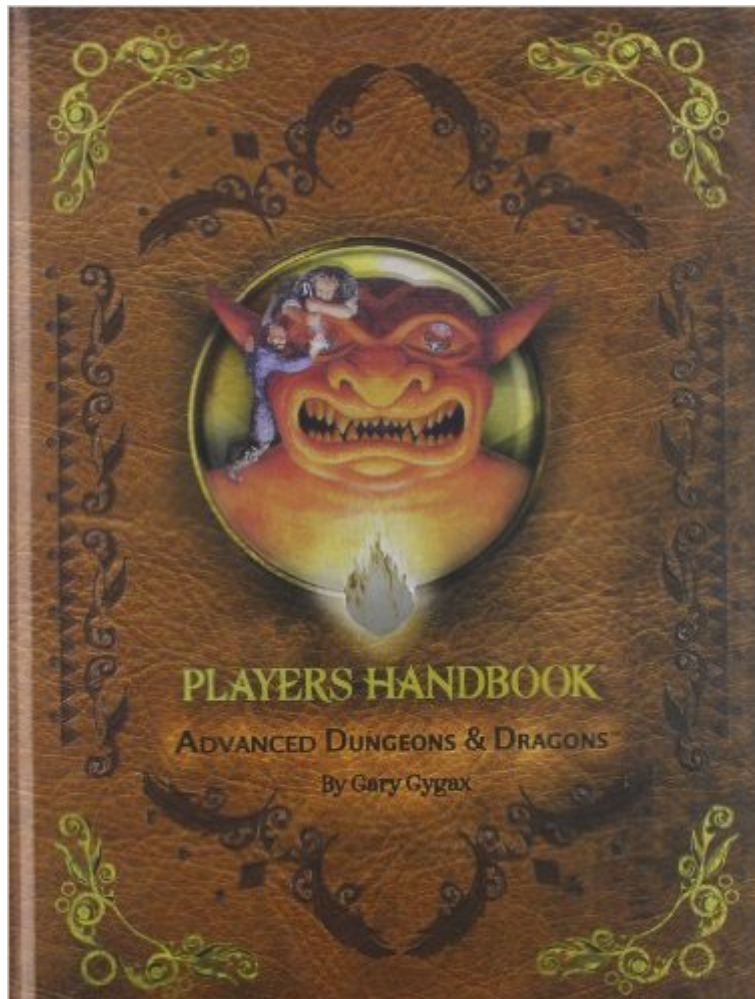


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# Advanced Dungeons & Dragons Players: Players Handbook



## Synopsis

WOCA02410 Players Handbook AD&D 1st Edition Premium by Wizards of the Coast Games In 1974, the world changed forever when Gary Gygax introduced the DnD role-playing game. The legacy of his innovative ideas and the extensive reach of his powerful influence can be seen in virtually every facet of gaming today. To help honor his work and his memory, we created limited-edition reprints of the original 1st Edition core rulebooks: the Monster Manual, Players Handbook, and Dungeon Masters Guide. These premium versions of the original ADnD rulebooks have been lovingly reprinted with the original art and content, but feature an attractive new cover design commemorating this re-release. Available in limited quantities as a hobby channel exclusive in North America.

## Book Information

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## Customer Reviews

I remember when the Players Handbook (PHB) 1st hit the open market. I was 17...it was a long awaited book. For Wizards of the Coast to bring back the 1st edition core books of Advanced D&D is a great moment. To do this in honor of its creator the late E. Gary Gygax (E.G.G.) is amazing and much appreciated. This edition of the Players Handbook is very high quality. It is well bound and will last far longer than the original publications from the 70's and 80's. The original manuscript is used, including all the mistakes & spelling errors that were included in the original texts. No kidding, they are again presented for your reading enjoyment and frustration. Oh yeah...I remember well working out the logic of what was written, versus what was intended. Over all this is simply a quality product. If you used to play the game...back in the day; thumbing through these pages are going to be a welcome stroll down memory lane. If you've never played 1st edition AD&D, here is where it all

began. Either way it will not disappoint.

All the original content from 1978 reprinted with the tools of 2012. Sturdy covers, gold gilt pages, a ribbon book mark. The pages are glossy, so mind your greasy fingers on the black-and-white art. Considering my 1985 copies are still serviceable, I'm \*hoping\* that this premium edition will provide another 30 years of gaming. To see side by side comparisons with the old books, check out Bill Silvey's review at [thedelversdungeon.com/](http://thedelversdungeon.com/) (posted 17 July 2012).

Those crazy thieves are still trying to steal the big eye gem from the devil shrine. Given that original printings of the PHB are nearly impossible to find at any price, these reprints are a welcome event. The contents of the original PHBs sometimes changed slightly over the many printings; this appears to be a reproduction of the last version. The text is equivalent to my old copy but the formatting is different and the font face is slightly different. Overall the layout is the same. It's strange to read through this in glossy paper. The binding is like the standard Wizards binding and the paper is the standard Wizards glossy paper--so good physical production and should last. While the book is not a photographic duplication, for the most part you'd have to do a careful side-by-side to notice anything. I haven't found any textual differences. The reproduced artwork is a little disappointing because it's not as clear and sharp as the original. Overall, though, it's a great blast from the past and still has a lot of interesting ideas and role playing tips from the guy who invented the whole enchilada. The book does have a page specification about the Gygas Memorial Fund, apparently the rationale behind the reprint.

1st Edition AD&D, this is the original "Players Handbook". It is well bound, has a nice string book marker and looks great. Yes, this is worth the upgrade. You can get used versions of this, but if you plan to play or would like a clean copy I recommend this. While you're at it get the DMG and MM too (Dungeon Master Guide and Monster Manual). There are times when the answer to the rules question you have is in the other book. They are a great read, entertaining. I love the variety of player classes and the fact they get XP (experience points) for doing different things. There are many old school gamer support sites and you should consider this game for your fantasy role playing game. To play you'll need some character sheets, dice, caffeine, snacks, friends, an adventure, and one of you to act as a game referee. You need this on your shelf. Even though I mostly play 2nd Edition, we have 1st and 2nd edition PCs in the same game.

I'm an old school player and DM who still has a group that plays every other week. We play 1st edition rules only (and have for a very long time). Our old 1st edition manuals are all falling apart and have so many notes, highlights, coffee/soda stains, etc. that they are barely recognizable from the original. Enter this gem of a purchase. Awesome reproduction of the original. The only problem I have with it is that I don't want to bring it to my game nights because I don't want to crease the spine or get Cheetos or Mountain Dew on the pages (while casting magic missile into the darkness). :) Great buy if you're an old school AD&D player. Add it to your collection. Stop using the PDF version on your iPad and get back to 70's/80's. :)

Not a whole lot to say that hasn't already been said, but this reprint is great looking and the binding seems really sturdy with lots of nice touches. As for the content, if you played this version of the game you know what's in here. The layout and presentation is logical and consistent and everything you need to know about creating a character is here. If you haven't played and are curious you can always download the free OSRIC book in pdf format and get an idea of what it's all about. My only quibble is the quality of the interior B&W artwork; this didn't seem to reproduce especially well. It's not as if they photo-copied the stuff, but the images seem overly dark and kind of "smudgy." That aside, it's a great trip down memory lane and you might still find some useful information or inspiration for your current games.

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