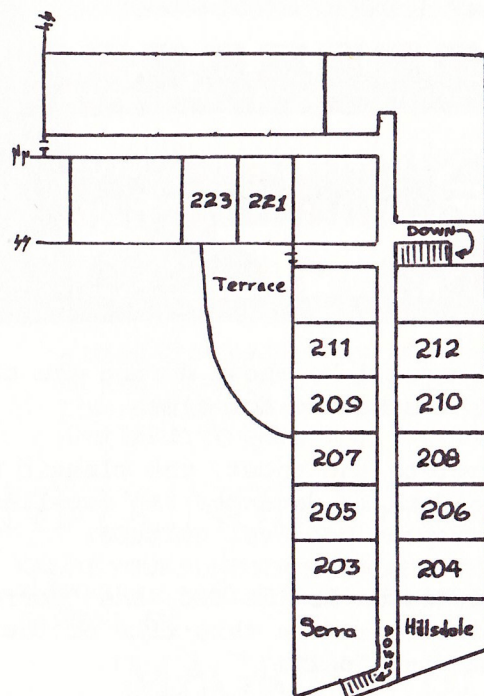
**5000 FINGERS OF DR. T** You want a mad doctor, a fair maiden in peril, a weird dungeon, a strange castle with odd goings-on? This is the film for you!

**THE THIEF OF BAGHDAD** Sabu stars in this tale from the Thousand Nights and A Night. A rarely-seen film with many excellent special effects, including a 100-foot tall genie.

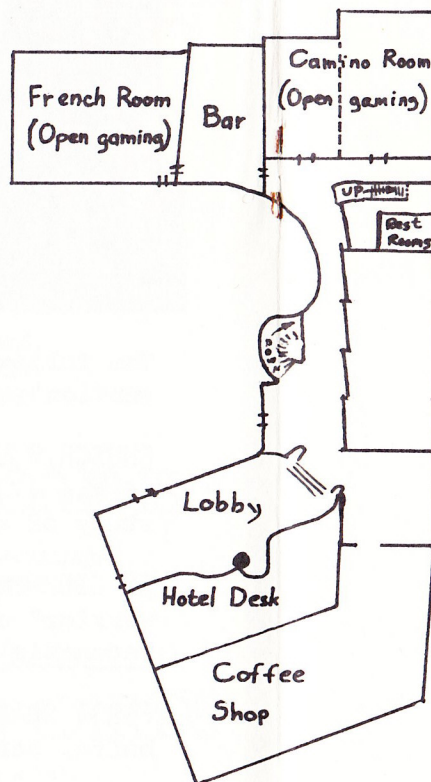
**VASEBALL** There's more than one way to have a strange encounter in the Marble Mountains, as you'll see in this animated film.

Also, as part of the seminar schedule, we will be showing two SCA fighting films ("Slow Motion Slaughter," courtesy of Hal Heydt, and "The Pennsic War," courtesy of Henric Olsgaard) and TO FLY AND TO FIGHT (courtesy USAF 4440 TFTG) with extensive shots of modern air-to-air combat, including a drag-racing B-52!

