

**FOR YOU PLAYERS WHO WONDER WHY SOME
CAMPAIGNS ARE GREAT, WHILE OTHERS JUST SUCK....**

**WHO CAN'T FIGURE OUT WHY SOME PLAYERS
ALWAYS SEEM TO HAVE MORE FUN GAMING....**

**AND FOR THOSE OF YOU JUST STARTING OUT IN ROLE-
PLAYING, WHO DON'T WANT TO GET STUCK IN A
CRAPPY GAME....**

HERE ARE SOME ANSWERS.

Inside this article you will find the information you need for getting the most fun out of role-playing games. This is not a collection of tired, worn-out tips telling you the best way to fight monsters, or what rifle works best in a zero-gravity environment. Leave that to authors who address specific games.

Instead, here you will get advice to help you survive REAL monsters – the crazy games and the odd, occasionally twisted GameMasters who run them. Here you will discover:

- what to look for in a **good** GameMaster.
- what types of bad games are out there, and what you can do to recognize and avoid them.
- how **you** can gain, and maintain, maximum enjoyment with your character by controlling your portion of the game.
- and how to create and run a character which will give you that control.

Written by a Player/GameMaster with over 26 years of gaming experience, this article tells you what others don't. How would you like a shot at understanding the way players and GameMasters think? What would you give to learn ways to make your character unique and interesting to **yourself**, as well as others? Finally, how about a step-by-step guide demonstrating the importance of, and specific techniques involved in, setting up goals and guidelines for your character?

Everyone wants to feel confident and heroic. Not all of us have the tools for that. But that's why lots of folks play role-playing games. Maybe that's why you've chosen role-playing. But no matter what the reason, why not make sure that your role-playing experience works for you? Lucky dice won't do it. Deluxe rare miniatures won't, either. And you do want to be successful in roleplaying. Because it's fun. And because, in the end, everyone wants to be needed. We all want to feel like we matter, like we make a difference, somewhere, to someone. Even if it is at a dinner table, over dice and snacks, twice a month.