NUMBERED CIRCLES REPRESENT STRATEGY GAME COMPLEXITY ON A SCALE OF 1 TO 10.

The Avalon Hill Games/Parts Price List

THIS IS a complete listing of all current games and their parts listed in group classifications. Parts which are shaded do not come with the game, but are variants and/or accessories to the game. Discontinued Avalon Hill games are listed on the last pages of this booklet.

HOW TO ORDER: Using the enclosed postage-paid Order Envelope, list the specific item(s) and price(s) in the spaces provided. If you are ordering an entire game, ignore the costs of the parts. If you do not have an Order Envelope, a blank piece of paper will suffice. In each case, please add up your order for a total cost figure. (Please: no questions should be written on orders to be processed.) No merchandise can be shipped on a C.O.D. basis, so you must pay in one of the following ways:

- a) CREDIT CARD: give us your credit card number, expiration date, and name of the cardholder, for AMERICAN EXPRESS, MASTER CARD, VISA, or CHOICE. No other credit cards are accepted. The order envelope provides spaces for you to write in this information.
- b) TOLL FREE PHONE: Avalon Hill will accept charges against the above four credit cards on a phone-in order. This call is FREE. Call: 1-800-638-9292, Operator #1. This TOLL FREE number is provided for your credit card purchases only. We are sorry, but our operators cannot supply you with other information.
- c) CHECK OR MONEY ORDER: USA residents: please send us a check or money order for the total amount plus 10% postage. For example, if your total order comes to \$6.25, your postage would be \$.63, so your payment would be \$6.88 total. See postage charges printed elsewhere on this form for foreign postage costs. Do not send cash money; we cannot be responsible for loss of cash in transit. Please retain your canceled check or money order stub until your order has been received.

FILL OUT ORDER ENVELOPE: Be sure to include your name and shipping address, including apartment number and zip code in all appropriate places. Use an indelible ball-point pen.

HOW WE SHIP: We normally ship within 4-7 days of receipt of your order, however this will vary depending upon the time and season of the year. United Parcel Service (UPS) will be used whenever possible, so be sure someone is home to sign for your package, otherwise request your order by Parcel Post (PP). Third Class Mail is used on all packages less than one pound. APO, FPO, and P.O. Box Addresses will be sent by Parcel Post. If you should have a preference for one method of shipment, please state this on your order. Be sure to add proper postage charges shown on the Postage

Chart to your payment (such charges are added automatically to credit card purchases).

IN A RUSH? We can cut the red tape and handle your credit card purchase on a SPECIAL basis, with minimal delay. This IN HOUSE service will cost \$1.00 extra and guarantees that your order will be given priority. Simply ask for our "SPECIAL SERVICE". For an even faster service, we can send by AIR MAIL. These additional charges will be added to your charge slip. Ask for "SPECIAL AIR MAIL SERVICE".

COMPLETE GAME CATALOG\$1.00

CHANGING YOUR ADDRESS?

If you are moving in the period for which you expect delivery of this merchandise, please specify an alternate mailing address as we often have to make several delayed shipments when items are temporarily out of stock.

WE WILL PHOTOSTAT OUT OF PRINT PARTS AND MAGAZINE ARTICLES: Specify item(s) on separate sheet or order envelope, include \$1.00 per page—\$5.00 minimum per photostatic order. Postage rates apply. "The Avalon Hill General and Company Index" will assist you in finding out what has been available in the past.

POSTAGE COUPONS: Subscribers to The General and All-Star Replay receive FREE in most issues a postage coupon good for \$1.00 toward the postage required with every mail order for game purchases only.

THE ELITE CLUB: The Elite Club Membership is available to you when you make a one time purchase of six (6) different AH games by mail order. When you receive your games you will also get a discount tab full of coupons. These discount coupons are worth \$1.00 off the purchase price of future games you buy from Avalon Hill, for the rest of your life. The Elite Club is an investment for a fun future of gaming.