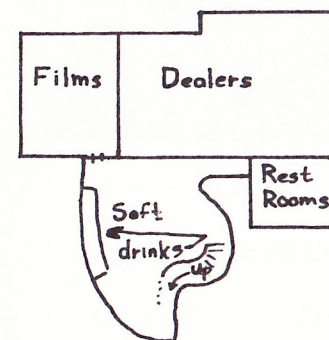




2<sup>nd</sup> FLOOR



MAIN FLOOR



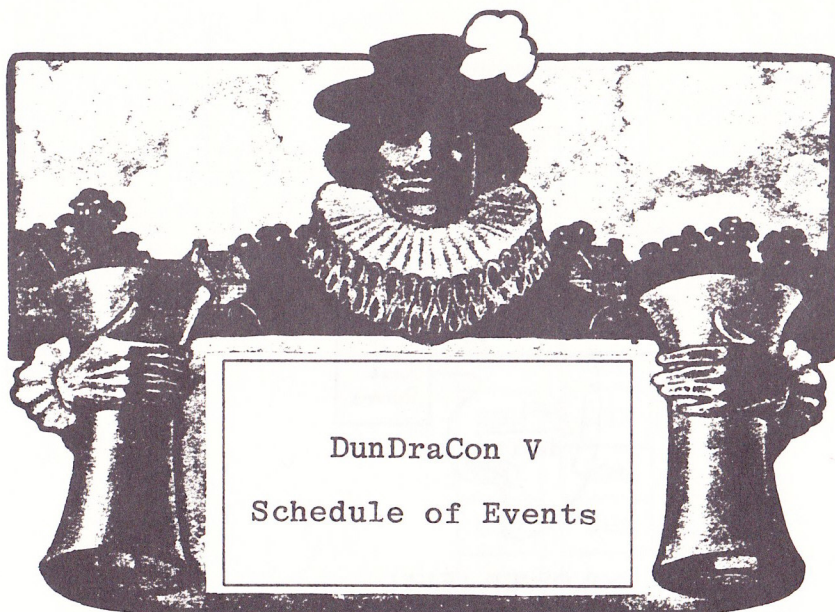
LOWER LEVEL

DunDraCon V

VILLA HOTEL

FEB. 16-18, 1980





Saturday, Feb. 16

8:00 a.m.

Doors open, registration begins.

9:00 a.m.

Dealers Room opens.

9:30 a.m.

List A for 10:00 a.m. Adventures must be in.

10:00 a.m.

SEMINAR: "Medieval Warfare," Terry Jackson, Room 203.

SEMINAR: "Advanced Figure Painting," Brian Duggan, Room 204.

ADVENTURE: (Melee/Wizard) "Zackmer's Sword Finders," Mike Wetzlich, Room 205.

ADVENTURE: (Superhero 2044) "Adventure at Amusement World," Charlie Luce, Room 206.

ADVENTURE: (Empire of the Petal Throne) "The Castle of Tarion the Silver," Bill Monroe, Room 207.

(Saturday, 10:00 a.m., cont.)

ADVENTURE: (Boot Hill) "Gunfight!" Barre Stadtner Room 208.

ADVENTURE: (RuneQuest) "Quest for the Thieflly Scrolls," Kay Shapero, Room 209.

ADVENTURE: (Bushido) "The Land of the Rising Sun," Steve Van Epps, Room 210.

ADVENTURE: (Traveller) "Breakout from the Belt," Steve Berndt, Room 211.

ADVENTURE: (AD&D/RQ) "The Demon's Realm," Bill Oliver, Room 212.

ADVENTURE: (RQ) "Teaching Scenario," Sherman Kahn, Room 221.

ADVENTURE: (D&D) "AnatevkaVille," Chris Elmore, Room 223.

12:00 noon

SEMINAR: "City Building for the Campaign," Anders and Barbara Swenson, Room 203.

SEMINAR: "Poisons, Venoms and Healing," Dr. William Voorhees.

SEMINAR: "Celtic Mythology," Stephen Abbot, Hillside Room.

SEMINAR: To Be Announced, Serra Room.

12:30 p.m.

ALL List A sheets must be turned in for the afternoon Adventures.

1:00 p.m.

SEMINAR: "Medieval Weapons Use," The Society for Creative Anachronism, Serra Room.

WAR! "Fantasy Miniatures Fight for Ghazni," Bill Voorhees and T.O. Green (playtest of Megiddo to Mortgarten rules), French Room.

2:00 p.m.

SEMINAR: "Traveller Problems and Questions," Shelton Yee, Room 203.

SEMINAR: "Whither Glorantha," Greg Stafford and Charlie Krank, Room 204.



(Saturday, 2:00 p.m., cont.)

SEMINAR: "An Introduction to Adventures in Fantasy," Dave Arneson, Hillsdale Room.

ADVENTURE: (D&D) "Trapped in Time," Birks and Weese, Room 205.

ADVENTURE: (Boot Hill) "6:10 to Fort Laramie," Pat Wells, Room 208.

ADVENTURE: (RQ) "Adventure of the Lunar Dream," Anders Swenson, Room 221.

ADVENTURE: (Traveller) "Quest for the Apocalypse," Chris Chalmers, Room 223.

2:30 p.m.

(Weather permitting) SCA Fighting Demonstration, Courtyard.

3:00 p.m.

SEMINAR: "Survival in an FRP World," Dave Hargrave, Serra Room.

4:00 p.m.

FILMS: VASEBALL, THE THIEF OF BAGHDAD, Film room, downstairs.

SEMINAR: "Basic Heraldry for Figure Painting," Bill Keyes, Room 203.

