

Dragons

game .

the game has no real board, D&D may be played in most places.

A session, the amount of time spent at one meeting, is also extremely variable. Theoretically, D&D has no ending, so time is determined by group members. An average group meets once a week for about three and one-half hours.

Boston, an avid D&D enthusiast, has been instrumental in recruiting new members to the game, and has developed additions and improvements to the basic system.

Dungeons and Dragons began its quest for audience approval around 1950. A little group known as the Castle and Crusade Society published a set of rules to an early version of the game. The group grew and prospered, leading others down the fantasy path.

In 1973 Dave Arneson and Gary Gygax experimented with the game. Gygax purchased the rights to the game and began TSR Hobbies, Inc., the largest promoter and supplier of D&D equipment.

Last year, the disappearance of a Michigan State University student was erroneously attributed to his acting out a D&D scenario. This single event acted as a catalyst for the game's popularity.

During this school year, another attempt was made to revive the war game club on campus. Through the ROTC, Carl Hulsewede organized the group and initiated weekly sessions.

Now you know the situation.

It's your move.