PUZZLE STICKS



A New Concept from The Avalon Hill Game Company

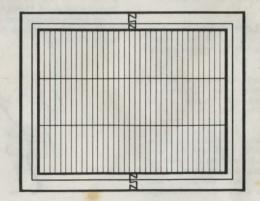
What in the world are PUZZLE STICKS?

PUZZLE STICKS are the only new puzzle idea to be patented in several decades! They're a bundle of intriguing sticks with a mysterious code on both sides. To solve one of these multi-solution puzzlers calls for a keen sense of perception. Your eye must single out related shadings and density of print. To make a whole out of seemingly unrelated parts containing minute bits of information is the challenge. Each individual stick is almost exactly alike. Since each puzzle has more than one solution, the PUZZLE STICKS player must soon decide which picture to attempt first. And once complete, the picture on the other side might be hopelessly scrambled. An interlocking frame is included in each package.

We believe this to be just the sort of challenge demanded by Avalon Hill devotees; namely mind benders that are ambiguous, paradoxical, perplexing and deceptive, yet colorful and complex.

Each PUZZLE STICK & PUZZLE STICK GAME comes complete with box, rules, puzzle and interlocking frame.

★ GIBSON GIRLS Two drawings of the late famous American artist, Henry Dana Gibson, have been transformed optical illusionary works. See if you can find these beauties amongst the scrambled sticks.	PRICE \$6.00
★ PRESIDENTIAL MUNCHIES Gone are the years of the humble jelly bean, thanks to the American voters! What's that peadoing in the jar of jelly beans?	s6.00
★ HANDSCAPES With this montage of entangled hands, the trick is to get the correct fingers on the correct hands.	\$6.00
* AUGUST FRUIT Two bowls of fruit. Your job is to determine which fruit goes into which bowl.	\$6.00
★ WIND, WHEELS, & STEAM PUZZLE STICK GAME Six strikingly beautiful antique vehicles are hiding among a bundle of mysterious two-sided sti to provide the most stimulating challenge any puzzle could offer.	cks \$6.00
★ THE BUCK STARTS HERE PUZZLE STICK GAME Put the dollar bills together and add them up. Now improve on it. And again. There are 3 differ solutions.	rent \$6.00
★ PUZZLE STICK POKER GAME A bundle of two-sided sticks becomes two community poker hands usable in a variety of pogames.	ker \$6.00



SCIENCE FICTION GAMES

Mapboard: 8.00

* FREEDOM IN THE GALAXY (4) (7) & (10)
Science-fiction fantasy thriller of an uprising in a

galaxy in the far, far-flung future.	Rules: 3.00 Counters: Section No. 1: 3.00 Section No. 2: 3.00 Galactic Guide: 3.00 Set of Player Cards: 7.50 Charts & Tables Card: 2.00
	Track Record Card: 2.50
* DOWN WITH THE KING (5) A political fantasy game set in the hypothetical kingdom of Fandonia. Players take the role of Fandonian nobles and try to overthrow the King. If treachery and intrigue are what you know best, this one's for you. For two to six players.	\$11.00 PARTS Rules: 4.00 Set of Playing Aid Cards: 3.00 Event Cards: 4.00 Record Pad: 2.50 Counters: 3.00
AMOEBA WARS 4 16.00 Mapboard 8.00 Counters: (2) EA. 3.00 Rules 3.00	MAGIC REALM 9
Player Aid Card Set 2.50 Power Rating Card 2.50	Rules 4.00 Major Counters 3.00 Minor Counters 3.00
ALPHA OMEGA (4) 14.00 Mapboard 8.00 Rules 3.00 Ship Counters 3.00 Identification Counters 3.00	Treasure Spell Cards 2.00 Personal History Pad 3.00 Treasure Set-Up Card 1.00 Character Cards Deck 2.50
Log Pad 2.50 Game Tables Card 1.00	PLANET MINERS (See Microcomputer Games Section) Cassette
(See Microcomputer Games Section)	Diskette
Cassette 16.00 Diskette 21.00	STARSHIPTROOPERS (5) 16.00 Mapboard 8.00 Rules 4.00
DUNE ③ 16.00 Mapboard 8.00 Rules 3.00 Leader Counters 3.00 Spice & Combat Counters 3.00	Alien Counters 3.00 Terran Counters 3.00 Map/Roster Pad 2.50 CRT 1.00
Character Shields: (Specify by Character) EA. 1.00 Player Aid Pad 3.00 Combat Wheel w/Pin 1.50 Spice/Treachery Cards Set 3.00	UFO ① 6.00 Mapboard 6.00 Rules 2.00 Counters 3.00
EMPIRE OF THE OVERMIND (See Microcomputer Games Section) Cassette	WITCHCRAFT KIT
LORDS OF KARMA (See Microcomputer Games Section) Cassette	WIZARD'S QUEST 1 16.00 Mapboard 8.00 Rules 2.00 Counters 3.00 Petition Cards Set 3.00