SEMINAR: "Basic Figure Painting," Margaret Shelly, Room 204.

ADVENTURE: (D&D) "Mistigar," Deanna Sue White, Room, 209.

ADVENTURE: (RQ) "Adventure of the Artifact," Barbara Swenson, Room 211.

TURN IN ALL LIST B SHEETS FOR EVENING AND SUN-DAY MORNING ADVENTURES!!

5:00 p.m.

Registration closes.

Dealers Room closes.

FILMS: "Science fiction and fantasy films, cartoons and oddiments via VHS," Owen and Eclare Hannifen, Hillsdale Room.

ADVENTURE: (Arduin) "Fallohyr," Carolyn Schultz, Serra Room.

(Saturday, cont.)

6:00 p.m.

ADVENTURE: (RQ) "RuneQuest Tournament 1-A," The Chaosium, Room 206.

ADVENTURE: (RQ) "RuneQuest Tournament 1-B," The Chaosium, Room 207.

ADVENTURE: (Arduin) "Welcome to Skull Tower," Dave Hargrave, Room 210.

ADVENTURE: (RQ) "The Village of Chaos," Michael Meyer, Room 212.

ADVENTURE: (RQ) "RuneQuest Tournament 1-C," The Chaosium, Room 221.

7:00 p.m.

FILMS: CHUSCHINGURA, part I. Film room, downstairs.

8:00 p.m.

ADVENTURE: (D&D) "Stop the Raiders!" Carl Mueller, Room 205.

ADVENTURE (Villains and Vigilantes) "Recover the Axe," Bill Keyes, Room 208.

ADVENTURE: (D&D) "The Jesters Palace," Hillary Powers, Room 211.

ADVENTURE: "Adventures in Fantasy," Dave Arneson, Room 223.

9:15 p.m.

FILMS: CHUSCHINGURA, part II. Film room, downstairs.

10:00 p.m.

ADVENTURE: (D&D) "Mission: IMPOSSIBLE!" Jason Ray, Room 203.

ADVENTURE: (Runes in Space) "Exploration Trip," Nicolai Shapero, Room 204.

ADVENTURE: (AD&D) "Exploration of the Under-city," Howard Cohen, Room 206.

ADVENTURE: (AD&D) "The Citadel That Time Forgot," Michael Mayeau, Room 207.

ADVENTURE: (D&D) "The Hold of Chornaya Gora," Andy Schmidt, Room 221.

ADVENTURE: (Traveller) "The Lucerne Transfer," Doug Garrett, Hillsdale Room.



(Schedule, cont.)

Sunday, Feb. 17

8:00 a.m.

ADVENTURE: (D&D) "The Village of Fear," Tom Vincent,  
Room 206.

9:00 a.m.

Doors open, registration begins.  
Dealers Room open.

10:00 a.m.

SEMINAR: "Finding the Holes in the Rules," Bill  
Keyes, Room 203.

SEMINAR: "Playing Your Character," Clint and Janet  
Bigglesstone, Room 204.

TOURNAMENT: Cosmic Encounters, Hillsdale Room.

TOURNAMENT: Dungeon, Serra Room.

ADVENTURE: (D&D) "The Lost Colonists," Gary Plana,  
Room 207.

ADVENTURE: (Traveller) "Breakout from the Belt,"  
Steve Berndt, Room 208.

ADVENTURE: (RQ) "Quest of the Ginna Jar," Bill  
Monroe, Room 209.

ADVENTURE: (Arduin) "Briarcastle," Mark Schynert,  
Room 210.

ADVENTURE: (Melee/Wizard) "Hack and Slash," David  
Dyche, Room 211.

ADVENTURE: (RQ) "Homestone," Al Dewey, Room 212.

ADVENTURE: (Melee/Wizard) "Zackmer's Sword Finders,"  
Mike Wetzlich, Room 221.

ADVENTURE: (Traveller) "The Mad Computer of  
Moughas," Shelton Yee, Room 223.

12:00 noon

LIST C must be turned in--RIGHT NOW!!

SEMINAR: "Castles," Richard Barnhart, T.O. Green,  
Shelly Monson, Room 203.

SEMINAR: "Computers and Role-Playing," Jeff Pimper  
and Chuck Cady, Room 204.

(Continued on page 28)



# Don't Look Now, but...

DunDraCon VI is only 12 months away!

