

## Special Thanks To:

A vast work like the AD&D® 2nd Edition game doesn't spring into being from nothing. Especially not in this case, since this is the 2nd Edition of the game. The AD&D game owes its existence the efforts of many people.

The AD&D game probably never would have existed without the work of Gary Gygax and Dave Arneson. Together they introduced the world to the concept of role-playing games. Their efforts resulted in the DUNGEONS & DRAGONS® game, forerunner of the AD&D system. Gary Gygax then went on to be the principal creator and guiding force of the AD&D rules. His particular vision set the standards for what the ADVANCED DUNGEONS & DRAGONS® game was—and what it wasn't.

A game such as the AD&D game, or any role-playing game, is much more than the work of just one man. Many others have written rule books, contributed ideas, playtested, criticized, and added their own personal interpretations of what the game is. For their efforts, they too deserve credit. New rule books were written by David "Zeb" Cook (*Oriental Adventures*), Jeff Grubb (*Manual of the Planes*), Tracy Hickman (*DRAGONLANCE® Adventures*), Kim Mohan (*Wilderness Survival Guide*), Douglas Niles (*Dungeoneer's Survival Guide*), Jim Ward (*Legends and Lore, GREYHAWK® Adventures*), and Margaret Weis (*DRAGONLANCE® Adventures*).

Over the years, there have been many people who have written rules, edited manuscripts, offered suggestions, and playtested. With an undertaking as large as the AD&D game, this list is long,

but each of these people deserves mention for his or her efforts. While there is not enough space to mention exactly what each person did, each has been important to the development of the game. Mark Acres, Peter Aronson, Jim Bambra, Brian Blume, Mike Breault, Mike Carr, Sean Cleary, Troy Denning, Michael Dobson, Jean-Louis Fiasson, Joe Fischer, Ed Greenwood, Ernie Gygax, Luke Gygax, Mary Gygax, Allen Hammack, Neal Healey, Kevin Hendryx, J. Eric Holmes, Tom Holsinger, Jake Jaquet, Harold Johnson, Timothy Jones, Tim Kask, Jeff Key, Tom Kirby, Rick Krebs, Rob Kuntz, Terry Kuntz, Dave LaForce, Len Lakofka, Jeff Leason, Alan Lucion, Francois Marcela-Froideval, Steve Marsh, Dave Megarry, Frank Mentzer, Tom Moldvay, Roger Moore, Mike Mornard, Graeme Morris, Bruce Nesmith, Schar Niebling, Will Niebling, Erol Otus, Jeff Perrin, Penny Petticord, Jon Pickens, Mike Price, Pat Price, Jean Rabe, Paul Reiche III, Gregory Rihn, Tom Robertson, Evan Robinson, John Sapienza, Lawrence Schick, Doug Schwegman, Carl Smith, Curtis Smith, Ed Sollers, Steve Sullivan, Dennis Sustare, Dave Sutherland, Dave Trampier, Don Turnbull, Jack Vance, Jean Wells, Tom Wham, Mike Williams, Skip Williams, and Steve Winter all deserve a share of the credit.

Even so, the list of those to thank is not complete. It can never be complete. The AD&D game is continually evolving—each player and each DM adds his own touch to the whole. No list of special thanks can be complete without recognizing the most important contributors of all—the millions of players who, over the years, have made the AD&D game what it is today.