Strategy/Wargames from Avalon Hill

* PANZE	RARME	EE AFRIKA	(5)		
		I historical		of	Field
Marsha	al Erwin	Rommel's de	esert exploits		

*STORM OVER ARNHEM 3

An historical recreation of the bloody World War II battle for the strategic Belgian-German border town.

*FURY IN THE WEST 4
Remake of Battleline game recreating Civil War battle of Shiloh. Limited piece density and emphasis on stragglers make this a simple yet unique game.

GI ANVIL OF VICTORY: Available at Origins, July 1982.

* STRUGGLE OF NATIONS (1)
Napoleon's last hurrah in his final campaigns beginning 1813.

* GUNSLINGER (5)

Recreation of the exploits of famous gunfighters of yesteryear, including Wyatt Earp, the Daltons, Wild Bill Hickok, the James Gang and more.

*CIVILIZATION 3
A game of the "heroic age" where societies give birth to advanced civilizations in their quest for territorial dominance.

PRICE \$16.00

\$16.00

\$15.00

\$21.00

\$20.00

\$24.00

PARTS
Mapboard: 8.00 Rules: 3.00
Counters: 3.00
Terrain Effects Chart: 2.00

PARTS
Mapboard: 8.00 Rules: 3.00
Counters: British: 3.00 German: 3.00

PARTS
Mapboard: 8.00 Rules: 4.00
Player Aid Card: 1.00
Counters: 3.00
Strength Record Chart:
Confederate: 1.00 Union: 1.00

PARTS
Mapboard: 8.00 Rules: 5.00
Counters: Combat: 3.00 Leader: 3.00
Organizational Chart Card:
French: 2.00 Allied: 2.00
Scenario Folder: 5.00
Turn Record/Reinforcement
Track Card: 3.50
Allied Organization Display: 4.00
French Organization Display: 4.00
Chart & Tables Folder (2): 3.00 each

PARTS
Mapboards (8): specify by letter 12.00
Rules: 3.00 Counters: 3.00
Set of Action/Result Cards: 8.00
Set of Player Aid Cards: 4.00
Legend Pad: 3.00

PARTS
Mapboard: 8.00 Rules: 3.00
Counters: Italian/Asian: 3.00
Allyrian/Egyptian: 3.00
Thracian/Babylonian: 3.00
African/Assyrian: 3.00
Cretian: 3.00
Archeological Succession Table Card: 2.50