Even now we're working to bring you a bigger,  
better and more enjoyable convention than  
ever before. There'll be...

DUNGEONS

SEMINARS

TOURNAMENTS

FILMS

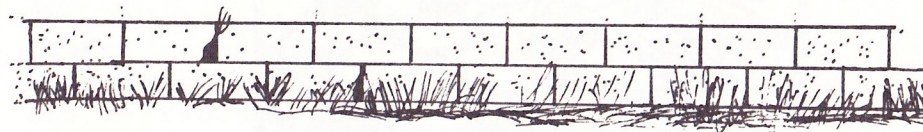
DEALERS

DEMOS

FUN

ENJOYMENT

We're accepting pre-registration signups on  
Sunday and Monday only. Hurry and take  
advantage of the DDC V-only low rate of  
\$7.50 for all three days of DunDraCon VI--  
and we'll see you again in 1981!





## Miniatures Contest

DunDraCon is proud to present what we hope will become an annual event--a contest for the best miniatures painting. There are several categories and a wide variety of interpretations. Prizes will be awarded on Sunday evening, and the figures will be on display in the Dealers Room throughout the convention.

If you are interested in participating in the contest, we are accepting entries up until 3:00 p.m. on Sunday. Entry forms are available at the Convention Registration Desk.

## Door Prizes

Drawings for door prizes will be held each day at 1:00 p.m. The convention registration numbers will be used, and you need not be present to win.

## Game Tournaments

Check the schedule for the starting times of the tournaments and sign up at the Adventure Registration Desk if you wish to play. This year's tournaments are:

Cosmic Encounters  
Dungeon



## Dealers

We wish to thank the many individuals and companies who have contributed their presence and products to DunDraCon V.

Archive Miniatures  
Automated Simulations  
The Bookstore That Time Forgot  
The Chaosium  
Chaotic Strategies  
Cybernautics  
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Excalibre Games  
Fantasy Art Enterprises  
The Fantasy Factory  
Flying Buffalo, Inc.  
Gamemasters Hobbies  
J. Tibbetts & Son  
Kit & Caboodle  
Light Brigade Hobbies  
Nova Graphics  
The Pewter Canvas  
Shubel & Son  
Space Station II  
Wee Warriors



(Official Adventures; continued from page 10)

Bushido

The Land of the Rising Sun      Van Epps

Empire of the Petal Throne

The Castle of Tarion the Silver      Monroe

Metamorphosis Alpha

The Swamp of Death      Davis

Superhero 2044

Adventure at Amusement World      Luce

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(Continued from page 24.)

Sunday (cont.)

1:00 p.m.

SEMINAR: "Medieval Weapons Use," The Society for Creative Anachronism, Serra Room.

TOURNAMENT: STOMP! The Chaosium, Hillsdale Room.

2:00 p.m.

SEMINAR: "Basic Figure Painting," Margaret Shelly, Room 203.

SEMINAR: "Science Fiction Games," Jeff Pimper, Room 204.

ADVENTURE: (AD&D) "Skytree and Stone Glade," Larry Ditillio, Room 205.

ADVENTURE: (RQ) "Search for the Abomination," Wayne Shaw, Room 206.

ADVENTURE: (RQ) "Castle Cleaning," T.O. Green, Room 211.

ADVENTURE: (Arduin) "The Tower of Exile," Stephen Paulsen, Room 221.

(Sunday, cont.)

2:30 p.m.

(Weather permitting) SCA Fighting Demonstration, Courtyard.

3:00 p.m.

SEMINAR: "World Building," Greg Stafford and Deanna Sue White, Serra Room.

4:00 p.m.

FILMS: EL CID, Film room, downstairs.

SEMINAR: "Oriental Weapons and Combat," Paul Porter, Room 203.

ADVENTURE: (RQ) "The Temple of the Lost Ones," Roger Land, Room 208.

ADVENTURE: (Boot Hill) "6:10 to Fort Laramie," Pat Wells, Room 210.

ADVENTURE: (D&D) "Anatevka," Chris Elmore, Room 223.

5:00 p.m.

Registration desk closes.

Dealers Room closes.

FILMS: "Science fiction and fantasy films, cartoons and oddments via VHS," Owen and Eclare Hannifen, Hillsdale Room.

ADVENTURE: (Arduin) "Fallohry," Carolyn Schultz, Serra Room.

