

A GUIDE TO *Playing* DUNGEONS AND DRAGONS



Create your character



Pick a race and class for your character



Choose an adventure from the book



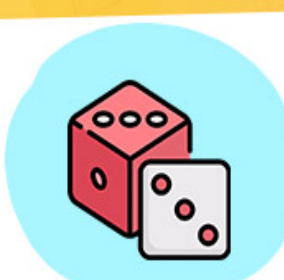
The dungeon master describes the scenario of the chosen adventure



Use your imagination to decide what your character will choose to do



Roll the dice to determine if your character succeeds or fails



Each player will take turns and incorporate their imagination to complete the conquest