Set of Trade Cards: 5.00 Set of Civilization Cards: 5.00 Player Mats (7): 3.00

AFRIKA KORPS ② Mapboard Counters	8.00 3.00	ALEXANDER (5) Mapboard Rules	8.00 3.00	Rules Counters: Arab, Israeli EA. CRT Charts Folder	3.00
Rules TRC	1.00	CRT		ASSAULT ON CRETE/MALTA (5)	16.00
Situation Card		ANZIO '74 4	14.00	Mapboard: Maleme Georgeopolis	3.00
AIR FORCE 6		Rules Counters: Gr. Allied EA.	4.00	Panormon	3.00
Rules	4.00	Playing Aids Card Set (6)	1.50		4.00
Counters		ARAB-ISRAELI WARS (8) Mapboard: A,B,C,D EA.	16.00	Player Aid Charts BISMARCK 4 Search Board EA.	16.00

Strategy/Wargames Continued

Battle Board	5.00	CRESCENDO OF DOOM (9)	16.00	Rules	4.0
Rules	4.00	Mapboard #6, #7 EA.	3.00	Counters	
Counters	3.00	Counters:	0.00	Formation Markers	
Range Finder / Movement Guide	1.00	French Infantry	3.00	CRT/OB Cards Set	
Playing Aids Card Set	2.00	British Infantry	3.00	Only ob cards set	Have by
Log Pad		Neutrals Armor & Ordnance	3.00	GLADIATOR (4)	9.0
Man and the same of the same o	4.50		3.00	Mapboard	4.0
		French Armor & Ordnance		Counters	3.0
Includes two variant mapsheets and \	701. 10,	British Armor & Ordnance	3.00	Rules	3.0
#2 of the General.		British Armor		Log Pad	
BLITZKRIEG (6)	16.00	Rules		Plastic Stands	3.0
Mapboard	8.00	Scenario/Crt Card Set		_	
Red Troop Counters	3.00	Series 200, Pad of 10	4.00	GUNS OF AUGUST (5)	
Blue Troop Counters	3.00	Rogue Scenarios, Pad of 12	4.00	Mapboard	8.0
Rules	4.00	DAUNTLESS (7) '81 Rev. Edition	16.00	Counters (2)	
Attrition Table Card		(Must have AirForce game to Play)		Rules	
O/A Card Set		Rules	4.00	Playing Aid Cards Set (2)	. EA. 2.0
Time Record Card	1.00	Airplane Data Cards Set	6.00	HITLAND (6)	42.0
Time necord data	1.00	Counters (Allied, Japan) EA.	3.00	JUTLAND (6)	13.0
BATTLE OF THE BULGE (2) '81 Edition	16.00	Log Pad	2.50	Rules Control Form Control TRO	4.0
Mapboard	8.00	Lograd	2130	Set of Task Force Cards: TRC/	
Rules	4.00	D-DAY (2)	14.00	Gunnery Tables (4)	
Unit Counters	3.00	Mapboard	8.00	Counters: British. Ger.	
Utility Counters	3.00	Counters	3.00	Range Finder/Area Markers	
O/B Cards Set		Rules	3.00	Maneuver Gauge	
Playing Aids Card	2.00	Time Record Card	1.00	Hit Record Pad. Brit., Ger.	.EA. 25
		CRT	1.00	KINGMAKER (7)	16.0
CAESAR ALESIA (4)	14.00			Mapboard	8.0
Mapboard	8.00	DIPLOMACY (3)	17.00	Rules	
Rules	4.00	Mapboard	8.00		
Roman Troop Counters	3.00	Rules	4.00	Counters	
Gallic Troop Counters	3.00	Basic Rules Sheet	1.00	Crown Cards Deck Event Cards Deck	
CRT	1.00	Play-By-Mail Sheet	1.00	Variant Event Cards	3.0
Offboard Movement Chart	1.00	Fleets & Armies (Complete Set)	4.00		
CAPCADIC I FOIDNE	12.00	(Plastic Color Co-ordinated)		Variant Event Cards come wi	
CAESAR'S LEGIONS (5)	13.00	Set of 7 Conference Maps	2.00	further information see General \	/ol. 14 #2
Mapboard	8.00	Gamers Guide	4.50	THE LONGEST DAY (8)	65.0
Rules			00.00	Mapboard: A-Cherbourg	3.0
Con. Movement & Ambush Card	1.00	FLAT TOP '81 Edition (10)	22.00	B—Countances	
Roman Troop Counters		Mapboard	12.00	C—Saint Lo	
German Troop Counters		Rules		D—Caen	
Set of Tactical Maneuver Cards	1.00	Ammunition Pad	2.50	E—Cabourg	
CHANCELLORSVILLE (4)	14.00	Counters:	0.50	F—Avranches	
Mapboard	8.00	Allied		G—Argentan	
Rules	4.00	Japan		Utility Half-sheet Counters	