6:00 p.m.

ADVENTURE: (RQ) "RuneQuest Tournament Finals," The Chaosium, Room 207.

ADVENTURE: (Spacequest) "UCS QUESTOR: Deep Space Explorer," Lee Orton, Room 209.

ADVENTURE: (RQ) "The Cave of the North Wind," Terry Jackson, Room 212.

8:00 p.m.

ADVENTURE: (Arduin) "Oak Tree Castle, Schynert and Winzer, Room 211.

ADVENTURE: (D&D) "The Search for the Hobbit Holes," Tim Russell, Room 221.

ADVENTURE: (D&D) "A Gate to Hell, Bob Narberes, Room 223.



(Sunday, cont.)

8:15 p.m.

FILMS: 5000 FINGERS OF DR. T, Film room downstairs.

9:45 p.m.

FILMS: FIRST SPACESHIP ON VENUS, Film room, downstairs.

10:00 p.m.

ADVENTURE: (RQ) "Slave Rescue," Cary Martin, Room 203.

ADVENTURE: (Metamorphosis Alpha) "The Swamps of Death," Skip Davis, Room 204.

ADVENTURE: (D&D) "Stop the Raiders!" Carl Mueller, Room 205.

ADVENTURE: (AD&D) "The Heart of Darkness," Howard Cohen, Room 206.

ADVENTURE: (Vortex) "Lost City of the Ancients," Bill Monroe, Room 210.

ADVENTURE: (Arena) "Win the Stasis Box," Paul Ritchie and Errol Otis, Serra Room.

12:00 midnight

ADVENTURE: (AD&D) "The House of the Count of Orlec," Bob Bowley, Room 208.

Monday, Feb. 18

8:00 a.m.

ADVENTURE: (Arduin) "Fallohyr," Carolyn Schultz, Room 207.

9:00 a.m.

Registration desk open.  
Dealers Room open.

10:00 a.m.

SEMINAR: "RuneQuestions," Steve Perrin, Ray Turney, others, Room 203.

SEMINAR: "Handling Players," Hillary Powers, Room 204.

(Continued on page 34)

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## A WORD OF THANKS...

A convention is put on by a lot of people. Some of them are obvious, many are not. If we acknowledged everyone individually, this would be a book, not a booklet. But we do want to say...

### THANKS!

To Jennie Fields and the Villa Hotel  
Management and Staff;

To Major Roger Curtis and the 4440th Tactical  
Fighter Training Group ("Red Flag");

To the Society for Creative Anachronism;

To Hal Heydt;

To Officer Bob Sola and the Daly City  
Police Cadets;

To Owen and Eclare Hannifen;

To Henric Olsgaard;

To all our overworked, under-appreciated  
gofers.

Thanks, one and all!

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Steve Perrin.....Adventures  
Jeff Pimper.....Film Program  
Hillary Powers.....SCA Liason  
Margaret Shelley.....Painting Contest  
Jeff Tibbetts.....Dealer Liason



(Continued from page 30)

Monday, 10:00 a.m. (cont.)

ADVENTURE: (AD&D) "Goblin Hold Assault,"  
Chuck Cady, Room 206.

ADVENTURE: (D&D) "The Dark Realm," Birks  
and Weese, Room 208.

ADVENTURE: (D&D) "Son of the Demon Empire,"  
Owen Hannifen, Room 209.

ADVENTURE: "RuneQuest Beginners Scenario,"  
Sherman Kahn, Room 210.

ADVENTURE: (D&D) "Rescue the Paladin,"  
Harry Smith, Room 211.

11:00 a.m.

FILMS: "The Pennsic War" (SCA fighting  
films, narrated by film maker  
Henric Olsgaard), Serra Room.

12:00 noon

SEMINAR: "Computer Game Design," Automated  
Simulations, Room 203.

FILMS: "Slow Motion Slaughter" (SCA  
fighting films, narrated by film maker  
Hal Heydt), Serra Room.

ADVENTURE: (Melee/Wizard) "Hack and Slash,"  
David Dyche, Room 205.

1:00 p.m.

SEMINAR: "Future War," (featuring TO FLY  
AND TO FIGHT, courtesy USAF 4440 TATC),  
Terry Jackson, Serra Room.

4:00 p.m.

WIND IT ALL UP AND GO HOME 'TILL NEXT YEAR!





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