

### Frequently Asked Questions

*How can I explain Dungeons & Dragons to my son's/daughter's teacher or to other parents?*

Because Dungeons & Dragons is a relatively complex game, it may seem intimidating at first glance. Start by explaining that D&D is a game in which a group of players go on an adventure and solve problems as a team. You might add that D&D was the game that inspired many of today's most popular video games.

*How can kids learn how to play D&D?*

One of the easiest ways to learn is to start with the Dungeons & Dragons Basic Game, which lays out the rules in the simplest form. Another way is to learn from other D&D players. If you don't know other players, stop by your local game store to find out if they host D&D games. In addition, the D&D Core Rulebooks include introductions to the game.

*Why don't more females play D&D?*

D&D has tended to appeal more to guys, though there are a growing number of girls who play D&D.

*Why does Dungeons & Dragons feature fantasy art?*

Award-winning, original artwork is one of the things that makes D&D such a compelling game. And today, more than ever, fantasy-themed games, books and movies – from Harry Potter to Lord of the Rings – are popular with audiences of all ages. Some players like D&D because of the intricate fantasy art; others are purely focused on D&D's challenging game-play.

**“DUNGEONS & DRAGONS  
requires more imagination than  
video games, and it's cheaper, too.”**

*- New York Magazine*

For more information on  
Dungeons & Dragons,  
parents can contact  
Wizards of the Coast at

1-800-324-6496

or visit [www.wizards.com/dnd](http://www.wizards.com/dnd)

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## A PARENT'S INTRODUCTION TO DUNGEONS & DRAGONS®



**“...there's a lot to admire about D&D and  
what it can do for kids by encouraging them  
to read, do math, and think creatively.”**

*- The National Review*

## **DUNGEONS & DRAGONS®:** **A Pop Culture Icon**

DUNGEONS & DRAGONS® is widely considered one of the most creative and influential games ever made, inspiring bestselling novels, a highly rated animated television series, and a series of major motion pictures.

Among the millions of D&D players are many of today's most popular writers, actors, filmmakers, artists and electronic game designers, who describe D&D as imaginative, inspirational and a lot of fun!

Today, as many as four million people in the U.S. play each month, while millions more play worldwide. D&D has been translated into more than 16 languages, including Japanese and Russian, and is sold in over 50 countries.

We created this brochure especially for parents of DUNGEONS & DRAGONS players, so you can understand more about the game that your son or daughter enjoys, along with millions of others teens around the world.

### **A Brief History of DUNGEONS & DRAGONS**

In 1974, Dave Arneson and Gary Gygax came up with a revolutionary concept: a fantasy game in which players assume the roles of characters journeying through a magical world with medieval trappings.

This early version of DUNGEONS & DRAGONS, assembled around Gygax's kitchen table, required only dice, pencils, graph paper, and a few basic rules. At a local game convention in Lake Geneva, Wisconsin, D&D proved an instant bestseller.

Since that time, D&D has gone through several editions, and expanded its reach to stimulate the billion-dollar electronic gaming industry, but the essence of D&D has stayed the same. Three rulebooks, a set of dice, pen and paper and a few friends are all anyone needs to play a great D&D game.

#### **How do you play?**

Dungeons & Dragons is simply interactive storytelling. Players gather together in one room to take part in an imaginary adventure that often involves exploring a castle or dungeon, defeating monsters and discovering treasure. One player takes on the role of narrator and rulekeeper, or "Dungeon Master." He or she describes to the others what they're seeing or hearing during the course of the game.

D&D players begin a game by creating their own unique characters. Players choose a "race," such as a human, elf or dwarf and an occupation, or "class," such as fighter or rogue. Players then roll a series of dice to determine other attributes, such as intelligence, strength and appearance.

Once a party of characters is formed, the Dungeon Master leads the group through the story line, usually over a series of sessions. As characters journey through various lands, they search for hidden treasures while battling menacing monsters with their own brains and brawn. Players can respond to challenges individually or as a group, but most often they confront and solve problems together using strategic thinking and teamwork.

#### **How do you win?**

Everyone's a winner in D&D, since the purpose of a game is really to accomplish a mutual goal, such as finding lost treasure or liberating a captive village. The game continues to appeal to an ever-increasing population of fans because the focus is not on competition, but instead on imagination and narrative.

#### **Why Play D&D?**

*It's smart...*

Reading and math are both a big part of D&D. Also, players need to do a lot of problem solving and strategic thinking to get through an adventure successfully, including using everyone's unique skills to accomplish a single task.

*It's social...*

While watching TV and playing video games are often done alone, D&D is a very social activity. Face-to-face play helps teens develop social skills and build confidence.

*It's the real thing...*

Many of today's most popular video games were inspired by D&D. Unlike most electronic games, however, D&D allows players to create their own worlds and characters. D&D is as limitless as a player's imagination.

*"The power of D&D is that it is a group storytelling session. Teens create their own characters and get to know more about each other and about themselves as their characters explore the world that you, as the Dungeon Master, set before them. D&D lets teens collaborate on a common goal in a way that is rare today."*

*- Nikol Price, Youth Librarian*