TRC/OB Card	1.00	Info Counters	3.00	Utility Sheet Round Counters	
CRT/TEC Card	1.00	Air Record Pad		American Counters	
Counters	3.00	Playing Aids Card Set	3.00	British Counters	
		Air Operations Chart	4.00	German #1 Counters	
CIRCUS MAXIMUS (3)	9.00	FORTRESS EUROPA (7)	16.00	German #2 Counters	
Boards 1, 2, 3 EA.	3.00	Mapboard	8.00	Rules	
Unit Counters	3.00	Allied Counters		Allied Landing Schedule/	
Rules Manual	3.00	German Counters	3.00	Scenario #1 Card	2.0
Chariot Racing Pad	2.50	Rules	4.00	Allied Entry Track/	
		Playing Aid Card Set	4.00	Scenario #2 Card	2.0
CDOCC OF IDON					
CROSS OF IRON 9	16.00	AND DESCRIPTION OF THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN THE PERSON NAMED IN COLUMN TWO IS NAMED IN THE PERSON NAME		German Entry Schedule/	
Gameboard #5	3.00	FRANCE 40 (4)	14.00	German Entry Schedule/ Scenario #3 Card	2.0
Gameboard #5	3.00	AND DESCRIPTION OF THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN THE PERSON NAMED IN COLUMN TWO IS NAMED IN THE PERSON NAME	14.00 8.00	Scenario #3 Card	
Gameboard #5 Counters: Infantry A	3.00	FRANCE 40 (4)	8.00 3.00	Scenario #3 Card Cherbourg/Scenario #4 card	2.0
Gameboard #5 Counters: Infantry A Infantry B	3.00 3.00 3.00	FRANCE 40 (4) Mapboard Counters. Rules	8.00 3.00	Scenario #3 Card Cherbourg/Scenario #4 card Combat Results Tables Cards	2.0
Gameboard #5 Counters: Infantry A Infantry B Artillery	3.00 3.00 3.00 3.00	FRANCE 40 (4) Mapboard Counters	8.00 3.00	Scenario #3 Card Cherbourg/Scenario #4 card Combat Results Tables Cards Terrain Effects Chart Cards	3.0
Gameboard #5 Counters: Infantry A Infantry B Artillery German Vehicle	3.00 3.00 3.00 3.00 3.00	FRANCE 40 (4) Mapboard Counters. Rules	8.00 3.00 2.00	Scenario #3 Card Cherbourg/Scenario #4 card Combat Results Tables Cards Terrain Effects Chart Cards Game Box (Empty)	2.0 3.0 3.0 6.0
Gameboard #5 Counters: Infantry A Infantry B Artillery German Vehicle Russian Vehicle	3.00 3.00 3.00 3.00 3.00 3.00	FRANCE 40 (4) Mapboard Counters. Rules Campaign Analysis	8.00 3.00 2.00 2.00	Scenario #3 Card Cherbourg/Scenario #4 card Combat Results Tables Cards Terrain Effects Chart Cards	2.0 3.0 3.0 6.0
Gameboard #5 Counters: Infantry A. Infantry B. Artillery German Vehicle Russian Vehicle Rules	3.00 3.00 3.00 3.00 3.00 3.00 4.00	FRANCE 40 (4) Mapboard Counters Rules Campaign Analysis O/B Cards Set	8.00 3.00 2.00 2.00 2.00 1.00	Scenario #3 Card Cherbourg/Scenario #4 card Combat Results Tables Cards Terrain Effects Chart Cards Game Box (Empty)	2.0 3.0 3.0 6.0
Gameboard #5 Counters: Infantry A Infantry B Artillery German Vehicle Russian Vehicle Rules Scenario Cards/CRT Set	3.00 3.00 3.00 3.00 3.00 3.00 4.00 3.00	FRANCE 40 4 Mapboard Counters Rules Campaign Analysis O/B Cards Set Dyle Plan Folder CRT Sheet	8.00 3.00 2.00 2.00 2.00 1.00	Scenario #3 Card Cherbourg/Scenario #4 card Combat Results Tables Cards Terrain Effects Chart Cards Game Box (Empty) LUFTWAFFE (3)	2.0 3.0 3.0 6.0 16.0 8.0
Gameboard #5 Counters: Infantry A. Infantry B. Artillery German Vehicle Russian Vehicle Rules	3.00 3.00 3.00 3.00 3.00 3.00 4.00	FRANCE 40	8.00 3.00 2.00 2.00 2.00 1.00	Scenario #3 Card Cherbourg/ Scenario #4 card Combat Results Tables Cards Terrain Effects Chart Cards Game Box (Empty) LUFTWAFFE Mapboard	2.0 3.0 3.0 6.0 16.0 8.0 EA. 3.0

ITEMS printed on a shaded area do not come with the game; they are accessories and/or variants, only, and available only from Avalon Hill direct.

*New for 1982

Aerial Combat Results Sheet	1.00
Target Pad	2.50
MACHIAVELLI (4)	14.00
Mapboard	8.00
Mapboard	4.00
Power Counters 8935031/32	3.00
Power Counters 8935035/36	3.00
Log Pad	2.50
Game Tables Card	1.00
MIDWAY (3)	16.00
Mapboards: Search & Battle EA.	4.00
Counters: Ship & Battle EA.	3.00
Rules	4.00
Log Pad	2.50
Search Board Screen	1.00
Search Board Screen	6.00
Includes Counters & Maps	
Rules Documented in:	
Wargamer's Guide to Midway	4.50
and General Vol. 15, #5 (out of stock)	
Mapboard	14.00
Mapboard	8.00
Rules	2.00
Wooden Counters Set	7.00
Allied & Fr. Battle Card EA.	1.00
ORIGINS (1)	14.00
Mapboard	8.00
Counters: US, BRT, FR, GR, RUS EA.	3.00
Rules	3.00
Nat. Obj. Card EA.	1.00
Historical Objective Card EA.	1.00
	1100
PANZERBLITZ 6	16.00
Mapboards: 1,2,3EA.	3.00
Counters: Ger. & Rus	3.00
Rules	2.00
Campaign Analysis	2.00
Situation Cards	2.00
Combat Chart Sheet	1.00
Wargamer's Guide	4.50
PANZERLEADER (7)	16.00
Mapboard: A,B,C,D EA.	3.00
Rules	4.00
Counters: Ger. Allied EA.	3.00
Scenario/CRT/TEC Card Set.	2.00
Panzerleader Variant Kit	5.50
Includes Vol. 15 #2 of the General	al with
counters.	AT WHILIT
RICHTHOFEN'S WAR (5)	14.00
Mapboard	8.00
Rules	2.00
Briefing Manual	2.00
Scenario Cards Set	2.00
Counters	3.00
Log Pad	2.50
Target Damage Table Sheet	1.00
Target Damage Table Sheet	4.00
	s with
Richthofen Maneuver Card set come	
Richthofen Maneuver Card set come rules—for further information see Gene 14 #4.	ral Vol.

RUSSIAN CAMPAIGN 4	14.00	US/Russian 3	3.00
Mapboard	8.00		3.00
	4.00	1901 nevised ord neith update kit 9	1.00
Counters	3.00	(Includes rules, mapboard and situation car	ds)
German O/B Chart	1.00	TOBRUK (7)	.00
Russian O/B Chart	1.00		.00
SAMURAI (6)	14.00		.00
Mapboard	8.00		.50
Counters	3.00		.00
Rules	4.00	British Hit Probability Chart	.00
Clan Charts (4)	2.00		.00
1776 (7)	16.00		.00
Mapboard	8.00	British Counters	.00
Rules	4.00	TRIREME (3)	.00
Counters: American/British EA.	3.00		.00
Set of Scenario/CRT Cards	2.00		.00
Terrain Effects Sheet	1.00		.00
Tactical Cards Set	2.00		.00
	40.00		.00
SOURCE OF THE NILE	16.00	Log Pad 2	.50
Mapboard	8.00 3.00	VICTORY IN PACIFIC (2)	00
Rules	4.00		.00
Event Card Set	2.00	Rules 3	.00
3 Crayon Set	3.00		.00
Player Pad	3.00		.00
			.00
SQUAD LEADER (8)	18.00		-
Mapboard: 1,2,3,4 EA.	3.00		.00
Rules	4.00		.00
Allied Counters	3.00		.00
German Counters	3.00	The state of the s	.00
Scenario Card Set	3.00		.00
Expansion Mapboards	0.00		.00
5,6,7,8,9,10,11,12,13,14,15 EA.	3.00		.00
Expansion Gamettes see/			.00
Cross of Iron & Crescendo of Doom			.00
STALINGRAD (2)	14.00		.00
Mapboard	8.00		.50
Counters	3.00	Although not required all War at S Variants that have appeared in the General of	
Rules	3.00	be played using the WAR AT SEA II	
TRC	1.00	General Volumes 15, #3, and 13, #3 (o	
Weather Card	1.00	photostatic copy available), and Vol. 14	
CRT	1.00		
		WATERLOO (2) 14.	
SUBMARINE (8)	16.00	mapagain and a second s	.00
Mapboard	8.00		.00
Rules	2.00		.00
Counters	3.00		.00
Log Pad	3.00		00
The second second		THE RESERVE TO MAKE TO	
TACTICS II 1	9.00	WOODEN SHIPS 6 14.	-
Mapboard	8.00	Mapboard 8.	
Counters	3.00		00
Rules	3.00		00
Weather/Time Record Card	1.00		00
CRT	1.00	Advanced Game CRT	.00
3RD REICH (10) '81 Revised Edition	16.00		
Mapboard	8.00		
Rules	4.00		
Situation Cards Set (5)	2.00		
Counters: British	3.00		

Leisure Time/Family Games

from Avalon Hill

44	RI	Δ	C	K	S	PY

A quick-play "sneaky" card game requiring player's sense of logic, strategy, and a bit of bluffing. For 3 to 6 players.

* DRINKERS WILD

Here's the game that tells YOU everything you wanted to know about drinking but were in no condition to ask. Affectionately referred to as Boozopoly!

GIN RUMMY, CONTRACT BRIDGE, BLACKJACK Card Game Decks \$5.00 ea., \$15 per set Card game rules are printed on reverse of each card in the deck!

SMOKERS WILD

With a little bit of strategy and luck, you'll survive through this game of macabre humor.

PETER PRINCIPLE

Up is not always onward, reflected humorously in this strategy game where YOU will be the winner if you take the longest to rise to your level of incompetence.

PRICE \$6.00

Complete Set Cards: 3.00 **Rules: 2.00** Score Pad: 2.50

\$14.00 PARTS

Gameboard: 8.00 **Rules: 2.00** Pack of Money: 3.00 Wild/Bottle Cards Set (32): 3.00 Playing Pieces Set (4): 2.00

\$14.00

PARTS Gameboard: 8.00 Rules: 2.00 Pack of Money: 3.00 Brand/Occupation "Have a Puff" Cards Set (44) 3.50 Playing Pieces (12) 5.00

\$13.00 PARTS

Gameboard: 8.00 Major/Minor Decision Cards: 3.00 Final Placement Cards: 2.00 Playing Pieces Set: 1.00 Rules: 3.00

ACQUIRE	. 18.00	Set of Bucksl
Gameboard	8.00	Situation Car
Set of Tiles	5.00	Power File En
Pack of Money	3.00	Package of M
Stock Cert., Set of 7 packs	4.00	BUOINESS S
Info. Cards Set	1.00	BUSINESSS
Rules	. 1.00	Rules
BALI	6.00	Score Pad
Rules	. 1.00	Set of Climate
Dealer Card Shoe	3.00	Package of M
Blue Card Deck	3.00	Set of 16 Paw
Brown Card Deck	3.00	BOOK OF LIST
BUREAUCRACY	. 20.00	Gameboard .
Gameboard	. 8.00	Rules
Counters (2) EA	. 3.00	Counters
Rules	4.00	List Cards De
Code of Regulations	. 3.00	

t of Buckslip Cards (8)	1.00	CHALLENGE BRID
uation Cards Set	2.00	Rules Volume 1
wer File Envelope	1.00	Deal Indicator Card
ckage of Money	3.00	IBM Deal Cards Vo
SINESS STRATEGY	14.00	Deck of Playing Car Card Selector
meboard	8.00	No Box Available
les	3.00	140 DOX Available
ore Pad	2.50	CHALLENGE BRIDE
t of Climate Cards	1.50	(complete kit for a
ckage of Money	3.00	
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Rules: 4.00 Counters:

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LITTLE ROUND TOP

A strategy game for 2 players which recreates the critical stand of the 20th Maine Regiment at the Battle of Gettysburg. The players representing Union and Confederate commanders maneuver company sized units over a map of the battle area, and engage in fire and melee combat, attempting to defend or capture LITTLE ROUND TOP.

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Mapboard: 4.00 Rules: 3.00

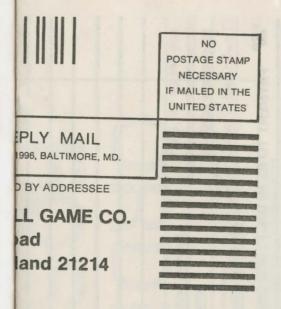
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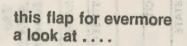
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Calculator	3.00	SPEED CIRCUIT		Player Cards 77-78, 78-79.
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ITEMS printed on a shaded area do not come with the game; they are accessories and/or variants, only and available only from Avalon Hill direct.

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(5/8" hex) 22" × 28", OR Panzer type (13/16"

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- (b) PRE-PRINTED with standard unit notations. 1/2" (D-Day) size only. Specify: White, Beige, Blue, Yellow, Grey, Green.

Apx: 190 + per sheet each 2 00 6 for 7.50 12 for 14 00

DICE (set of 6) specify white and/or red 1.00

HEX PADS Approx. 30 sheets per pad each 8 × 10 printed both sides. 216 hexes one side. 1.584 hexes on reverse side 2.50

HEX SHEETS

White, unmounted cardboard shipped in mailing tube to prevent creasing. Specify D-Day type

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12 for 11.0
MAGNETIC Strips for Counters
Ten ft. lengths 7.5
One ft
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Finished folding boards minus the printed map
sheet itself. Specify: (D-Day size) 14" × 22" 01
(PzBlitz Size) 8" × 22" each 2.0
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THIS IS our complete list of available discontinued games and parts. Please note, there are no boxes available except where we offer complete games. Many of these parts are in very short supply, and so orders will be filled on a first come, first served basis.

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